**Supporting document**

**IDE**

I have used Xcode 10.1 for developing this application

**Third Party Libraries**

I have used only 2 third party libraries i.e. swinject(because it was necessary for dependency injection part in VIPER) and Snapkit(It was required for storyboardless development). 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

**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.**