iOS Developer Challenge
An application for displaying cards.

The application has two states: Onboarding & Main.

Onboarding State
- Consists of a blue screen with a centered button on the bottom of the screen. The button title is 'Continue'
- After clicking on 'Continue', we navigate to the main window {main state} of the application.
- Onboarding is displayed only at the first launch; all subsequent launches the app starts in {main state}

Main State
- Consists of a custom TabBar, with an icon & title
- The TabBar contains five separate tabs, titled "Card", "Info", "Tab 3", "Tab 4", and "Tab 5"
- Each tab is a separate navigation controller.

    Card Tab
    - Consists of a carousel with images, that auto scroll from left to right. The user can scroll the cards by themselves if they choose.
    - The data for the cards can be found here: https://ringtones-kodi.s3.amazonaws.com/data/top_ringtones.json
    - Card structure: background image, title and description.
    - Card size: 40% of the screen height, 80% of the screen width. Center location.
    - By clicking on the card, an Alert appears with the card's title.

    Info Tab
    - Contains only a UILabel with the name of the last selected card.

    Other Tabs
    - Empty, only large titles at the top

Requirements
- Please write the UI in code (any framework)
- Please don't use SwiftUI
- You can also use any other framework you wish