1. Record your reasons for implementing the solution the way you did, the struggles you faced, and the problems you overcame.

* I faced major difficulty during player development because I have never created such a type of app before.
* To implement the player I have searched by so many ways and implemented different types of Third party libraries, Media player etc.
* I hadn’t got perfect library which can fulfill app’s requirement.
* After that I referred Exo Player default android library and get idea from that how to create persistence radio player to fulfill app’s requirement.
* In Exo Player lib I tried hardly to display seek bar on player. But due to .aac extension which is holding by radio stream URL I didn’t get succeed on that because of live stream couldn’t get the play duration. I checked with other format which was working well and shown perfect seek bar on player. So, I knew that I couldn’t show seek bar progress on player because of .aac format and live stream URL which is not able to get the play duration.
* Secondly, I wasn’t able to display song title, artist name, and album art of the currently playing song directly on the player.
* So, I overcome this problem by creating a customize player layout view which displays song title, artist name, and album art of the currently playing song and handled play/pause event by custom play button.

2. What shortcuts did you take that would be a bad practice in production?

* I didn’t use any shortcuts but yes we can enhance player’s functionality which can play persistence even if app closed by user and also we can handle play/pause event to showing player view on notification bar for real word app.

3. What would you have done with more time? We know you have a life. :-)

* To handle and develop player functionality only take a more time.

4. Where you don't have the time to implement something, how you would have changed or added to your implementation in the "real world".

* Currently, I haven’t implemented caching API data mechanism due to lack of time. But I would like to implement the functionality to cache the API data with Room persistence library in the “real world”.

5. Please include an architecture diagram.

