# Color Mixer

Programming Assignment

Introduction

The purpose of this assignment is to evaluate your ability to work with programming tasks that resemble the day-to-day activities of the Kanzi Studio team at Rightware. This assignment focuses on the implementation of visual editors.

Both code and application quality will be evaluated.

Instructions

- write a desktop application that behaves as a node editor for mixing colors
- focus both on the quality of the code and to the usability of the application
- send your solution to Rightware in a ZIP package containing the following contents:
    o source code
    o solution and project files
    o compiled executable
    o instructions to compile
    o list of 3rd party dependencies, if any
    o brief description of the application including its possible shortcomings and known issues
    o a screenshot of the application
    o ideas for further development
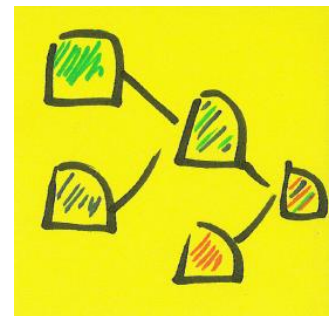
Requirements

- the application must contain a node editor
    o node editor is essentially a canvas that has entities that can be connected to each other
- the editor should visualize colors that result from mixing other colors
- the editor should have more than one type of mixing operations such as additive
- results of mixing operations should be reusable as inputs for other operations
- implementation language should be either C#, Java or C++
    o at Rightware we use C# and WPF as UI framework for Kanzi Studio development, but feel free to use the language / UI framework combination that is more familiar to you
- the application should work either on Windows (preferred), Mac OS X or Linux