
iOS Practical Code Test

Using Xcode 7.0 and either Objective-C or Swift 2.0, write an iPhone application that that will show the weather conditions based on the users current GPS location.

Instructions

1. Request access to the users location upon app launch.
2. Connect to the Weather API and lookup the weather conditions for the current location.
3. A loader should be shown to the user while they are waiting.
4. Any location or network errors should be handled and shown in a simple popup.
5. Display the temperature, and any other information you choose on the screen. A polished design is not nessecary, but all element should be layed out using Autolayout and must work across all screen sizes. iPhone 4/4S, iPhone 5/5S, iPhone 6 & 6 Plus.
6. Add a refresh button to the screen which will refresh the users location and repeat the process.

Email or Dropbox the complete Xcode project once finished.

Resources

Weather API

Name: [OpenWeatherMap API](#)

API Call: [Geographic API Call](#)

API Key: 53f9d8e4213222cf517d86dc406d67fc (or register for your own)

Example Request:

api.openweathermap.org/data/2.5/weather?lat=35&lon=139

Example Response:

```
{"coord":{"lon":139,"lat":35},
"sys":{"country":"JP","sunrise":1369769524,"sunset":1369821049},
"weather":[{"id":804,"main":"clouds","description":"overcast clouds","icon":"04n"}],
"main":{"temp":289.5,"humidity":89,"pressure":1013,"temp_min":287.04,"temp_max":292.04},
},
"wind":{"speed":7.31,"deg":187.002},
"rain":{"3h":0},
"clouds":{"all":92},
"dt":1369824698,
"id":1851632,
"name":"Shuzenji",
"cod":200}
```