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## Snail Java

### Subject: Snail

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#### Intro

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- This morning, you just received a weird email telling you if you help solving a small problem, you could jump into the matrix! Hell yeah!
- But the remaining time to do it is now really short as in 2 hours, the window will close!
- Anyway, the task is not that hard and you're more than qualified to do it, so... let's do it!

#### User story

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- You have 2 hours to implement a ready to go to production small web page displaying an automatically filled simple square!
- Yeah! A simple square!!!
- Well... maybe it's a little bit more complex than just a square actually...

#### Specs

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- You have to provide a function taking as parameter the size (n) of the edge of this square.
- Then, it must compute do some computing and return an HTML string representing this square and in each box of this square, you must display a number! Nothing fancy :( sorry...
- Pretty simple right? I told you... 2 hours are more than enough :)
- Ho wait, I forgot to explain you which number should be automatically filled in each box of the square...
- The numbers will start with 1 from top left then going incremental to top right, then go down to bottom right and continue in loop until you reach the middle... yeah, you got it, basically... it's a snail...
- Ok ok it's not clear... a good sketch is better than a long discourse so let's see the schema of these squares

#### Examples

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Size (n) of the edge of this square:  $n == 1$

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1
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Size (n) of the edge of this square:  $n == 2$

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1	2
4	3

Size (n) of the edge of this square:  $n == 3$

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<b>1</b>	<b>2</b>	<b>3</b>
<b>8</b>	<b>9</b>	<b>4</b>
<b>7</b>	<b>6</b>	<b>5</b>

Size (n) of the edge of this square: n == 4

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<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>12</b>	<b>13</b>	<b>14</b>	<b>5</b>
<b>11</b>	<b>16</b>	<b>15</b>	<b>6</b>
<b>10</b>	<b>9</b>	<b>8</b>	<b>7</b>

n == ...

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