Android Coding Challenge

This challenge has the goal to give us an impression of your coding skills. You have to implement this in the agreed amount of time and send us back the following project.

General project requirements

- The project must be able to compile and run on Android 6.0 and higher
- The project architecture should be preferably MVVM + data binding + Clean
- The app should try to follow all the official Material Design guidelines
- The code must be efficient, readable and must follow the best practices (decoupled, single responsibility principle, etc)
- The main language must be Kotlin
- The app should work in both portrait and landscape mode
- List of nice libraries that we value:
    - Android official Data Binding Library
    - RxJava 2
    - Dagger 2/Hilt
    - Coil/Glade/Picasso
    - Retrofit 2
    - Android Jetpack
        - Android Architecture Components
        - Android Navigation Component
        - etc.

Prerequisites

You will need an API key for the the Pixabay public web services. It can be retrieved from this page (you must be logged in to see it):
https://pixabay.com/api/docs/#api_search_images

Requirements

- The user should be able to search for images entering one or more words in a text field
- Request the Pixabay API to show the images associated with the text provided by the user and parse the JSON response.
- Display a list of results. Each entry should show:
    - A thumbnail of the image
    - The Pixabay user name
    - A list of image's tag
- Cache the result
- With a click on a list item open a dialog asking the user if he wants to see more details. In case of a positive answer a new detail screen should be opened.
- The detail screen should contain:
    - A bigger version of the image
    - The name of the user
    - A list of image's tag
    - The number of likes
    - The number of downloads
    - The number of comments
- When the app starts it should trigger a search for the string "fruits"

If you have any final comments about your result please let us know creating a file called README.md inside the root directory of the project.
