

Creation of a weather application

Your mission, if you accept it, consists in creating a weather application.

The application will be made of 2 modules

A component part (framework)

- collects weather information from an API

A User Interface Application

- Displays the informations from the component

The application will be made of 3 screens :

- A list displaying a list of the towns added by the user
- A view to add a town
- A detail view showing the different weather informations of a town

You will optionally be able to :

- Keep the data so as to use the application while being in offline mode
- Add unit tests in your component
- Add sequence diagrams in your component
- Add documentation describing the component's way of using

Instructions

The application will have to be deposited (filed) in a public GIT repository

Wath will be observed :

- The code quality
- The architecture, the patterns used
- The relevance of the commits
- The various optimizations

You are free to choose the design that seems most relevant to you

Technical context

API

Use the following API for the weather informations

<https://openweathermap.org/api/one-call-api>

The use of this API needs a description

Constraints

- Swift
- SDK Min 11
- The use of libraries extenal to Apple is prohibited