

Greetings, \$username, and welcome to the Shopmonkey Technical challenge.

At Shopmonkey Mobile team, we have a cool yet sometimes pretty complex mobile app. From a candidate it will require much patience and at the same time to be rather handy with SwiftUI, not to mention feeling free with Functional Reactive Programming.

We're building not a simple form-builder app, and our solutions often require implementing our own way through the task. A long time ago Stack Overflow became a place we ask and answer our own questions, because of how new SwiftUI is. Therefore we'll give you an unusual assignment.

In the offered task we want you to try coding Photo Editor.

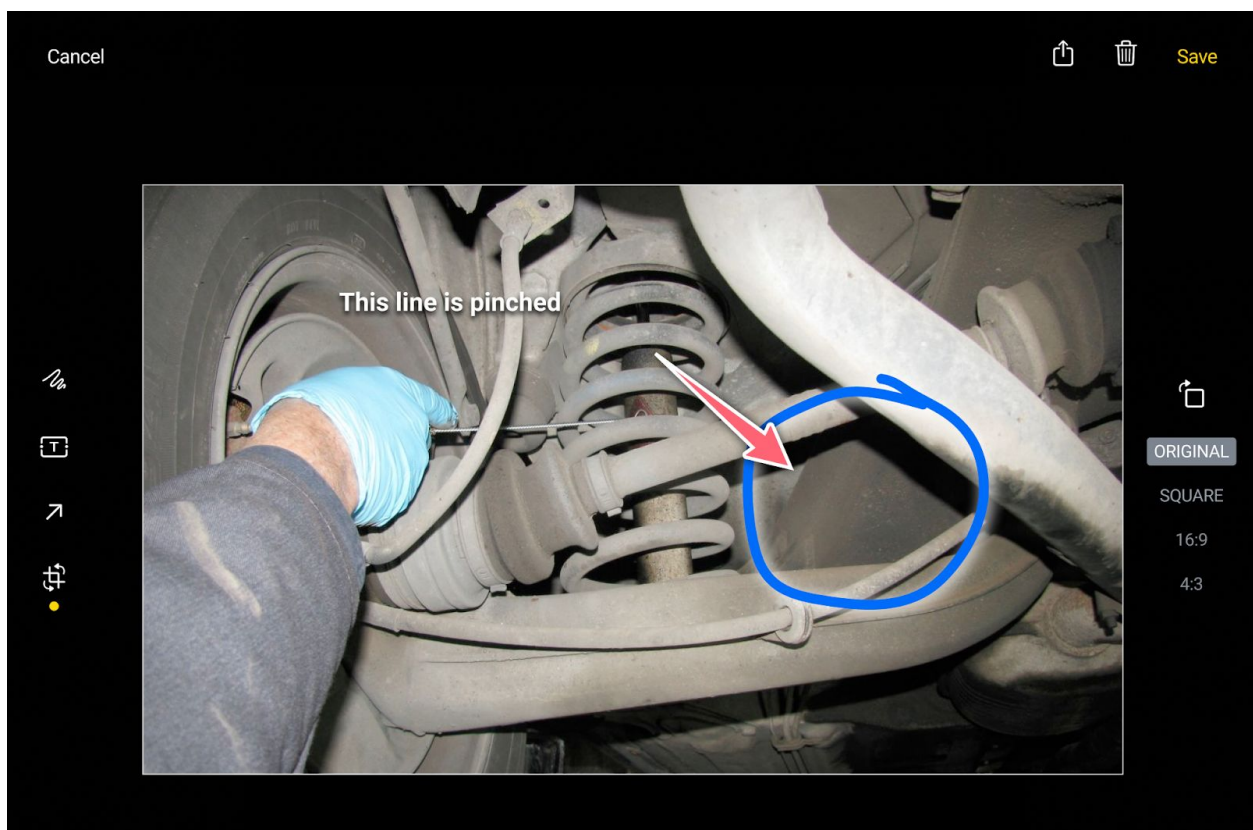
There is no requirement to code *all* the features on the screen below, only the ones you consider interesting enough to code and show us.

Please do not waste more than a week on the task. Remember, you need to impress us with a witty solution, rather than implementing the whole screen.

You can use any libraries, provided that you can justify them. SPM>Cocoapods

But wait, there's *one more thing*. You will have to conduct an estimation for all features whether or not you are going to implement them and count the time you actually spent doing them, we'll review it as well.

You are not strictly limited by time, but please do not take more than 3 days.



The list of features:

Crop

Pinch to Scale

Drag to Move

Rotate

Change aspect ratio to Original / Square / 16:9 / 4:3

Change orientation to portrait landscape crop mask

Rotate

Draw line

Draw text

Draw arrow

Share

Save editings

Undo

P.S: Your Xcode Preview better work when we test it :)

P.S2: It would be smart to implement UIKit lib for drawing and Crop using SwiftUI. I mean, right?

Best Regards and Good Luck,

Shopmonkey Mobile Team