

## **MobGen Android Interview**

The goal of this assignment is to evaluate your Android experience and coding style.

### **App Description**

The app shows information of 4 ferraris. Each ferrari has a name, a date, a pdf, a MobGen Android developer (owner) and one or more images. The information is stored in a JSON file.

- ❑ All data files (JSON, images, PDF's) can be found in the assets folder. When you use the data files assume they had to be downloaded from the internet which is a slow process.
- ❑ Take memory consumption and performance into consideration.

### **Requisites**

- The project has to compile without errors.
- The code has to be clean, efficient and understandable. Remember to structure your source code correctly.
- Keep in mind the performance of the application.
- Use version control in the project to show your progress, commit like you would normally
- Keep it simple

### **Getting started**

- ❑ Import the project (containing both the app source folder and a test source folder) into Android Studio

### **Part 1**

- Show the items in a readable way from the JSON in a list. The layout of the item is already done, it can be found at res/layout/car\_tile.xml. Owner is missing so you will need to add it.
- When clicking the PDF, open it in an external application (may require copying the PDF from the assets to the external storage so the external application has access)

### **Part 2**

- When an item has multiple images, show all of them by switching to a new image every 3s using an animation, e.g. fade in and out.
- Show a notification and toast when the user try to open a pdf.
- Store all the item information in a database and use the database data when available

### **Part 3 (Only do this one if you applied for Senior, or if you want to show your skills)**

- Add testing for the application you made.

If you have any technical issue or problem send me a mail ([danny.verloop@mobgen.com](mailto:danny.verloop@mobgen.com)).

Thank you for your time.