

Revolut

iOS Test Application

You should implement one screen with a list of currencies



The screenshot shows the Revolut app interface on an iPhone. At the top, there's a status bar with signal strength, time (9:41 AM), and battery (100%). Below the status bar is a list of currencies. Each row consists of a flag icon, the currency code and name, and a numerical value. The currencies listed are GBP (British Pound), JPY (Japanese Yen), CAD (Canadian Dollar), CZK (Czech Koruna), AUD (Australian Dollar), EUR (Euro), and USD (US Dollar). The values are 99,79, 14716, 163,92, 2876,13, 167,67, 111,30, and 130,29 respectively. The values are displayed with commas as thousands separators and periods as decimal separators.

	GBP British Pound	99,79
	JPY Japanese Yen	14716
	CAD Canadian Dollar	163,92
	CZK Czech Koruna	2876,13
	AUD Australian Dollar	167,67
	EUR Euro	111,30
	USD US Dollar	130,29

The app must download and update rates every 1 second using API

<https://revolut.duckdns.org/latest?base=EUR>.

List all currencies you get from the endpoint (one per row). Each row has an input where you can enter any amount of money. When you tap on currency row it should slide to top and its input becomes first responder. When you're changing the amount the app must simultaneously update the corresponding value for other currencies.

Use swift programming language and any libraries you want. UI does not have to be exactly the same, it's up to you.

Unit tests must be included.

Video demo: <https://youtu.be/omcS-6LeKoo>