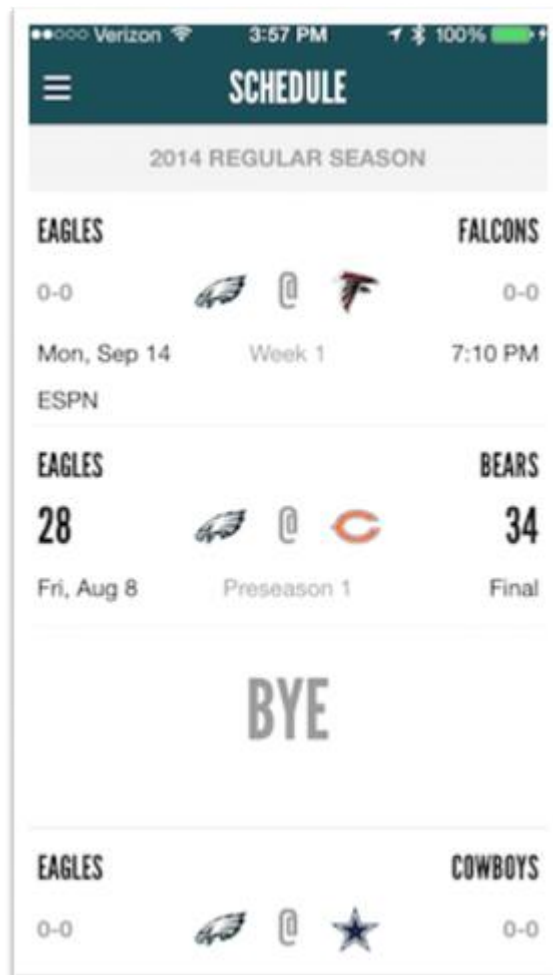


Schedule Exercise

Create an Android project that implements the following schedule screen. Your project should run in any android mobile device [min sdk 21]. You can use either Java/Kotlin. Please send us your Android Studio Project as a ZIP file. Layout specs are shown below as per mock up.



Layout Details:

1. Score text size: 32 dp
2. Team Name Text Size: 24sp

3. Team Logo Size: 20*20dp
4. Bye text size: 40sp
5. Score container minimum height - 200dp
6. Regular Season container - 60 dp, text size - 20sp
7. All other texts - 14sp
8. Colors used - Grey - #808080, Black - #000000

Data

- Data can be loaded from <http://files.yinzcam.com.s3.amazonaws.com/iOS/interviews/ScheduleExercise/schedule.json>
- Dates and times should be rendered using the value of each game's timestamp
- Timestamps are encoded using [ISO 8601 format](#)
- Possible values for the "Type" attribute are S (scheduled), F (final), and B (bye)
- Final type games should display gamestate in the lower right corner. Scheduled type games should display the game time in the user's time zone

Logos

- Logos can be found in the directory at <https://s3.amazonaws.com/yc-app-resources/nfl/logos/>
- Filenames depend on the TriCode attribute on team nodes

E.g. http://yc-app-resources.s3.amazonaws.com/nfl/logos/nfl_phi_light.png