Mobile Engineer - Technical Test

Overview

The purpose of this exercise is to provide an example application against which your technical proficiency can be assessed. We will look at a number of key areas:

- General code quality – compilation, bugs, maintenance etc
- General user experience – screen rotations, different device sizes, error scenarios etc
- Design patterns
- Unit and UI test coverage

We will use the git commit history to map out the development process undertaken.

Specification

Create an application which:

1. Connects to one of the provided APIs (see list of available APIs below)
2. Displays the list of products
3. Upon selection, display any details on the product

The 'look and feel' of the app will be entirely at your discretion.

Additional Requirements

As a minimum the app should cater for visually impaired users:

- Scalable text size
- Voice over enabled

Available APIs:

- https://www.commbank.com.au/developer/documentation/Products
- https://www.anz.com.au/support/anz-apis/
- https://developer.nab.com.au/docs/open-banking#tag/Products
- https://www.westpac.com.au/about-westpac/innovation/open-banking/product-api/

Guidelines

- Use a Git repository to manage the source code
- The app should support N-2 version releases
- Comment the code as required
- Do NOT use any third-party libraries
- Ensure the delivered test is in a runnable state (i.e. does not require changes to the project in order to run on simulator/emulator)