



You will need to develop an **Android** application, that allows the user to playback an artist top tracks from the Spotify service. Here are the requirements :

Assignment

- The app must use the Spotify [SDK](#), for it's playback functionality and for getting the top tracks.
- You can choose one or more artists and it can be hardcoded in the app. Your app does not need to have a UI to select an artist.
- The app must present a list of top tracks.
- Once the user selects a tracks the app must start playback and present a player UI, with a play/pause button and a progress bar.

Requirements

- All code should be written in Kotlin and/or Java showcasing your knowledge of the languages and their uniques features.
- Commit and comment your changes to a git repository.
- Design your architecture so that it fits a real world app.
- Pretend you're submitting this as production-quality code for review
- Consider reusability, extensibility, genericity etc.
- Feel free to use libraries, frameworks, dependencies management but be ready to justify your choices

Submission

Zip your source code repository and send it to us by email. Don't forget to include your `.git` directory.

Follow-up questions

- Before starting this assignment, what was your estimated time of completion? What was your the real time of completion?
- Given more time and resources, how would you improve your application?
- How did you approach the architecture of the app? What design pattern did you use?
- How hard was the assignment? How would you rate yourself?
- If you want to discuss an area (or several) that you are particularly fond of, feel free to write a few lines about it in your own words. Here are a few examples (if you don't see one that is to your liking, just pick something else).
 - Architecture component
 - Lifecycle
 - Fragment vs Activity
 - Listener
 - ...