# Instructions

**Evaluation Criteria for this Assignment**

1. **Readability:** Class and method names should clearly reflect the intent.
2. **Maintainability:** 
   1. 'SOLID' Principles. (Compact code, DRY, .. etc)
   2. Notice the testability of your code, and write some tests around it.
3. **Scalability:**
   1. Can the codebase grow around your architecture?
   2. Will new developers easily grasp the general application flow?

**Other Instructions**

1. Use git - Commit Often, Perfect Later, Publish Once.
2. The solution should be a mobile application.
3. You should solve it as if you're doing it for real, as we expect “production-quality” code. You don’t need to “gold plate” your solution, but we are looking for something more than a bare-bones algorithm.
4. Document your code.
5. You may use external libraries or snippets; as long as you clearly mention it.
6. Optionally, you may also include a brief explanation of your design and assumptions along with your code.
7. We want our hiring process to be fair, and for everyone to start from the same place. To enable this, we request that you do not share or publish these problems.

**Beautifying the User Interface (UI) is not important.**