Greetings, Oleh, and welcome to the Shopmonkey Technical challenge.

At Shopmonkey Mobile team, we have a cool yet sometimes pretty complex mobile app. From a candidate it will require much patience and at the same time to be rather handy with SwiftUI, not to mention feeling free with Functional Reactive Programming.

We're building not a simple form-builder app, and our solutions often require implementing our own way through the task. A long time ago Stack Overflow became a place we ask&answer our own questions, because of how raw and fresh SwiftUI actually is. Therefore we'll give you an unusual assignment.

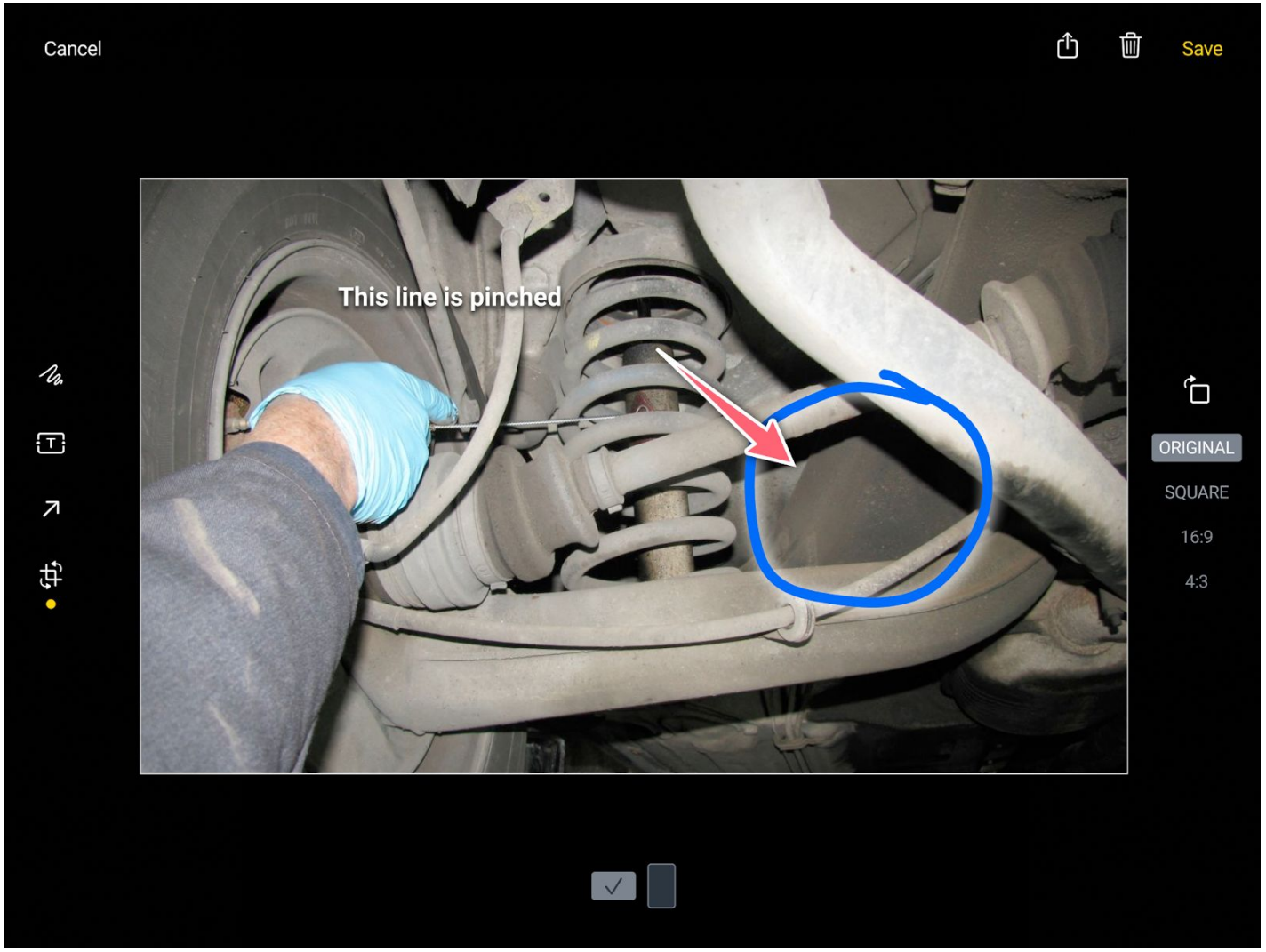
In the offered task we want you to try coding some native Apple Photo Editor features using as much SwiftUI as possible. There is no requirement to code *all* the features on the screen below, only the ones you consider interesting enough to code and show us. Remember, you need to impress us with a witty solution, rather than implementing the whole screen. We strongly recommend implementing at least 5 features from the list below. You can use any libraries, provided that you can justify them.

But wait, there's *one more thing*. You will have to conduct an estimation for all features whether or not you are going to implement them and count the time you actually spent doing them, we'll review it as well.

You are not strictly limited by time, but please *do not* take more than 3 days.

Prioritized list of features

1. **Crop**
2. Pinch to Scale
3. Drag to Move
4. Rotate
5. Save editings
6. Change aspect ratio to Original / Square / 16:9 / 4:3
7. Change crop mask orientation to portrait / landscape
8. Draw line
9. Share
10. Undo/Redo
11. Insert TextField
12. Draw arrow
13. Change drawing/arrow/text color with a Color Picker



P.S: Your PreviewProviders better work when we test them :)
P.S2: It would be smart to implement UIKit lib for drawing and Crop using SwiftUI. I mean, right?
P.S3: SPM>Cocoapods

Best Regards and Good Luck,
Shopmonkey Mobile Team