Android App Test

Introduction

You will be building a simple budgeting/expense application, feel free to look at examples available in the app store for ideas.

For this test, you will not be expected to complete all the functionality in the application. Please give us an overview of your progress towards each task and how you would finish development at the end of the test.

You will not be judged on the prettiness of the application.

We are mainly interested in:

- Code quality in terms of maintainability, scalability, reusability and testability
- The robustness of the app, we don't expect bugs
- A reasonable amount of code to demonstrate your skills

Requirements

1. Kotlin, MVVM, Android Jetpack (Data binding, Navigation, Room, etc.)
2. Use the latest stable version of the Android Studio and Gradle
3. A Github personal repo, and keep all the commit histories
4. Category list, where you can see all the budgeting categories
5. Transaction list, and you should be able to edit a transaction's date, time, value, currency and category
6. (High priority) Should support recording transactions in both USD & NZD. Transactions in USD should display the appropriate NZD amount for the datetime in question, the API to use is https://currencylayer.com/ (free version) to retrieve the exchange rate
7. A category has a budget associated with it, a budget should be monthly in NZD/USD and if the budget has been exceeded the category should be highlighted
8. (High priority) Add a data persistence layer to save app data to the local. So user's work won't be lost across app launches