

HelpNow Java Assignment (Internship)

Overview

The purpose of this coding assignment is to assess your coding and analytical skills. The assignment will be evaluated on overall task execution, coding style, understanding of programming concepts, choice of techniques.

Description

This coding exercise involves designing a Smart Card System for a gaming zone. You have to implement a 'Gaming Card System' for business "FunFactory". For developing this application.

Assume that there is a single gaming zone line covering 10 gaming platforms linearly. The games are laid down by the following names: G1, G2, G3, G4, G5, G6, G7, G8, G9, G10. The use of the games can be in any direction(G1 to G10 or G10 to G1 but in linear fashion only, cannot jump to any platform randomly).

Customers have gaming cards that behave just like any regular debit card that has an initial balance when purchased. Customers swipe-in when they use a gaming platform and swipe-out when they exit. The gaming card balance is automatically updated at swipe-out.

The objective of the exercise is to create an automated system that has the following functionalities:

The gaming card should have a minimum balance of Rs 10 at swipe-in. At swipe-out, the system should calculate the fee based on the below strategies set at the start of the day.

The fee must be deducted from the card (card balance can not be negative).

You can add more amount in card, it will be added in existing balance.

The card should have a sufficient balance otherwise user should NOT be able to exit.

Weekday – Rs. 10 (per game) Weekend – Rs. 20 (per game played on Saturday or Sunday)

***Please make assumptions wherever needed.**

Deliverables:

1. A document of use cases .
2. The codebase - Use Git to manage the source code. A clear Git history showing your process is required.