

## **Instructions for attempting Codelyser problems**

- 1. First and foremost, allow permissions to the camera on browser, you'll be monitored throughout your test.**
- 2. Make sure that you start this test once you are on the latest version of Chrome.**
- 3. Your test will be conducted in full screen mode. Please do not switch. If you try to exit the full screen mode by switching your browsers, your test will automatically get submitted.**
- 4. No existing method signatures/packages should be changed and main method should not be added, however, you are allowed to create new methods called from the given method, if required.**
- 5. Please note when you start the problem you will be redirected to readme.md file for detailed description of problem.**
- 6. To verify your solution, click on "Compile & Run" button. Note: No output statements will be displayed in this mode.**
- 7. To debug your solution using output statements & custom input, use "Test against Custom Input" button.**
- 8. Keep saving your changes at regular intervals by clicking the "Save" button (visible only on editable files).**
- 9. Once you tick the checkbox, you'll be redirected to the test problems page and a timer would start, you need to submit the solution within the allocated time.**
- 10. For any class used, ensure that corresponding imports are added to the class.**
- 11. Clicking on "Submit" button will submit your solution for a more detailed review.**
- 12. Please note that you won't be able to revisit a problem, once it's submitted for evaluation.**
- 13. Once the test time expires, your last saved versions of the unsubmitted problems will be used for evaluation.**