

# My code is my resume

"Geektrust has tie ups with some of the best startups. And all one got to do is write code, the rest is taken care by the geektrust team."

- Athira, now works at [Sahaj Soft](#)

*Athira, Souranil and many more developers have solved Geektrust coding challenges to find great jobs.*

- \* **Get priority** and be treated as a premium candidate to directly connect with decision makers at companies.
- \* **Get membership** and win an exclusive Geektrust DEVELOPER t-shirt given when you write good code.

What we look for in your code - It's not just about getting output, but how you get it. We care about how well modelled your code is, how readable, extensible, well tested it is. Check out our [coding help page](#) to ensure you get a good score.

# Getting started

1. Getting the output right is important, but more important is clean code and how well designed your code is. You should **absolutely** see our [Help page](#) post on what we look for in your code, and how to get started with the coding challenge.
2. *Optional:* you could deploy your code to a public cloud instance & send us the link so that we (or potential employers) could see your final UI.
3. Add a readme with how to get your code working, and how to test your code.

# problem context

Our problem is set in the planet of Lengaburu...in the distant distant galaxy of Tara B. After the recent war with neighbouring planet Falicornia, King Shan has exiled the Queen of Falicornia for 15 years.

Queen Al Falcone is now in hiding. But if King Shan can find her before the years are up, she will be exiled for another 15 years....





## AVAILABLE VEHICLES



### SPACE POD

units = 2 / max\_distance = 200 megamiles  
speed = 2 megamiles/hour



### SPACE ROCKET

units = 1 / max\_distance = 300 megamiles  
speed = 4 megamiles/hour



### SPACE SHUTTLE

units = 1 / max\_distance = 400 megamiles  
speed = 5 megamiles/hour



### SPACE SHIP

units = 2 / max\_distance = 600 megamiles  
speed = 10 megamiles/hour

## POTENTIAL HIDEOUTS



### DONLON

**Distance** - 100 megamiles



### ENCHAI

**Distance** - 200 megamiles



### JEBING

**Distance** - 300 megamiles



### SAPIR

**Distance** - 400 megamiles



### LERBIN

**Distance** - 500 megamiles



### PINGASOR

**Distance** - 600 megamiles

*The planets Al Falcone might be hiding in & the space vehicles available at King Shan's disposal*

# problem 1: FINDING FALCONE

King Shan has received intelligence that Al Falcone is in hiding in one of these 6 planets - DonLon, Enchai, Jebing, Sapir, Lerbin & Pingasor. However he has limited resources at his disposal & can send his army to only 4 of these planets.

Your coding problem is to help King Shan find Al Falcone.

# what **you** need to do

You need to build a UI (mockups available at the end of this PDF) through which King Shan can

- select 4 planets to search (out of the total 6)
- select which space vehicles to send to these planets
- see how much time it will take for the vehicles to reach their targets &
- show final result of success or failure

# what we give you

- a planets API that list out the planets, and how far they are from Lengaburu (<https://findfalcone.herokuapp.com/planets>)
- a vehicles API that lists the types of space vehicle at your disposal, how many of each type you have, the maximum distance a vehicle can go (range), and their speed (<https://findfalcone.herokuapp.com/vehicles>)
- a FindFalcone API that returns whether you were successful in your search or not (we randomly assign a planet to Al Falcone) (<https://findfalcone.herokuapp.com/find>)

# planets API

<https://findfalcone.herokuapp.com/planets>

**Request type:** GET

- There are 6 planets. But King Shan can send vehicles to search in only 4 at a time
- All are at varying distances from Lengaburu

## Sample response

```
[
  {
    "name": "Donlon",
    "distance": 100
  },
  {
    "name": "Enchai",
    "distance": 200
  },
  {
    "name": "Jebing",
    "distance": 300
  },
  {
    "name": "Sapir",
    "distance": 400
  },
  {
    "name": "Lerbin",
    "distance": 500
  },
  {
    "name": "Pingasor",
    "distance": 600
  }
]
```



# vehicles API

<https://findfalcone.herokuapp.com/vehicles>

## Request type: GET

- There are 4 types of vehicles
- The units of each vehicle type vary (eg:- there are 2 space pods but only 1 space rocket)
- All have different ranges (maximum distance it can travel). If the range for a vehicle is lesser than the distance to the planet, it cannot be chosen for going to the planet
- All have different speed. Based on the distance to the planet and the speed of the vehicle, time taken for the complete search should be shown

## Sample response

```
[
  {
    "name": "Space pod",
    "total_no": 2,
    "max_distance": 200,
    "speed": 2
  },
  {
    "name": "Space rocket",
    "total_no": 1,
    "max_distance": 300,
    "speed": 4
  },
  {
    "name": "Space shuttle",
    "total_no": 1,
    "max_distance": 400,
    "speed": 5
  },
  {
    "name": "Space ship",
    "total_no": 2,
    "max_distance": 600,
    "speed": 10
  }
]
```

# finding falcone API (token)

1. You need to first get a token

<https://findfalcone.herokuapp.com/token>

**Request type:** POST

**Headers**

Accept : application/json

**Request body:** empty

**Sample response**

```
{  
  "token": "PlmVXHswGEQxKJIpWnKCBtNMepseniTM"  
}
```

# find falcone API (request)

2. The final result is a game of luck. We will randomly assign a planet to AI Falcone (from the 6 available planets) and if the planet is in the list of 4 selected by the user, you get a success message

<https://findfalcone.herokuapp.com/find>

**Request type:** POST

## Headers

Accept : application/json

Content-Type :application/json

## Request body :

The request body is a json object which consists of a **token**, **planet\_names** and **vehicle\_names**. Value of the token is obtained from the previous API call (/token).

planet\_names is a JSON Array which consists of the planet names you selected from the UI. vehicle\_names is also a JSON Array which consists of the vehicle names you have selected from the UI.

## Sample request body

```
{
  "token": "zWSOZUcQJOPUhweUgYklARgNbuNVCyin",
  "planet_names": [
    "Donlon",
    "Enchai",
    "Pingasor",
    "Sapir"
  ],
  "vehicle_names": [
    "Space pod",
    "Space rocket",
    "Space rocket",
    "Space rocket"
  ]
}
```

# finding falcone API (responses)

## Sample success response

```
{  
  "planet_name": "Jebing",  
  "status": "success"  
}
```

## Sample failure response

```
{  
  "status": "false"  
}
```

## Sample error response

```
{  
  "error": "Token not initialized. Please get a new token with the  
/token API"  
}
```



# What we look for in your code

Ready to find Falcone? But remember that it is not just about getting the UI done but how you do it that matters more. We look for how modular is your code, how readable, extensible, how simple is the logic, do you have tests, how is your error handling, dependency management, how do you handle navigation, templates etc..

You can use plain javascript but extra points for using a client side framework such as Angular, Backbone or React.

# check list - submitting code

1. Please compress the file before upload. We accept .zip, .rar, .gz and .gzip
2. Name of the file should be FEproblem1.zip
3. We advise not to put your personal details in your solution as we maintain your anonymity with a company until there is genuine interest from them.
4. Please upload only source files and do not include any libraries or executables or node\_modules folder.
5. You can expect your evaluation in 3-5 working days.
6. Yes, you can resubmit code based on our feedback. We accept 3 submissions in total. So do implement all feedback and make your submissions count!

# sample MOCKUP

- As the heading suggests, this is only a sample mockup so that you have an indication of what is expected from you.
- You could choose to go with a completely different user experience. But you will need to ensure
  - all requirements mentioned in the problem are covered
  - you have a header menu bar at the top and a footer at the bottom
  - the final result should be shown on a new page & there should be navigation between at-least 2 screens

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# Finding Falcone!

Select planets you want to search in:

Destination 1

Select ▼

DonLon  
Enchai  
Jebing  
Sapir  
Lerbin  
Pingasor

Destination 2

Select ▼

Destination 3

Select ▼

Destination 4

Select ▼

Time taken: 0

Find Falcone!

Coding problem - [www.geektrust.in/finding-falcone](#) ...

***extra points for implementing auto-complete in the dropdown!***



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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon▼

Destination 2

Select▼

Destination 3

Select▼

Destination 4

Select▼

Time taken: 0

☐ Space pod (2)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

Destination 2

Select ▼

Destination 3

Select ▼

Destination 4

Select ▼

Time taken: 50

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

Destination 2

Select ▼

Enchai  
Jebing  
Sapir  
Lerbin  
Pingasor

Destination 3

Select ▼

Destination 4

Select ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

Time taken: 50

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

Destination 2

Enchai ▼

Destination 3

Select ▼

Destination 4

Select ▼

Time taken: 50

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

☐ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 2

Enchai ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 3

Select ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 4

Select ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Time taken: 100

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 2

Enchai ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 3

Select ▼

Jebing

Sapir

Lerbin

Pingasor

Destination 4

Select ▼

Time taken: 100

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 2

Enchai ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 3

Sapir ▼

☐ Space pod (1)

☐ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 4

Select ▼

☐ Space pod (1)

☐ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Time taken: 100

Find Falcone!

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 2

Enchai ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 3

Sapir ▼

☐ Space pod (1)

☐ Space rocket (0)

☐ Space shuttle (1)

☒ Space ship (1)

Destination 4

Select ▼

☐ Space pod (1)

☐ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (1)

Time taken: 140

Find Falcone!

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# Finding Falcone!

Select planets you want to search in:

Destination 1

DonLon ▼

☒ Space pod (1)

☐ Space rocket (1)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 2

Enchai ▼

☐ Space pod (1)

☒ Space rocket (0)

☐ Space shuttle (1)

☐ Space ship (2)

Destination 3

Sapir ▼

☐ Space pod (1)

☐ Space rocket (0)

☐ Space shuttle (1)

☒ Space ship (1)

Destination 4

Select ▼

Jebing

Lerbin

Pingasor

Time taken: 140

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# Finding Falcone!






Select planets you want to search in:

Destination 1	Destination 2	Destination 3	Destination 4	
<div>DonLon</div>	<div>Enchai</div>	<div>Sapir</div>	<div>Pingasor</div>	Time taken: 140
<div><div><div></div></div> Space pod (1)</div>	<div><div><div></div></div> Space pod (1)</div>	<div><div><div></div></div> Space pod (1)</div>	<div><div><div></div></div> Space pod (1)</div>	
<div><div><div></div></div> Space rocket (1)</div>	<div><div><div></div></div> Space rocket (0)</div>	<div><div><div></div></div> Space rocket (0)</div>	<div><div><div></div></div> Space rocket (0)</div>	
<div><div><div></div></div> Space shuttle (1)</div>	<div><div><div></div></div> Space shuttle (1)</div>	<div><div><div></div></div> Space shuttle (1)</div>	<div><div><div></div></div> Space shuttle (1)</div>	
<div><div><div></div></div> Space ship (2)</div>	<div><div><div></div></div> Space ship (2)</div>	<div><div><div></div></div> Space ship (1)</div>	<div><div><div></div></div> Space ship (1)</div>	

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# Finding Falcone!

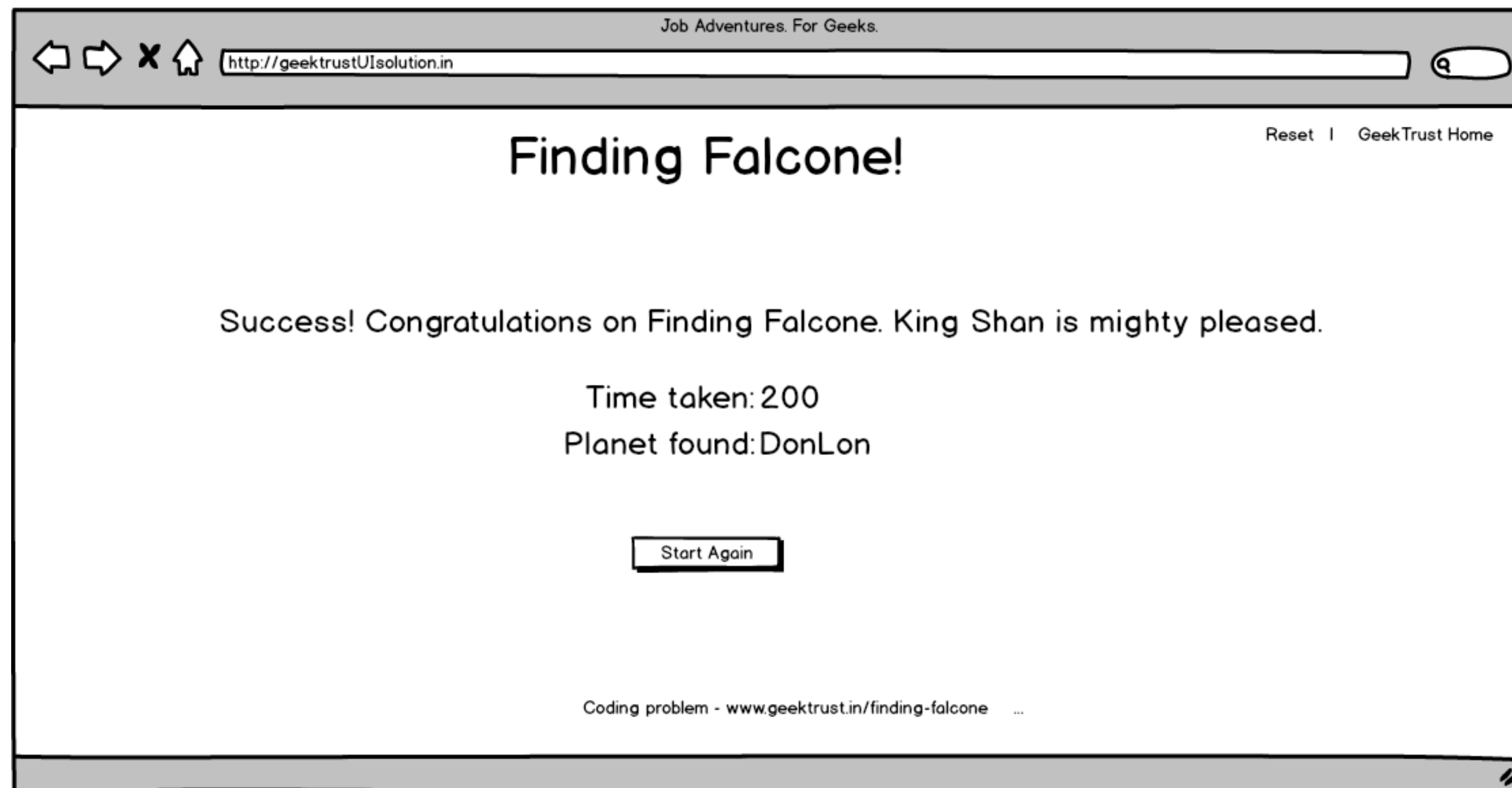
Select planets you want to search in:

Destination 1	Destination 2	Destination 3	Destination 4	
<input type="text" value="DonLon"/> ▼	<input type="text" value="Enchai"/> ▼	<input type="text" value="Sapir"/> ▼	<input type="text" value="Pingasor"/> ▼	Time taken: 200
<input checked="" type="radio"/> Space pod (1)	<input type="radio"/> Space pod (1)	<input type="radio"/> Space pod (1)	<input type="radio"/> Space pod (1)	
<input type="radio"/> Space rocket (1)	<input checked="" type="radio"/> Space rocket (0)	<input type="radio"/> Space rocket (0)	<input type="radio"/> Space rocket (0)	
<input type="radio"/> Space shuttle (1)	<input type="radio"/> Space shuttle (1)	<input type="radio"/> Space shuttle (1)	<input type="radio"/> Space shuttle (1)	
<input type="radio"/> Space ship (2)	<input type="radio"/> Space ship (2)	<input checked="" type="radio"/> Space ship (1)	<input checked="" type="radio"/> Space ship (0)	

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# what next?

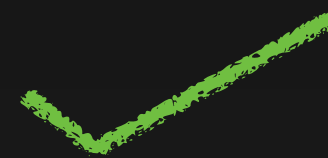
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