**Supporting document**

**IDE**

I have used Xcode 10.1 for developing this application

**Third Party Libraries**

I have used only 6 third party libraries i.e. swinject(because it was necessary for dependency injection part in VIPER) and Snapkit(It was required for storyboardless development), Alamofire for handling all the webservice call, AlamoFireImage for downloading images, and Reachability for checking internet availability. I have packaged the third party libraries along with this project and you do not have to run any additional commands to acquire them.

**UI**

UI is entirely code based and there is no storyboards being used in this application

**Design architecture**

I have followed DI-VIPER Design pattern in this application because it abides by SOLID software design practices and in my opinion is well organized in terms of 5 basic components:

View – UI/UX logic but otherwise is dumb

Presenter – All controller related logic is contained in it. Data transformation takes place here

Interactor – Is used for transporting the data from the data manager to the presenter

Router – Application routing takes place here

Entity – A data modal that represents the data class

RemoteDataManager – It is used for fetching the content from the webservices

**Unit Testing**

I have implemented the unit tests with the help of the XCTest class and have made sure that all unit tests are passing

**UITest**

I have UITested the application in terms of application flow adhering to different Modules

**Note: Due to the dearth of time I could not add too much fancy animations but I tried to make it as** **irresistible and fun as possible. Please let me know if you have any queries pertaining to the project I am sending attaching a video along with the email aswell demonstrating the application flow.**