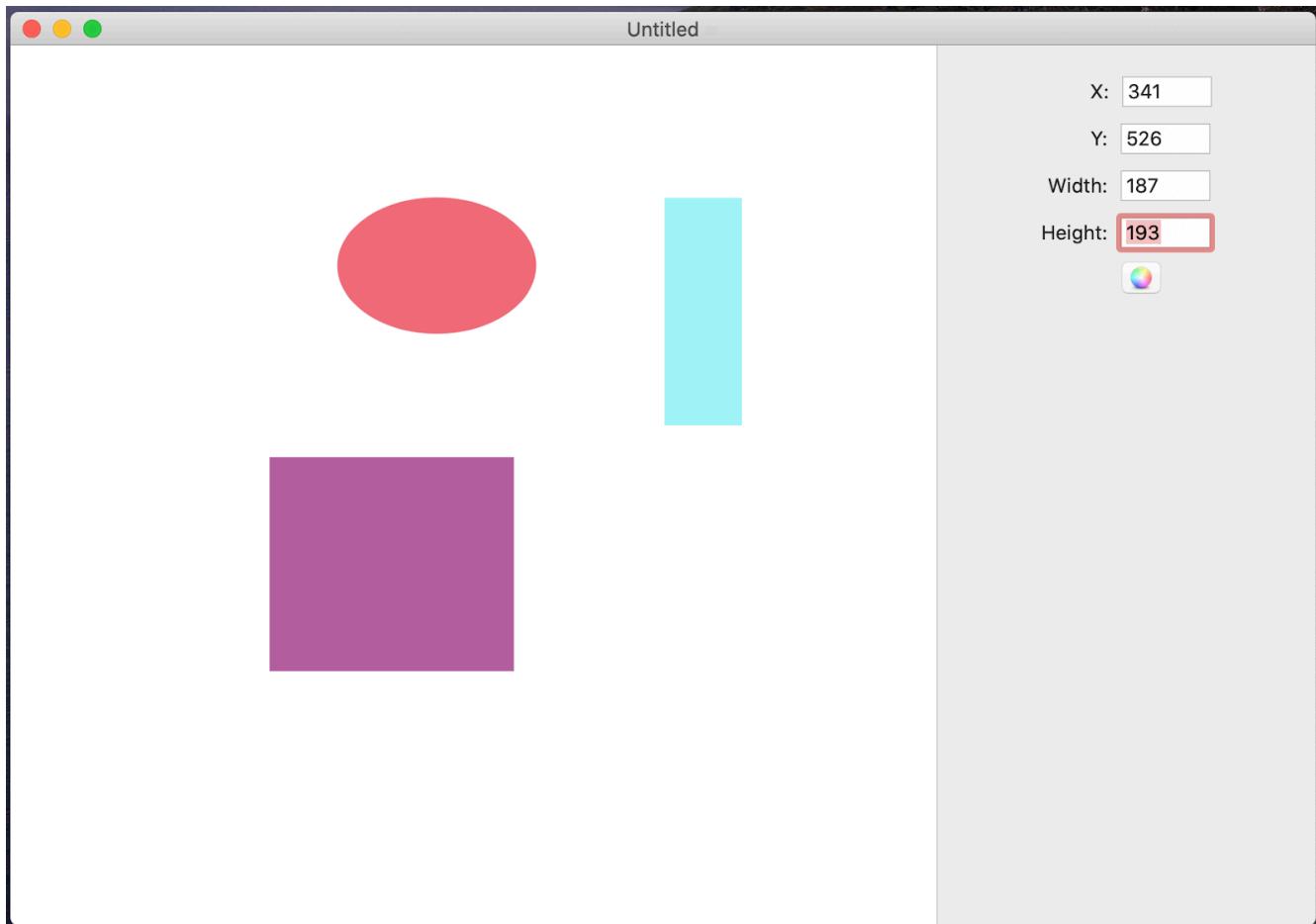




THE MAC CODE CHALLENGE





Build a small **document-based** Mac/Cocoa application that does the following:

1. When the user clicks on the canvas, a random shape of random size and random colour is created and displayed at the mouse location within the canvas (Ellipse or Rect)
2. When the user selects a created shape on the canvas, the shape should indicate its been selected, and an inspector in the sidebar should display text fields to edit the x/y position and the width/height of the shape and also a colour picker



to choose the colour.

3. Changes made in the inspector should be reflected on the canvas immediately
4. The shapes on the canvas are draggable and changes in the position are reflected, immediately, in the sidebar inspector.
5. The Documents can be saved and reopened. You can choose the format.

The application can be written in Objective-C or Swift. It must be built in Xcode12, and must run on macOS 10.15 or 11.

Although there's not a specific time limit, we estimate the effort to implement it in ~4 hours.

You should be ready to chat about your coding decisions in a subsequent interview

Before starting the challenge take this into consideration:

- We are looking for a working, readable solution with appropriate abstractions, algorithms and data structures used in the style that you'd yourself like to see when working with others in a team.
- If the expectations of the challenge are not clear or you have any doubt, don't hesitate to ping us and ask, the same way you would do it when working in a team. As mentioned before we expect a working solution that covers all the requirements. Making sure you understand those requirements is key.



- Track your code in a local Git repository and when it's finished, make sure you add a README file containing any instructions we will need to build and run the program easily. Zip the repository and send it to us.