



# THE TASK AT HAND

This is the task for the iOS Immersive Instructor and SME role at General Assembly.

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## GA WORK VALUES

- › Start with yes
- › Use every part of the buffalo
- › Know your goal
- › Always bring data to the conversation
- › Empathy is your secret weapon
- › Keep getting better
- › The first time is always handmade

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## PROMPT

Please create a simple grocery list app that adheres to the following requirements:

The app must allow users to accomplish the following goals:

- View all of my groceries in a single list
- Check off groceries that I have purchased
- Tap an item on my list for more details
- Add new items to my list
- Add the name of a new item
- Add a short description for each item
- Edit the quantity of the item
- Delete an item

The app must be build from scratch on Xcode and it must also adhere to Apple's Human Interface Guidelines and iOS 9 design patterns.

We recommend that you spend no more than 4 hours on this task, not counting trips to the loo.

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## TIPS

Here at GA we like clean, smart, data-driven work. Don't try to be too fancy, but put your best foot forward.

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## QUESTIONS

Feel free to reach out to Andre Plaut at [andre@ga.co](mailto:andre@ga.co)