

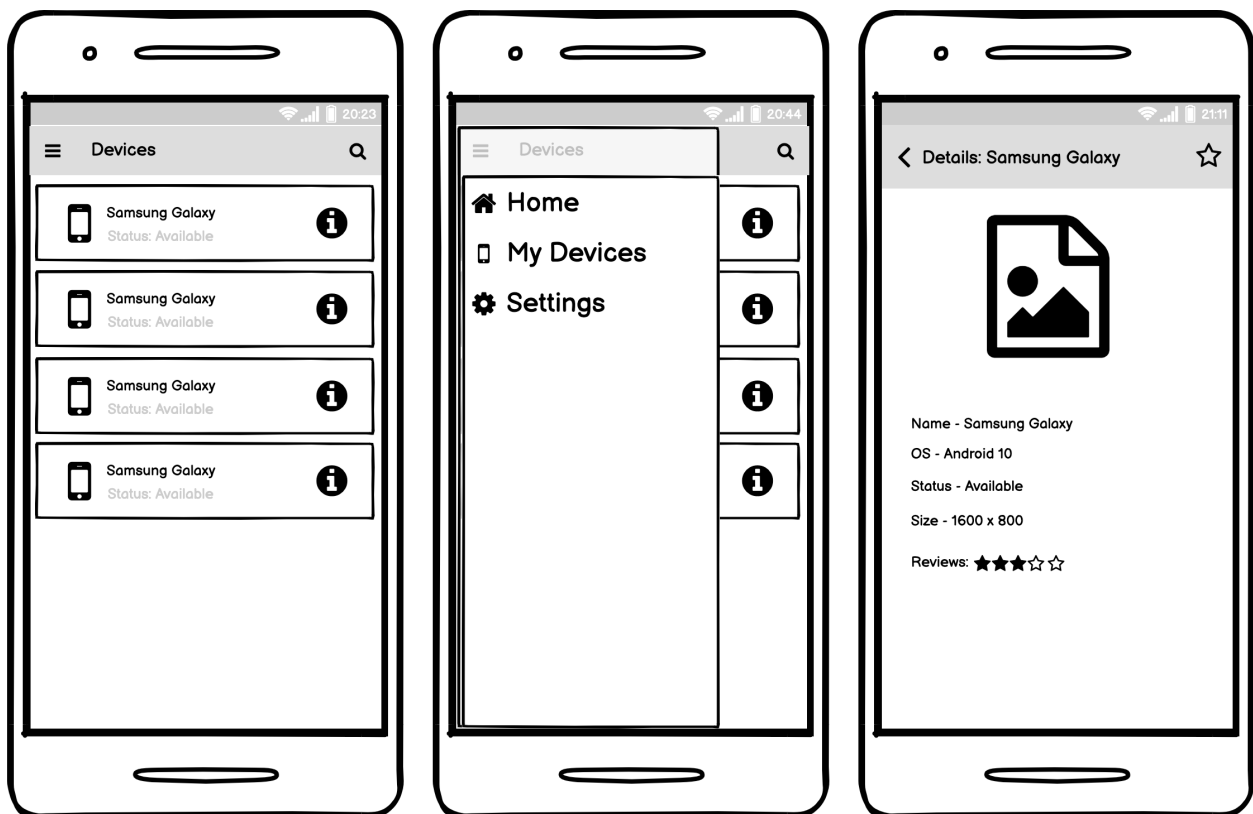


Objective: Develop a mobile application with the technology you're comfortable with be it (Java/Kotlin for an Android Application) or (Swift for an iOS Application)

The UI decisions are at your liberty as long as they meet the requirements. Feel free to be creative as much as possible.

This is a mobile device management app. It shows a complete list of all the devices on the home page. Users can click on a device and visit the device details page. Users can search for a device from the top search bar on the home screen.

A sample visualization of how it might look like.



Product Requirements:

1. Mock data for devices (Assume they are coming from a back-end endpoint with GET request)

Hint: Device model could look as such:

```
devices: [  
  {  
    "Id": "1234",  
    "Type": "Sensor",  
    "Price": 20,  
    "Currency": "USD",  
    "isFavorite": false,  
    "imageUrl": "",  
    "Title": "Test Sensor",  
    "Description": "",  
  },  
  {  
    "Id": "1235",  
    "Type": "Thermostat",  
    "Price": 25,  
    "Currency": "USD",  
    "isFavorite": false,  
    "imageUrl": "",  
    "Title": "Test Thermostat",  
    "Description": "",  
  },  
]
```

2. The application should display a list of devices to be used as a data source with a search capability.
3. Clicking on a device should open a new screen to display the details of that device.

Technical Requirements:

1. Use a design pattern other than MVC
2. Add unit testing
3. Your software should easily accommodate possible future requirement changes

Bonus Points:

1. Add UI and/or integration tests

Upon completion, please send the git repository link to the recruiting team.