

# Forecast-app

Forecast-app is a simple self-contained weather app that shows the forecast for different places.

You should imagine that you've just been assigned to this Client project for a brief period, this means that when your work is done, another developer will take over your work.

Your task is to:

- Convert the tapped point to a `CLLocationCoordinate2D`
- Create and display a details screen, with the forecast for the coordinate
- Details screen should contain weather forecast data fetched from openWeatherMap's API
  - Use the provided API client
  - Fetch from `"api.openweathermap.org/data/2.5/forecast?lat={lat}&lon={lon}"`

Things to keep in mind

- Handle potential states in a graceful way (loading and error)
- Follow the existing architecture
- Show-off, make something awesome (animations, UI etc.)

Pointers

- The project uses Clean Architecture. You can find references by Uncle Bob online, e.g. here: <https://youtu.be/2dKZ-dWaCiU>
- We prefer you to build your UI in code, not using Storyboards or Nib files.

## Getting started

The app uses the "OpenWeatherMap" for fetching the weather.

API documentation: <https://openweathermap.org/api>

You should have received an API-key (AppId), which you'll need to use in order to make the API-work - if not, let us know or setup an account at openweathermap.

To setup the API, check out the `AppDelegate.swift`

```
let client = ForecastClient(appId: "<your-AppId-goes-here>")
```