Task Description for an Ionic iOS developer role

description

Your task is to develop a prototype of a mobile language learning application for iOS, using Ionic framework with Angular. This application will provide users with a platform to learn new languages through interactive lessons.

requirements

general information you have to follow

- use Ionic framework with Angular and ensure it runs on iOS devices
- you can use 3rd party open-source libraries like for the slide view and so on
- you must provide readme file with an instruction on how to build and run the application and a list of chosen 3rd party libraries
- optional
    - overview of the application architecture
    - document any assumptions made or challenges faced during development

the API integration you should use for you task

- clone the repository and follow the introductions of README.md to run the server locally
    - https://github.com/Akelius-Languages-Online/university-mobile-interview-test-server
- the server will provide you with API routes that serves content for language lessons
- API endpoints
    - languages: GET - http://localhost:3000/languages
    - levels: GET - http://localhost:3000/levels
    - level: GET - http://localhost:3000/levels/:id
    - slideshows: GET - http://localhost:3000/slideshows/:id
    - slide: GET - http://localhost:3000/slides/:id

submission guideline

- your final submission should include the source code, documentation, and any other resources used or created during the development process
- ensure that the application is runnable directly from the provided source code, with no additional configurations needed
- share your final work via GitHub to following profiles
    - https://github.com/ShkurtiA
    - https://github.com/unalkyl

evaluation criteria from our side

- functionality
- design implementation
- code quality

core features you must implement

main
- provide some offline functionality
- ensure that the application handles API errors gracefully
- you are free to show us your UX skills and UI creativity (nice to have, not mandatory)

languages module
- shows a list of languages you can choose (Swedish, English, Greek, French, Italian, Spanish, German, Portuguese, Russian and Polish)
- you will show all languages, but only English is usable
- should show only in portrait mode
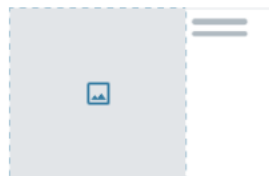
levels module
- shows a list of possible language levels like A0, A1, A2, B1, B2
- you will show all language levels, but only A0 is usable
- should show only in portrait mode

steps module
- shows the list of possible steps you can go inside of a language level: 1, 2, 3, …
- you will show all steps, but only step 1 is usable
- should show only in portrait mode

slideshow module
- starts the slideshow with multiple slides (lessons)
- shows depending on the type of presentation template the different type of interactions with the view
- should play the audio from audioUrl
- should show only in landscape mode
- type of slideshows
    - IMAGE_TITLE_SENTENCE
        - Should show an image on the left side and a text on the right side
        - correct answer: just skip to next
        - example view

    - LETTER_PRESENTATION
        - Should show an animated text, like a zoom animation where a letter is getting bigger
        - correct answer: just skip to next

- example view

- MULTIPLE_CHOICE_TEXT
    - you can ignore this as it is optional
    - just filter it out of the server response

optional functionality

extend the slideshow module
- MULTIPLE_CHOICE_TEXT
    - Should show min 2 and max 4 text items where you can choose only one
    - correct answer: choose the correct text
    - incorrect: highlight with red
    - example view

progress module
- show a statistic that enables you to see your progress during a week and list other participants
- should show only in portrait mode
- you can use custom hardcoded fake data

start a slideshow via QR code
- add a button to the header toolbar to start the QR code scanner
- when you scan a QR code, it will directly start the corresponding slideshow

- should start the slideshow by slideshowId:

- should fail here because the slideshowId does not exist: