

Oleh's Nob ■ Test Project Notes

1. All approaches were based on requirement - "**The UI should be created where possible in Interface Builder**"
2. **Protocol Oriented** Approach was used
3. **Project Achitecture** is represented by two independent layers: **DataLayer**, **UILayer** - (according to Clean Architecture)
4. UILayers components implemented by means of **MVP Pattern** with **Dependency Injection**
5. **Dependency Injection** is implemented in a factory-function (see SceneDelegate)
6. Many other approaches were not implemented just because this is not a real and complecated product

