EUA Weather app

Considerations

- Mocking of API calls/responses for testing.
 This will need to be done for as development and testing could cause potentially hundreds or thousands of extra API calls if not addressed.
- Keeping server load to a minimum.
 This is always a consideration for any application.
- Keeping DB data stored to a minimum.

 There is little data here that we actually need to store at our end. I would be inclined to store only the user preferences server side and always pull fresh data (it's weather data so needs to be refreshed live really).
- Minimising the number of API calls. In the event a user was overusing the service (constantly refreshing, visiting for the Nth time per day) we could impose a limitation on the particular user. This would I guess be dependent on the API restrictions if any. This would be a phase 2 requirement I would imagine.

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