

Legends

👉 = Recommendation

✅ = Added an item

❌ = Removed an item

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✅ URL-Endpoints not HTTPS, so App Transport Security to set allow connection to HTTP resources

👉 I noticed that the HTTPS version of the url-endpoints is signed by Let's Encrypt, as a recommendation I would suggest not using this in production.
Why? Iphone-5 and Iphone-5SE or devices running iOS 10 will consistently crash trying to load remote resources SSL signed by Let's Encrypt

❌ Landscape Orientation turn-off, since it's not a requirement

❌ Remove SceneDelegate and Scene manifest to allow install on devices running on iOS 10

✅ Made an assumption about the 'username' label height of 13px high

✅ Made an assumption about the 'chat avatar image dimension' current set to 50x50px

✅ Create a JSON file to contain the static messages, this way cleaner lines of codes are presented

✅ In 'LoginViewController' as corner-radius to Login button to match input text-field

✅ In 'ChatViewController' UICollectionView is used to render the chat messages. Why? More flexible than UITableView!

✅ In 'ChatViewController' Implemented ImageFetch class to download avatar, with a temporary cache to reduce multiple calls to the remote resource.

✅ Create a 'ViewModel' to separate the model and controller, this way testing is easier, though, I did not write any unit-tests

✅ In 'LoginViewController' added transparent UIView and UITapGestureRecognizer to dismiss keyboard if tap is outside of input-field or button

✅ In 'LoginViewController' added corner-radius to 'Login-button' to match textfield look

✅ In 'LoginViewController' modified UI to include an extra button to auto-fill input-fields

👉 In 'LoginViewController' performance improve I could have added is UITextFieldDelegate to check for keypad inputs

👉 Performance improvement to consider, add Network Reachability to give feedback for available cellular or wifi connection

👉 In 'ChatViewController' no graceful transition between in-line messages entry and fetched messages

✅ In 'AnimationViewController' bonus stuff: Panable or Draggable, Pinch-Zoom and Rotate Rapptr logo, not enough time for wow stuff given that I have other technical assessments I'm preparing for!

✅ Added 'SDWebImage' pod to the project, though, the project can run without it. Added it as per CocoaPod requirement

To run the project without it.

Go to:

FILE: 'ChatCollectionCell'

LINE: 10 and 101

✅ All files written in code, should you have any questions, do let me know.

I hope the notes help.