var time = LocalDateTime.now()

var weatherState = WeatherState(

// weatherInfo = "Sunny",

weatherInfo = WeatherInfo(

weatherDataPerDay = mapOf(

1 to listOf( WeatherData(

time = time,

temperatureCelsius = 27.0,

pressure = 180.0,

windSpeed = 11.0,

humidity = 30.0,

weatherType = WeatherType.ClearSky

), WeatherData(

time = time,

temperatureCelsius = 27.0,

pressure = 180.0,

windSpeed = 11.0,

humidity = 30.0,

weatherType = WeatherType.ClearSky

), WeatherData(

time = time,

temperatureCelsius = 27.0,

pressure = 180.0,

windSpeed = 11.0,

humidity = 30.0,

weatherType = WeatherType.ClearSky

)

)

),

currentWeatherData = WeatherData(

time = time,

temperatureCelsius = 27.0,

pressure = 180.0,

windSpeed = 11.0,

humidity = 30.0,

weatherType = WeatherType.ClearSky

)

),

isLoading = false,

error = "Ceva"

)

state = weatherState

return Result.success(currentWeatherData = WeatherData(

time = time,

temperatureCelsius = 27.0,

pressure = 180.0,

windSpeed = 11.0,

humidity = 30.0,

weatherType = WeatherType.ClearSky

))