

iOS/Android assignment: Youtube app

****Level 1****

Screen 1 - Authentication screen.

The application should offer user Google sign in. Using the Gmail account, the user can sign-in to the app and proceed to the initial screen.

Screen 2 - User's playlists screen.

The main screen of the app should display all user's public playlists from Youtube. This can be implemented recursively or with pagination.

Each playlist should contain the following info:

- thumbnail
- title
- number of videos in it

Screen 3 - Playlist details screen

If a user taps on a playlist, a user should see a new screen with playlist details and all videos in it. Tracks have to be fetched recursively or using pagination.

Playlist details:

- title
- number of videos
- thumbnail
- (Play All) button (this is needed only for Ninja-level)

Each track should contain the following info:

- thumbnail
- title
- author
- duration

****Level 2** (Optional)**

All fetched info from the Youtubes'API (playlists, videos etc) should be cached in the local database.

****Level 3** (Optional)**

Screen 4 - A user can search for videos via the search field. Pagination has to be implemented. All logical classes of the app are covered with unit tests.

****Ninja-level** (Optional)**

A User can playback separate videos and whole playlists from appropriate screens. This has to be done in a separate presented screen, similar to Youtube Music app. (Screen 4 - on "Play All" button tap, Screen 3 - on video tap)

Notes:

Please accomplish as many levels as you are comfortable with. Do not proceed with the next level, until the current level is completely implemented. Youtube Music app is the best example to follow for UI/UX. However, feel free to build a custom layout.

Please make sure all dependencies are included in the final project, so we don't have to do any additional setups. **Quality over quantity.**

Technical stack:

- Swift 5/Kotlin
- Xcode 11.3+/Android Studio 3.5+
- CoreData, Sqlite, Realm or any other suitable DB.

Google APIs:

- Youtube public API: <https://developers.google.com/youtube/v3/docs>
- Google SDK for iOS for sign-in
- Youtube's iFrame player should be used to playback track & playlists, or any third party library wrappers.

You can use any other third-party libraries if you can justify their need.

Important:

Any code distribution systems can be used to share final project - Bitbucket, Github etc. Please don't send final project in the zip file.