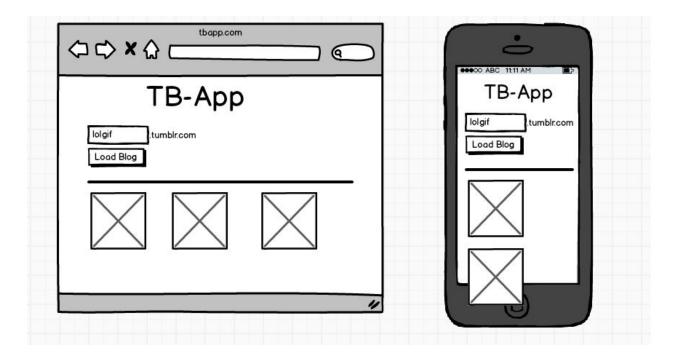
## Create a Tumblr like UI.



The Application should look roughly as shown above. It should take the name of a tumblr blog. E.g. "onetinyhand.tumblr.com", then load the posts, and display them.

## **Technical Requirements**

- You should use the V1 API: <a href="https://www.tumblr.com/docs/en/api/v1">https://www.tumblr.com/docs/en/api/v1</a>
  - Some sample tumblrs for testing
  - https://onetinyhand.tumblr.com/
  - https://youhadonejob.tumblr.com/
  - https://justbadpuns.tumblr.com/
- [P1] Integration:
  - You may use the V2 API, but not the javascript Library. All web service requests should be naked.
- [P1] Front-end:
  - You must clearly separate your models and views, in separate classes.
  - Your application should preferably be an AngularJS Single Page Application.
  - JS/jquery is OK.
  - You <u>can add additional features to the UI</u>. You have broad leeway in determining design.
- [P1] Your solution should include 2 things
  - An accessible URL for us to test the application. (e.g. host it on AWS)
  - Github repository with source code.
- [P2] Back-end:
  - The application <u>must have a backend</u>. The backend must store (i.e. cache) all valid tumblrs that are viewed

- E.g. if a tumblr is viewed once in the application, subsequent views of said tumblr should fetch data from your backend, not to the Tumblr API.
- A database schema with meaningful data-types and referential integrity is highly recommended.

## **Evaluation Criteria**

In order of importance, your evaluation will be graded on the following criteria

- Functionality, handling of edge cases.
- System design, class structure, data model.
- Any additional features you may build that aren't specified in the requirements.
- Test coverage.
- Web Page Performance
  - See <a href="https://developer.yahoo.com/performance/rules.html#num\_http">https://developer.yahoo.com/performance/rules.html#num\_http</a>,
    https://developers.google.com/speed
  - We will measure OnContentLoaded, OnLoad time.
- [Note] Completion time is only a factor if you exceed allocated time (typically 24 hours)