# Evaluation: Football Leagues App

Last changed: 26 June 2019

# 1 About

It's a simple task to check the coding abilities of the candidate.

## 1.1 Setup

- Create a **private** repository on Bitbucket and send an invite to nahla.mortada@4sale.tech and basim.alamuddin@4sale.tech
- Create a new iOS Project using Xcode (use Swift)
- Create a .gitignore file to only include project specific files
- Use CocoaPods for dependency management

## 1.2 Todos

- Implement business logic (see below)
- Implement screen/view flow (see below)
- Complete the application with nice look and feel (only three screens)
- Use MVVM-C with Repository Pattern and RxSwift for binding.
  - First view gets persisted data out of sqlite
  - Second async update date from web API
- Use Swinject for dependency injection.
- Use Sqlite for data persistence
- Use Moya Library for networking and Codable for JSON decoding.

## 1.3 What we focus on review

- Quality and structure of code
- Progress of coding
- Candidate communication if he/she has an issue
- How the candidate sets his/her priorities
- Commit style (commit as often as possible with clear description)
- Good Project structure (Maintainable, Supporting iOS 9+)
- Application fulfills our functional requirements
- Application UI is looking good and usable

# 2 Objective of app

Show a list of football teams to select from and link it to a second view with team based games and their results.

API to use: https://www.football-data.org/documentation/api

## 2.1 General

On start of the App show the LeaguesViewController with an overview of all Leagues.

- NavigationBar with the Title "Football Leagues"
- Use a SQLite Database to store data
- Use Asynchronous API Calls

## 2.2 LeaguesViewController

Show a TableView with League names, logos, number of teams and number of Games. While loading the Leagues (if not already in local database) show a progress indicator.

On touch on a League, open a new VC (TeamsViewController) for the selected league (eg. Premier League), that shows all data about the league at the header and the Teams in the table view cells
http://api.football-data.org/v2/competitions

## 2.3 TeamsViewController

Show a TableView with Team names, logos. While loading the Teams (if not already in local database) show a progress indicator.

On touch on a Team open a new VC (TeamViewController) for the selected Team (eg. Liverpool) that shows all data about the team at the header and the matches in the table view cells
http://api.football-data.org/v2/competitions/2070/teams

## 2.4 TeamViewController

Show a List of Games regarding the selected Team.
Display the Logo of Home-Team and Away-Team and the Game Result. Finished or Scheduled
http://api.football-data.org/v2/teams/498/matches

# 3 Wireframes



**Screen 1 — Football Leagues**

Football Leagues

Some text
Icon Name   Icon Name

Some text
Icon Name   Icon Name

Some text
Icon Name   Icon Name

Some text
Icon Name   Icon Name

Some text
Icon Name   Icon Name

Some text
Icon Name   Icon Name

**Screen 2 — Premier League**

< Premier League

Some text
Icon Name   Icon Name

Teams

Some text

Some text

Some text

Some text

Some text

Some text

**Screen 3 — Liverpool**

< Liverpool

Some text

Games

22 Sept 2017

2:1

22 Sept 2017

2:1

Scheduled
22 Dec 2017

Scheduled
22 Dec 2017

Scheduled
22 Dec 2017