## **Caplin: Intern Programming Exercise**

Working in the engineering department at Caplin will require that you are able to write computer programs. When we meet you, we like to have some code you've written that we can chat to you about.

Please write a program that downloads the page at <a href="https://www.gutenberg.org/cache/epub/29364/pg29364.txt">https://www.gutenberg.org/cache/epub/29364/pg29364.txt</a> and outputs the letter that starts the most words on that page.

We're not interested in the difference between upper case letters and lower case letters, and letters start words even if they're inside quotes, underscores or brackets.

Normally it's good to ask lots of questions about the requirements, but in this case, please make decisions you think are reasonable and record them in a supporting readme file.

A good solution to this exercise can be completed in no more than a couple of hours, so don't spend too long on polishing it.

## Submission

Please submit a zip file containing at least

- 1. The source code of your program. This should be in one of the main languages that we use at Caplin.
  - a. Java
  - b. Kotlin
  - c. Javascript
  - d. Typescript
- 2. A readme file that describes
  - a. Any decisions you needed to make about the interpretation of the requirements, and questions you would have asked
  - b. If you made trade offs, or would have preferred to answer the question in a different way or using different technology, what those would have been.
  - c. Any prerequisites for running your program in terms of installed software, versions etc.
  - d. How to run your program to produce the desired output.

Please take extra care with providing good clear instructions for running your program, because we have a limited amount of time that we can spend debugging builds and usually a submission we can't get working will not be considered.