# Media listing app-iOS

Acme Inc. has been tasked with creating a media listing app to surface their media content to users. This should be achieved by creating native iOS application exhibiting MVVM/MVC patterns which runs on iOS9+ devices. Users of the app should be able to scroll a vertical list of categories, with each category capable of being independently scrolled horizontally.

A media listing endpoint can be accessed on <a href="https://pastebin.com/raw/8LiEHfwU">https://pastebin.com/raw/8LiEHfwU</a>. It contains a list of categories and media assigned to those categories in the format outlined below:

```
category: String
items[]:
    title: String
    year: Integer
    description: String
    images:
        portrait: String (URL)
        landscape: String (URL)
```

### Requirements

- Implement the wireframes provided below in a tablet form factor
- Single ViewController application (use child VC's as required)
- Implement a vertical Table View (taking up all available screen size), which consists of child Collection Views of horizontal orientation
- All horizontal rows must scroll independently of each other (no Grid arrangement)
- Async load and show a 2D data array of simple title / image elements
- No third-party code / libraries must be used for UI (they can be used for other elements of the application)
- Programmatic layouts only (no Storyboards or xibs)
- Use of AutoLayouts for layouts

#### **Bonus Tasks**

 Clicking on a media element should animate the it into a full screen ViewController displaying the tile (second wireframe)

#### **Evaluation Criteria**

- All requirements completed / met
- Objective oriented design with clearly separated and loosely linked entities (use MVVM or MVC patterns)
- Good use of caching (file, memory; data preloading)
- Usage of data structures
- Clear layout constraints
- Use Multithreading / Asynchronicity when needed

## Deliveries

- Provide the code as a complete git repository or a link to a github/bitbucket/public repo
- The source code must compile with no errors in an iOS environment

## Wireframes



