Hello! If you are reading this, then we're likely in the process of an iOS Developer role at Betsson Group. If so, congratulations!

In this assignment we are giving you the opportunity to showcase your talent on the technical side.

Assignment Details

The application project you have been given is for a legacy application that calculates the real time status of odds during a sporting event.

During a sporting event, several aspects of the sport can be offered to be bet on, such as: which team will win the match, how many points they will score and how many fouls they will incur. A bet has two pieces of information that might change during an event: its odds and its sell-in time. Essentially, these identify how advantageous the odd is and how much longer the odd will be valid for.

The legacy application retrieves the current version of odds from a server, calculates the new state for the odds and then displays them to the user. This is a bug fixing & refactoring task, where the goal is to restructure the project into a more easily maintainable app.

What to fix

1. Refactor the *BetsRepository* class, such that adding support for **new bet types** and their calculations is as easy as possible.
2. Add unit tests for *BetsRepository*.
3. Refactor the Bets target using the MVVM architecture.

What we look for

Clean, readable, extendable and testable code.

While the use of AI tools is something we embrace, to better evaluate your performance, they should not be used for completing this assignment.

Time & Delivery

- Please submit the finished assignment in the form of zip file and reply to the HR's email.
- Make sure the project builds, even if the solution is not complete.