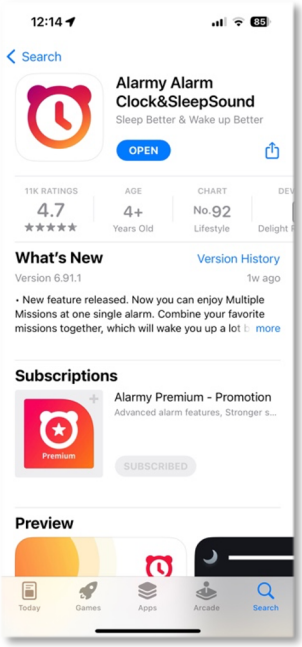
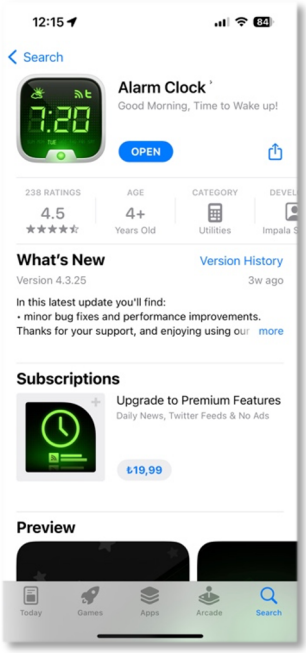
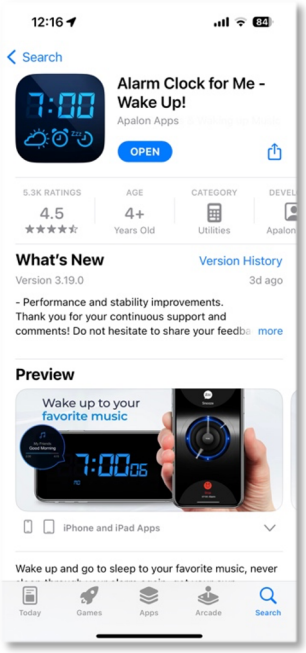
iOS Developer Task Sheet

Task #1: Install and analyze the technical aspects of these IOS apps:





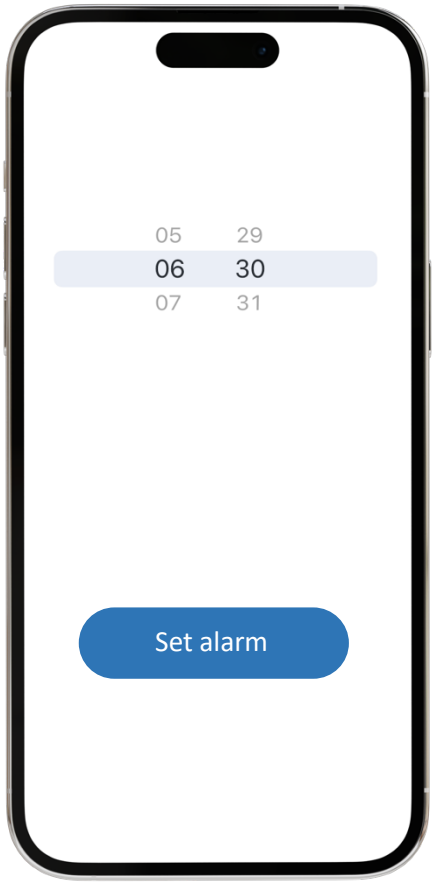


Please answer these questions with short sentences:

a. What are the main features (clock, timer, sleep, missions etc.)?
b. Which technologies have been used in each app?
c. Have you detected any bugs or faults in their functionality (please make a short list)?
d. What could be improved (just technically, not design)?

Go to the next page for Task #2

Task #2: Develop a mini alarm app as described below:



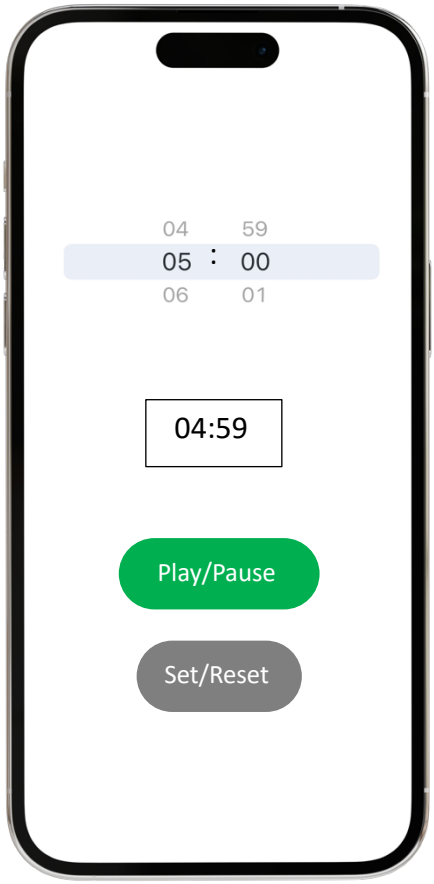
a. Create a simple UI as shown above.
b. User will be able to set the time by using the time picker.
c. Alarm will be set when the button is clicked. You can display a text if successful.
d. Now, close the app, kill in the background, lock the iPhone, and wait for the alarm time to come.
e. On the set alarm time;
- a notification should appear saying “Wake up!”.
- An MP3 sound will start playing.
- The volume of the music will increase gradually (reach max volume in 30 seconds).

f. Once the users taps on the notification, run the app and display a window to stop music.

* Refer to the sample apps in the first task. The operation will be similar.
* Name the app as “task2_app”, make it ready to publish, and share it on your GitHub.

Go to the next page for Task #3

Task #3: Develop a mini timer app as described below:



a. Create a simple UI as shown above.
b. User will be able to set the timer duration (minutes : seconds) by using the time picker.
c. The green button will be labeled as “Play”. Once clicked, the timer will start counting down. The label of the green button will be changed as “Pause”.
d. Once “Pause” is clicked, the timer will get paused and the button will be named as “Play”.
e. User will be able to reset the timer or change the duration by clicking “Set/Reset” button.
f. While the timer is counting down, close the app, kill in the background, lock the iPhone, and wait for the countdown to reach zero.
e. Once the countdown reaches zero;

- a notification should appear saying “Timer has elapsed!”.
- An MP3 sound will start playing.

* Refer to the Alarm Clock for me app in the first task. The operation will be similar.
* Name the app as “task3_app”, make it ready to publish, and share it on your GitHub.

Go to the next page for Task #4

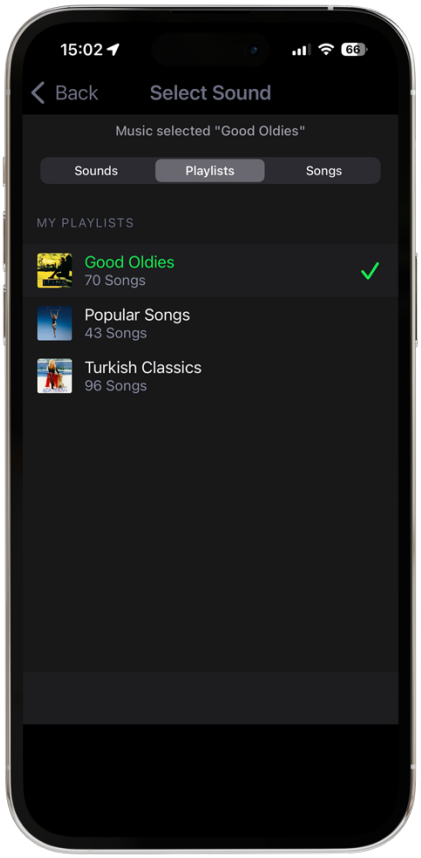
Task #4: Develop a mini weather app as described below:

a. Create a simple UI as shown above.
b. Ask user to grant permission for location and grab the location in lat/long.
c. By using Openweathermap API, get current city, temperature, max and min degrees.
d. Display the information on the screen.

* Name the app as “task4_app”, make it ready to publish, and share it on your GitHub.

Go to the next page for Task #5

Task #5: Make a clone of the sound selection in Alarm Clock app (second app in Task# 1):



a. Run Alarm Clock app,
b. Select “Alarms” tab from the bottom navigation.
c. Create an alarm, enter sound selection window by tapping on “Sound”.
d. Create a clone of the three-tabbed UI (Sounds, Playlists, Songs).

* You can add dummy titles on “Sounds” tab.
* Make sure you grab playlists from the Apple Music app. If you don’t have any playlist, create dummies.
* Make sure user can grap songs from the Apple Music app.
* Name the app as “task5_app”, make it ready to publish, and share it on your GitHub.

End of the task sheet