

Coding Challenge: Software Engineer

This programming challenge should take around 1-3 hours.

Word Count Challenge

 The task is to create a user-facing form that counts the number of words in a block of text.

Acceptance Criteria:

- As a user when I view the application then I see a form containing a text box to enter a body of text and when I submit the form with some text then I see a result containing the number of words in the text box; and when I submit the form with an empty text then I see a form error telling me that some text input is required.
- As an engineer when I look at your project then I should understand how to install and run it.
- The form can be delivered as a web page or mobile app. The word counting function(s) can be implemented in whatever language or framework you prefer.
- You may use any third-party libraries or packages that you need to.
- You may consult any resources that you use in your usual work:
 documentation, Stack Overflow, tutorials, etc. Using Al code generation
 tools (such as GitHub Copilot, ChatGPT, or Amazon CodeWhisperer) to
 solve the challenge is not permitted.



If there are limitations/known issues/todo's, comment them and be prepared to explain.

- This program will not be perfect and cover every edge case due to the time constraint. This exercise is as much about trade-offs as it is about code.
- Feel free to make assumptions about the scope and requirements if not explicitly mentioned in the acceptance criteria. (In other words, just go for it!)
- It should be a code that you are proud of and written in a professional manner.

Details for submission:

Please submit your solution in a public GitHub repository or google shared drive. Feel free to add whatever you need into the repository. Send us an email to hiring-eng@voxy.com when you're ready for Voxy to review the application.

Questions:

If you have questions, first make an assumption, it's ok! If there is something critical, send your questions directly to hiring-eng@voxy.com or lali@voxy.com.