Goal
Create a compelling and elegant Android application to display the contents of the provided API, implementing both collection and details based views.

Process
The resultant application should be under source control using either GitHub or BitBucket. Upon completion, you will be required to provide a link to the repository, and if the repository is private, to allow access to the repository to the DSG team. The DSG Team will perform a code review on the repository, including compiling and running the project. Please be certain to commit all files required to compile and run the project to the repository. Also, be certain to perform frequent commits. Please do not squash your commits. A part of this evaluation process is to provide insight as to how you approach the task and the thought process you put into solving the problem. Please include any notes or comments that you wish to relay to the DSG team within the README file of the repository.

Specification
You are provided an API whose payload contains a list of DICK'S Sorting Goods venue locations. The information available on each venue varies from venue to venue.

The submitted solution should…
- present the venues sorted by favorite status and distance (ascending) from the device's current location.
- allow the user to view additional information about an individual venue via some user interaction (tap, swipe, etc).

The user should, at a minimum…
- …have the ability to specify a single venue as a "favorite" venue. A user can only have a single favorite venue at any given point in time.
- …have the ability to change their favorite venue. A venue designated as a favorite should appear as the first element in the collection of venues.
- have the ability to view photos taken of the venue, if any are available.

The source data can be found at https://movesync-qa.dcsg.com/dsglabs/mobile/api/venue/

Duration
This task should take approximately 6-8 hours to complete.

Evaluation
Your code will be evaluated for usability, correctness, cleanliness, and robustness.

Additional Consideration
Consideration given to those who effectively and correctly implement solutions using dependency injection, reactive programming, and material design.