

Interview Challenge iOS



Context

A common pattern for a modern, consumer facing native mobile app interacts with a RESTful backend.

Let's build a GIF Browser, which talks to giphy's /trending endpoint and presents the results in a nice grid layout of your choice.

The app should consist of a simple navigation-based animated gif browser and gif detail view. Please create a new app on giphy.com (https://developers.giphy.com/dashboard/?create=true). You will need the generated key to establish a connection to their API from your app. Don't worry it's free and the rate limit is set to 10k requests per day – enough for testing;)

You can check the **response format** here https://developers.giphy.com/explorer/

Resource: GIPHY Public API

Endpoint: Trending

Alternatively, curl https://api.giphy.com/v1/gifs/trending?api_key=YOUR_API_KEY&limit=25

On launch, your app should then fetch the first 20 pages (with a 25 items/page limit) of gifs from giphy's /trending endpoint in an efficient and performant manner. You can pick any layout of your choice to display the results back to the user. A good cell size might be e.g. 44x44px. When the user taps on a single gif in the grid, it should lead them into a full screen representation of that gif.



Challenge

Required

- 1. Build a simple iOS app that uses standard native frameworks to provide a gif browser and detail view.
- 2. Ensure that your scrolling performance doe not drop under 60fps on a 64-bit architecture based device.
- Focus on a good architecture, performance and test coverage.
- 4. You can use any third-party library of your choice for the gif rendering layer.
- 5. Share your solution via github, bitbucket or simply as a zip file with us.
- 6. Make sure your project compiles and is setup properly.

Stretch (Optional)

- 1. Implement your own code that handles gif rendering.
- 2. Apply some nice animations to your gif browser layout on device rotation.
- 3. 3. Support an offline mode, which stores the gifs on disk, so you can enjoy all fetched gifs while there is no network connection available.

