ChilindoApp Developer Technical Challenge

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High Level Overview

As part of the Chilindo interview process, you have been tasked with transforming a set of requirements in to a proof-of-concept as part of a technical exercise. This will help us determine how you approach problems and the way in which you build solutions.
There is no inherent time limit applied to the task and you will be expected to present your solution during the interview.
If you come across something which doesn’t make sense, either because some information is missing or you don’t agree with the implementation, either make a decision on what should be done, or raise a query, please don’t hesitate to send an email.

Task

You have been tasked with creating a prototype for a location based weather application that reports the weather local to the user. The application must:

- Has Tab bar with 2 elements: Weekly Forecast, and Today Forecast
- Weekly Forecast shows the 5-day forecast for the user's location using the APIs available at https://openweathermap.org with proper HTTP response handling.
- Today Forecast shows weather and wind direction
- Gracefully handle any communication errors, e.g. when the user is offline or a request times-out and so on..
- Employ sufficient logging in a manner that would allow a third-party logging service (e.g. Crashlytics, RayGun, DataDog etc.) to be integrated at later date without a complete overhaul.

Once the above is working:

- Continue by adding security to the application by asking the user to login. This can be through an OAuth provider of your choice, e.g. Facebook, Google etc.
- Add third tab with User Profile that contains username and logout button
- Add guest login

Notes

- The application must be built using the native SDK and tooling for your platform. For iOS applications, Swift 3+ must be used.
- Use Interface Builder and Auto-layouts for UI
- Use iOS architecture that works better for team development
- You are free to use any frameworks or libraries that you see fit.

Deliverables

- A complete Xcode project which builds and runs without errors, generating an application binary.
- A summary detailing:
    - What frameworks / libraries were used
    - Which architecture was chosen and why
    - Any challenges that were faced and what you did to overcome them.
    - Any assumptions that were made based on the requirements.
    - Any features that you didn't manage to complete.
    - What others cases or errors handling were not implemented for this test but required in real app