

Android Assignment

Introduction

The assignment is to build an application that retrieves data about places with close proximity to the user and shows the data on the screen.

Api Request

It is required to use Google Places Rest API to fetch the data. You may not use a library or a SDK that has already implemented the Google Places API requests.

You should use the JSON response not the XML response.

You need to implement a request that would return bars with close proximity to the device.

You should only parse the data that is required for the UI. It is not required to parse all of the fields returned by the REST API.

A library of choice should be used for the rest calls - Volley/Retrofit or any similar one. A library of choice should be used for parsing the JSON response - preferably Jackson.

Layout

You should implement a tabbed layout with view pager. The first tab should contain a list of the bars returned by the rest API. The second tab should contain a google map with pins representing the bars.

Use standart components and/or any library that may help you developing the layout.

Bar List tab

The bar list tab should contain a list of the bars close to the user. Each list item should contain the name of the bar and the estimated distance between the device and the bar.

Clicking on a list item should take you to the Google Maps App and show you the location of the bar.

Map Tab

The map tab should show the pins returned by the webservice. Tapping on one of the pins should show info window with the name of the bar and the distance to it.