# Ownzones Node.js Challenge

We need to build an image delivery Microservice. The service will have a set of image files, stored in a local folder (you can pick random images from the internet to seed it). It will receive HTTP calls for those images on a particular endpoint (like /image/img\_012343.jpg), and will support requests for various resolutions of those images. For instance, /image/img\_012343.jpg?size=300x400 will resize the original image at 300x400 and return it to the client. This service will be used to serve images optimised for the device they’ll be displayed onto. Mobile devices will ask for lower resolutions while web applications will ask for higher resolutions or the original. (The clients are outside the scope of this exercise.)

**Additional info, specs & requirements:**

* We do not know in advance the resolutions that the clients will ask for.
* Other source images can be added in the folder at any time while the service is running.
* Include automated tests to cover the functionality.
* Design for performance and reliability and assume a high load on the service.
* Use the best practices and think about all the concerns of running this code in production but keep in mind that the ultimate goal is to come up with a working product (<http://lifehacker.com/5870379/done-is-better-than-perfect>).
* Provide documentation and samples for calling the service and running the tests and the code.
* The deliverable is a GitHub repository containing everything needed to run the project.

**Bonus:**

* Avoid resizing images that were previously resized to the same resolution (cache).
* Provide an additional endpoint to expose stats about the service, like:
  + The number of original files.
  + The number of resized files.
  + Cache hits/misses.
  + Other stats that you think would be useful in monitoring and making sure the service is running smoothly.
* Include a Dockerfile for running the service inside a container.