Flutter Technical Test

The purpose of this technical test is to verify your practical knowledge in developing Flutter applications. You will need to develop a weather application with the following features:

- User location
- Search for locations (cities, towns, etc.)
- Retrieve weather based on a position (latitude, longitude) and day. It should be possible to retrieve:
- Temperature for each hour of the day (based on the default unit of the system)
- Feels like temperature
- Wind speed
- Any other weather information that you deem necessary. To do this, you will need to:
- Implement two main pages and a navigation bar (Navigation Bar style from Material 3).
 No design is imposed, just respect the Material 3 guidelines.
- The first page will display the current day's weather and the user's current location.
- The second page will display two fields (one for location autocomplete and one for day selection) as well as the weather based on this data.
- Implement tests
- Unit tests for different features
- Widget tests for different components and interfaces

Architecture

You will use the basic architecture inspired by this article Clean Architecture -

https://mcssym.medium.com/clean-architecture-ddd-for-my-flutter-spring-and-react-projects-5be 666f40ae2. You can modify, simplify, or improve it as you see fit.

Third-party libraries to use:

- provider for state management
- auto_route for navigation
- get_it for dependency injection, service container, and locator
- flex_color_scheme for theme

If you use any APIs or libraries that are not specified, please cite and explain your choices in the project README.

Recommendations

- Respect commit conventions and branch naming.
- Respect SOLID principles.

An added plus would be to have:

- Code coverage for tests exceeding 55%.
- E2E integration tests.

All code produced must be hosted on a Git repository accessible online. You will add the following account maxime.fankam@orkester.fr to the repository with the necessary access you deem necessary.