General instructions:

* Use node.js to implement solution
* Use GIT version control to record development activity (tortoisegit a nice and easy tool for windows for example)
* Submit final solution as an email attachment containing zipped .zip or .tar.gz file of the git work directory including the .git repository folder.
* Solution should be able to be run “out of the box” with fairly recent version of node.js

Things we look for:
* elegant and simple, easy to follow solution to the given problem
* clear and consistent programming style
* meaningful usage of given tools and development environments
* implementation time should be max. 1-2 days
* we want to be able to run/test your solution also in our own environment
* the assignment is relatively simple text and number processing problem, if you end up doing something very complex you might be on a wrong track! ☺

Also a friendly reminder that submitting the correct solution does not quarantee hiring. Anyways we hope you enjoy solving the task and find it interesting!

Notice about solution IPR: Assignment work is not under any NDA, you can consider the solution material public at least to you and our company Vektorio Oy and each party can use it later however they wish. So, don’t ship any code as solution which you want to reserve rights for or which is not yours. You can use the solution as your own work sample later on, as long as you don’t relate our company or Vektorio Oy name to it in any way.

Assignment problem / task:

Implement a node.js program “area.js”, that calculates surface area of the attached knot.obj 3D-model. Use only node.js modules fs and vector-3 like this:

```
var fs = require('fs');
var Vector3 = require('vector-3'); // link: https://www.npmjs.com/package/vector-3
```

From cmd-line, solution should look like this. Command should output the expected area to console:

```
> node area.js knot.obj
??????.???
```

Additional info:

* By surface area we mean the combined surface area of the 3d-object. You could think it as an amount that it would take to cover object using paint or cloth etc.

* OBJ-format is an old text-based 3d-format, you can check the files using text-editor. More info: https://en.wikipedia.org/wiki/Wavefront_.obj_file

* This is how our object of interest looks like (you can try importing it to for example three.js editor):