****

**Development Team Technical Test**

**Introduction**

Included with this document is a code solution that comprises a fictional University online application processing project and a related suite of unit–tests. The project contains a single APPLICATION class with a PROCESS() method which assesses information provided by an applicant against a simple set of rules and returns the HTML of a resultant decision email.

The solution builds and all the unit tests pass, however the code contains numerous issues and examples of what would typically be defined as bad practice. This is where you come in!

We would like you to re-factor and/or improve this solution to work in accordance with your knowledge and experience of coding standards, practices and principles. There are no right answers to this piece of work, it’s simply designed to give us an idea of how you approach your day to day work in both theoretical and practical terms.

**Considerations**

We would like to consider the following as you go about this exercise:

1. Do not spend any longer than ONE HOUR on the task.
2. Assume the code you produce here would be real code going into a real production environment which would be consumed by and worked on by other developers.
3. Whilst the nature of the contained code may change, Unit tests must retain the same coverage and same equal assertions and must ALL PASS.
4. If you don’t have time to fully realise your approach, put in placeholders, code stubs or notes to detail what you would have done if you’d had more time.
5. Be prepared to talk through your experiences with the task in the first part of the interview if you are brought forward for a face to face.