Android Take Home Project

Overview

Let's suppose we have a backend server that contains information about many popular sites. You are tasked with creating an Android application that shows a list of all these sites, as well as details about these sites.

Getting Started

We have included a starter Android application called interviewing-android-app. Import this project into Android Studio. You will find it already contains a few classes that haven't been fully implemented. We suggest that you start out by implementing the following classes:

```
SiteListActivity.java
SiteDetailsActivity.java
```

You are free to add any additional classes or libraries that will aid your development. You are also free to convert the pre-existing files to Kotlin if that is your Android language of preference. The language you choose will **not** impact your evaluation.

SquarespaceClient

SquarespaceClient is a class that simulates a network call to an API. Use it as you would use a real network client (some requests might fail, others might take longer to complete). In order to get a list of the sites to display, create a new instance of SquarespaceClient and use SquarespaceClient#requestSites() to obtain a JSONObject of the list of sites. If you need additional information, the Javadocs can be found within the project under javadoc -> index.html.

Below is an example of the JSON returned by SquarespaceClient . This is intended to give you an idea of what fields are available.

SiteListActivity.java

This activity is responsible for showing a list of all the sites. It should display the list of sites given by the SquarespaceClient in alphabetical order by name. For each site, you should display the name, slogan and a thumbnail of the given color. Tapping on a site in the list should open SiteDetailsActivity with that site's details.

SiteDetailsActivity.java

This activity is responsible for showing the details of a given site. It should present all the available data on the site, in the best way you can think of.

Evaluation

Below are some of the criteria we will use to evaluate this application:

- 1. Does the application compile, and is it deployable to an emulator or device?
- 2. Is your code well-structured and readable?
- 3. Does your code properly handle lifecycle events (e.g. orientation changes)?
- 4. Does your application meet all of the specified requirements mentioned above?
- 5. Is the application user friendly, and does it have a sensible design?