

Unity take home task solutions

1.

- all the updating and renaming should be combined into one route `/users/:id` and it should be using PUT-method
- after this, POST to create a new user could be changed to route `/users/`
- DELETE could be as follows: DELETE `/users/:id`, you don't need a query string
- in the example, the api should respond with status code of 400, because of the error

2.

- `.box` could be written as follows: `.box { margin: 3; }`, since you are using the same margin everywhere
- `.header.large` doesn't need to specify color `#ccaadd`, since it already inherits it from its parent

3.

- instead of a fixed salt, a unique salt for each password would be more secure: actually using the same salt for every password defeats the purpose of having a salt at all!
- also, using a cryptographically secure pseudorandom number generator for every salt would be a good idea
- using a battle-tested hashing library, such as `bcrypt`, could also be a good idea

4.

- using `var` is ill advised, since it has weird properties relating to scope (global and function scope) and that can be more error prone
- using `Array.prototype.reduce` might also be a good idea, instead of the `for` loop

5.

- `async await` is not understood correctly: you don't need to handle the response in then-chains, since `await` stops the program execution until the promise is fulfilled (then-chains inside the map are fine though).
- path names should be using `const`, instead of `var` or `let`, since they are not going to be reassigned during the program execution
- `u` doesn't have a variable declaration at all, at least not in this scope
- the second-then inside the map function is for some reason inside the first-then, the second should be after the first

6.

- The code would look better if you used classes introduced in ES6, and defined this function inside of the class, instead of defining it with a prototype!

7.

- <https://jsfiddle.net/h2czmny4/>
- if, for some reason, the link doesn't work, I have included the code for the function in a file called "responseToTimeseries.js"

8.

- in a folder called “frontend-developer-test”