**Android UI/UX Prototyping Exercise**

As a User Experience lab in Samsung, most of the times we implement UI prototypes by following design guidelines made by our design team. In this exercise, the team has tried to provide you with one such scenario. The scenario will detail some information provided by the design team in terms of visual assets and a text description of what the team wants you to develop. Please try your best to follow the directions given by the team and in places where the instructions may not be clear please use your best judgement and make a note of the reasons.

Please try not to take more than 48 hours to do this exercise. The exercise is not to judge whether you finish but rather the thought process you go through once you in a scenario like that. Finally, please upload your code through Codility. The team would like to go through the code to get a better understanding of your coding practices.

**Instructions:**

The following instruction set should be read in combination with the visual assets to fully understand the requirements of the exercise.

1. The purpose of this exercise is to build a Gallery App in Android. We have provided sample photo assets organized in 5 folders, namely “Animals”, “Architecture”, “Food”, “Posters” and “Scenery”. A folder represents an album and the photos in the folder represent photos in the album. All photos have the same resolutions that are 1280 X 1280.
2. The main activity of the application shows a list view of albums, presented by a cropped image of the first photo of the album, with a text overlay showing the name of the album (which is the name of the folder). The list supports vertical scrolling.
3. As the image is touched by the user a new page is opened. The new page contains a list view of all photos in the album. The list is vertically scrollable. The user can touch either the physical back button or the arrow at the top left corner to go back to the main activity.
4. On the main activity, the user can long-press an image and expand it to a 1:1 preview. On the preview image, the user can scroll among all photos in the same album by moving the finger horizontally. The preview is closed when the finger is lifted off the screen.
5. **Interaction\_Wireframe.pdf** is the document that details the interaction flow of the application.
6. The video **demo.mp4** also shows the interaction flow and animations that are triggered when switching between pages. Please implement your application as close as possible to what is shown in the video.
7. On the day of the onsite interview, you should present your workflow and thought process along with some challenges you might have faced and how you overcame them while performing this exercise.

Best of luck from the team and we hope to hear back from you very soon :D