

Pay As You Go Challenge – May 2020

A mathematical approach was used to solve this problem. Few more data points were calculated from the input values to determine the starting tier and units to split. Using the starting tier and units to split, the tier 1, 2 and 3 values were calculated. As an additional feature, the FreeUnits, Tier1UnitsLimit, Tier2UnitsLimit and Tier3UnitsLimits were treated as variables so, the rules will not be modified if those limits are changed. Sparkling Logic's SMARTS and Rulesmatix LABS Testing Framework were used to develop and test the solution respectively.

Data Points Added:

- `UsedFreeUnits = Min(AllUnits-ThisMonthUnits, FreeUnits)`
- `ThisMonthsFreeUnits = FreeUnits-UsedFreeUnits`
- `UnitsBeforeThisHour = ThisMonthUnits-LastHourUnits`
- `FreeUnitsThisHour = Minimum of:`
 - o `LastHourUnits`
 - o `If (ThisMonthsFreeUnits-UnitsBeforeThisHour>0)`
 - `Min(LastHourUnits, ThisMonthsFreeUnits-UnitsBeforeThisHour)`
 - o `Else`
 - `0`
- `UnitsToSplit = LastHourUnits-FreeUnitsThisHour`
- `StartingTier = 1 , 2 or 3 depending on UnitsBeforeThisHour were within Tier 1, 2 or 3 limits`
 - o `StartingTier =`
`(UnitsBeforeThisHour<=Tier1UnitsLimit?1:(UnitsBeforeThisHour<=Tier2UnitsLimit?2:3))`

Rules Created:

- Tier 1 Rule
 - o `if`
 - `StartingTier == 1 and UnitsToSplit > 0`
 - o `then`
 - `Tier1Units = Min(Tier1UnitsLimit-UnitsBeforeThisHour, Min(Min(UnitsToSplit, Tier1UnitsLimit), FreeUnits));`
 - `UnitsToSplit -= Tier1Units;`
 - `StartingTier ++;`
- Tier 2 Rule
 - o `if`
 - `StartingTier == 2 and UnitsToSplit > 0`
 - o `then`
 - `Tier2Units = Min(UnitsToSplit, Tier2UnitsLimit-Tier1UnitsLimit);`
 - `UnitsToSplit -= Tier2Units;`
 - `StartingTier ++;`
- Tier 3 Rule

[illegible]