Android Exercise

Below, you will find requirements for a mobile app that will allow users to view a collection of photos.

Your task will be to:

- Build a native mobile app based on the description provided
- Construct the app in two parts:
 - Reusable SDK that contains the core model and exposes a well-defined API.
 - App which utilizes the SDK and delivers the requested user experience.

The purpose of this exercise is to give you an opportunity to demonstrate your engineering knowledge as well as your familiarity and experience with Android.

What about Interaction X?

Generally speaking, some of the instruction on this exercise has been left purposely vague. We want to see you make some decisions about how things should work.

Can I use libraries or frameworks?

You may use whatever you feel will help you to get the job done. But remember that this exercise is to demonstrate your knowledge.

How much time should I spend on this?

While there is no minimum or maximum, a good guideline is to spend 6-8 hours on this exercise.

App UI Guidelines

1. Allow the user to browse all available photos via a scrollable grid of thumbnails. Grid should scroll smoothly with any size data set.

2. Selecting a photo should trigger detail view. The intent of the detail view is to show a large version of the photo and, possibly, any associated photo meta data.

SDK Guidelines

- 1. SDK API should be well designed and easily understood.
- 2. SDK should contain the data model and handle interfacing to the photo data source. The interface to the data source and the model should be designed to allow for the possibility of connecting to a web based photo service.
- 3. Building the SDK as a separate library/framework is NOT necessary (but could be considered as an option for expansion). However, the SDK should be cleanly separated in the code.

Photo Data Source

The app can access the photo content from any online photos site that exposes an API (Instagram, Flickr, Google Picasa, Smugmug etc).



