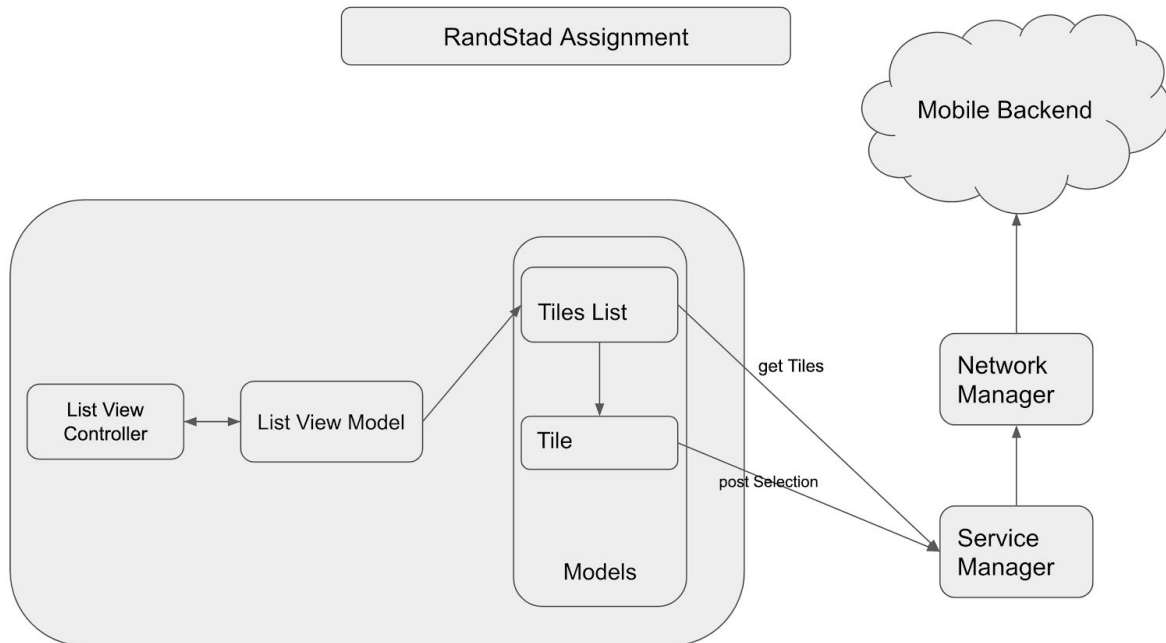# RandStad Assignment

- Followed MVVM design pattern along with to architect this project.
- Architecture of this application as shown as below

- To display the list of tiles on the first screen, **ListViewController** binded with **ListViewModel**.

- The binding between a view controller and view model is done using protocols thus facilitating MVVM (Model-View-ViewModel) design pattern.

- Service Manager is an independent entity that interacts with the backend through Network Manager.

- This Service Manager is used as an adapter inside models like a wrapper thus facilitating **Facade** architecture.

- As per the code in "svr.go" file
1. Get **Tiles** Service Returns a random number of tiles between **0 to 44**
2. We need to display all the tiles on a single view without a scroll.
3. Priority of a tile, should be considered like how likely it is that the user will choose it.
     1. The higher the priority the bigger the tile should be to make it more visible to the user to click.
4. I considered all the tiles to be squares. Equal length and width called Length of a tile.
5. So the above all points boils down to for any given tile, **where the origin of its frame should be** and **how much its length should be**.
6. **getLength** function in **ListViewModel** determines the length of the tile and **getFrame** function determines the origin of the tile.

- **Post - Selection** service is throwing me 404 and 400 due to lack of proper information on headers to be added.
  This service is incomplete.