Sample Project for Mobile Engineer Interns

Project Introduction:

The purpose of this document is to provide a clear and comprehensive outline of the application that will be developed by Mobile Engineer interns. The application will be a user-friendly weather application consisting of two screens, which will incorporate all the knowledge and skills acquired thus far, including UI development, state management, navigation, user interaction etc with the best practices.

Design:

The provided design for the weather application will be recreated, referencing the complete design and other specifications available on Figma. The Figma platform will serve as the source for design resources, dimensions, and other relevant details.

Project Scope:

The scope of the project includes the following key components:

- User interface design and development
- Using Figma.
- Integration with json
- Weather data json parsing and processing
- Navigation
- Updating UI on user action
- State management

Screens:

Main screen:

Requirements:

- This will the first screen shown to the user.
- The data will be loaded from a pre shipped json file and will be used to inflate the UI. You do not need to hit the api inside the app to get the data.

- Create a simple json file (list of weather objects) from https://openweathermap.org/api and use it in the app.
- Each card will show
    - Temperature (min, max)
    - Current Temperature
    - Location
    - Image matching weather condition
- Multiple cards should be shown in a list.
- Design should match exactly according to Figma.
- User should be able to search in the data set filtering the results.
- on clicking 3 dots, user will be prompted with options
    - IOS
        - User can select/deselect the cards and delete them.
        - User can refresh the list.
    - Android
        - User can refresh the list (only one option in Android)
- On long press
    - On IOS there will be no action
    - On Android, user will be prompted to delete the item.
- On swipe gesture on card, user should be able to delete the weather card in iOS platform.
- On clicking any card the detail screen will open on top of main screen.

Detail Screen:

Requirements:

- Detail screen will open when user clicks on a card on main screen.
- Data should be passed from main screen to detail screen.
- The data should be rendered according to design.

- When user presses back they should end up on main screen again and the main screen state should be preserved.

Conclusion:

By adhering to best practices in UI development, state management, navigation, user interaction, the resulting weather application will provide an intuitive and engaging experience for users. By leveraging the design specifications and resources available on Figma, the development process can be streamlined and efficient. Overall, the successful implementation of the weather application will showcase the intern's technical skills and how well they are able to implement them in a real world project.