# Notes for the ANZ Earthquake Application.

The following notes have been provided in order to support the application I have provided.

This simple document is designed to provide some insight on approach, assumptions and decisions taken.

## Questions

In a normal scenario it would be common to ask questions that would aid in the design of the application. These would include:

1. What data is “must have “ vs. “nice to know”
2. How do you want to use the data?
   1. Are you looking for patterns in the data?
   2. Are you using it for history of a region?
   3. Are you looking to rank the data?
   4. Something else?
3. Do you need to sort the data, and if so, how?
4. Do you need to map the data?
5. Do you need to compare one earthquake to the 1 or many others?
6. Does the interface offer different calls to support paging or other searches?
7. How much searching is to be performed?
8. Could a search be used?

## Design thoughts

* Using the information provided, and the brief of presenting the data, I decided to demonstrate the data in a few layers to make it more usable.
* I have assumed that grouping the data will help to locate the information provided, and I have provided 2 groups as an example.
* For this “release” I have assumed that the data being shown is limited to 400 records as that is what is being returned currently from the call. If this was to increase then there are some options that would need to be considered:
  + Can we use a different API that brings down pages of data and call accordingly?
  + Do we store all data on startup?
    - Is the time that may take acceptable?
    - Will the devices hold that much data?
* I considered using a search page to show the data but I didn’t feel that there was enough variety in the data to justify it.
* I also considered using a map to represent the data. To show this requires you to use a google api developer key that is specific to the developer and therefore that would break the rule that the application should be able to be run without change, and therefore I have not wired it in, and instead I am adding for future releases