

League Mobile Challenge

View Architecture: View - Interactor - Presenter(VIP)

Unit tests for Interactor, Presenter and Coordinator layers

Running:

Just open LeagueMobileChallenge.xcworkspace using Xcode, select the LeagueMobileChallenge scheme, choose a simulator and run. All cocoapods dependencies are in the project, no need for "pod install".

Third party libraries:

Kingfisher to handle images download and prefetching.

<https://github.com/onevc/Kingfisher>

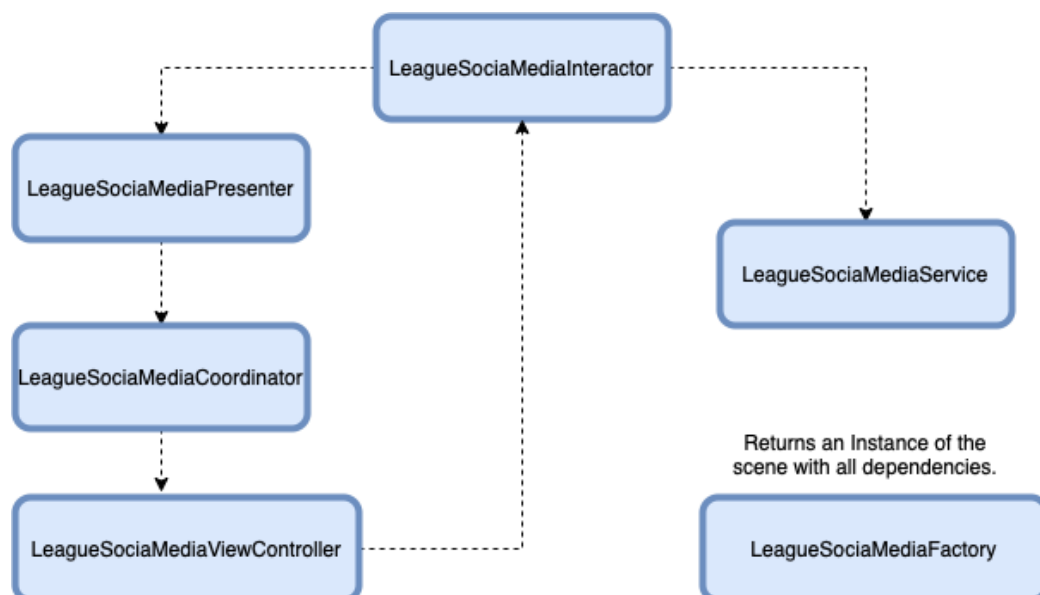
Snapkit for auto-layout.

<https://github.com/SnapKit/SnapKit>

Adjusts:

Some refactoring was made in APIController, now called LeagueSocialMediaService.

Architecture:



Improvements:

- Use async/await if the target is at least 13.

- Add raw strings in the Localizable file.
- More requirements to define errors type and maybe pagination.
- Error message coming from backend.