

Here are the main points from the list that I haven't fully covered yet, and how I'd handle them.

## Architecture / organization

Right now the code is split into components, composables, and an API layer, which is fine for a small app. If this grew, I'd be stricter about separation:

- pure calculation logic stays completely isolated (easy to test, no side effects)
- API functions stay thin and only deal with request/response shaping + errors
- async state (loading/error/data) lives in a composable or store so the UI stays clean

## Store usage

Location-wise, it's hardcoded to Berlin for now, but a next step would be making it dynamic:

- optionally detect the region via browser geolocation as a default suggestion
- add a region select/input so the user can change it and instantly see updated taxes and results
- store the selected region in Pinia (and optionally persist it) so it survives refreshes

## Browser/device support

I haven't explicitly documented this, but I'd target modern browsers (Chrome/Firefox/Edge/Safari) and mobile Safari/Chrome. **Improving test effectiveness + coverage**

My current tests cover the happy paths, but to make them more effective I'd add:

- reactivity tests (changing refs updates computed values)
- edge cases (commission on/off, zero price, extreme values, rounding behavior)
- API failure tests (network errors, missing fields in the response)
- a couple integration tests for the form flow (valid input)

The goal is tests that catch real mistakes, not just "it returns something".

## CORS and production endpoints

In development I'd handle CORS using a Vite proxy so the browser never hits the external endpoint directly. In production, the correct solution is usually a backend proxy/serverless function (so you avoid CORS issues completely, can hide secrets, and optionally cache responses).

## Slow API responses

Right now I show loading/error states, but I'd go further if the endpoint is slow:

- cache tax results (they don't change often)
- prevent duplicate requests while one is in flight
- add retry + timeout handling