

# Android Take Home Requirements

The task consists of developing an Android Library that provides an UI component that renders a Sport.

A Sport is an object with two properties, name and description, both Strings.

An attached file provides an implementation of the Sport class and also a class named ContentRepository with a method called `getFeaturedSports()`.

The method `getFeaturedSports()` mimics an API call that fetches a list of Sport. Once this method is called, the library should pick one sport by random and render the UI component which display its name and description.

Additionally, the UI component should provide a way to refresh its UI objects, so the content is replaced with another Sport instance.

A shell app using the library should be provided. The shell app is a very simple app that just uses the library to display the UI Component provided by the library.

There are no constraints for the UI Component implementation.

Important criteria of evaluation are the use of good practices, patterns and architecture.

## Bonus

- Use of Modern Android Development including JetPack Compose.
- Use of Dependency Injection
- Adding one or more test case

## Resources

### Sample UI

4:50 



## Featured Sport



### Cycling

Cycling, also called bicycling or biking, is the use of bicycles for transport, recreation, exercise or sport. People engaged in cycling are referred to as "cyclists", "bicyclists", or "bikers". Apart from two-wheeled bicycles, "cycling" also includes the riding of unicycles, tricycles, quadricycles, recumbent and similar human-powered vehicles (HPVs).



## Content Repository

 ContentRepository.kt.txt 3.7KB