

PROBLEM:

Suppose you are developing an iOS application and your application heavily relies on different types of buttons. Following are the 3 different types of buttons you have to support:



TASKS:

- 1 Create a small library/module to provide a custom UI button component to support all possible button variations shown above.
- 2 Write a sample application to verify the functionality provided by this library/module.
- 3 Extend the functionality of sample application to support a local user login session with following specifications:
 - A On first app launch, ask the user to sign up with full name, username and password and store the information locally.
 - B If already registered, ask the user to login with the credentials specified during signup.
 - C Login session expires and user is sent back to login screen if the app is in background for more than 10 seconds or if the app is in foreground for more than 30 seconds.
 - D You are free to choose any rules for username and password.

- 4 Write unit and integration tests.

REQUIREMENTS:

- 1 Buttons should have touch/click effect.
- 2 Library should only provide one button component e.g., “CustomizableGenericButton” and all other button variations should be configurable through different attributes.
- 3 Buttons can be styled through theme values.

INSTRUCTIONS:

- 1 General purpose of this task is to check your general iOS knowledge and coding skills so you are free to make any assumptions if needed and just make sure to document them somewhere for us to read.
- 2 Feel free to contact us in case you have any queries.

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YOU'LL DO GREAT!

nizek.