

# TEST FOR IOS UI DEVELOPER

An iPhone is shown at an angle, displaying the Apple TV app. The screen shows a 'For you' section with a 'Watch again' button and a recommendation for 'Watch Home Before Dark now on the Apple TV app. Promoted by Apple TV'. The bottom dock is visible with icons for Home, Search, and a plus sign for more apps.

## Purpose of the test

We would like to test your skills as an iOS UI developer

# What is an iOS UI developer

When we develop iOS apps in DigitalMind, we always divide the work into several specialties. Below are some of the specialties we have in DigitalMind when developing iOS apps

- iOS UI developer: A specialist who goes above and beyond to develop a pixel perfect UI that meets the client expectations (colors, fonts, font sizes, responsive design, spacing between elements, animations, third party UI components and custom controls etc.). We call this an iOS UI developer.
- iOS "UI data binding" developer: A specialist who devises an efficient and robust code that binds all the code from the UI developer up with the logic of the app (write algorithms, make logic that shows things from the database on the page, make API calls, third party frameworks integration, application architecture etc.). We call this specialty an iOS “UI data binding” developer.

In our company, these two above specialties are always made by two different persons. It is never the same person doing the UI development and the UI data binding. The reason for this is that our customers have a very high demand for the apps we build. So we want our colleagues/employees to be experts (and train) in one field instead of multi fields.

# How to do this test

- The name of the fictive company you shall make the solution for is called “YogaExplore”. You shall pretend you are an iOS UI developer in our company, your job is to create a XCode project from scratch called “YogaExplore”. Then design a pixel perfect UI that works flawlessly on all iPhone devices starting from iPhone 6. Here are what you shall do regarding making the test:
  1. Read this document thoroughly
  2. Prototype link of the UI (<https://xd.adobe.com/view/e15e35e1-d067-4d10-42e0-53bbcce2c15b-976f/?hints=off>)
  3. Download the assets you shall use for this solution (<https://1drv.ms/u/s!Ap3qEzIs1Wzjgkp5UNTn9LtPjWcl?e=pEhhfd>)
  4. Make your solution for the test case.
  5. Please use **Storyboard**. You can use **xib** wherever necessary. Do not develop this using SwiftUI.
  6. The solution should be pixel perfect and it should not have any constraint or any other related issues.
  7. It should work exactly like the prototype that we shared including all the animations, screens.
  8. Send files to us (on WeTransfer.com – it is 100% free to use)
    - A XCode project with your solution (it must be possible to run the solution out of the box)
  9. We will look thoroughly on your test results. We will give you feedback on your test. If you are one of the best in the test you will get a job at our company.

Prototype link of the UI:

<https://xd.adobe.com/view/e15e35e1-d067-4d10-42e0-53bbcce2c15b-976f/?hints=off>

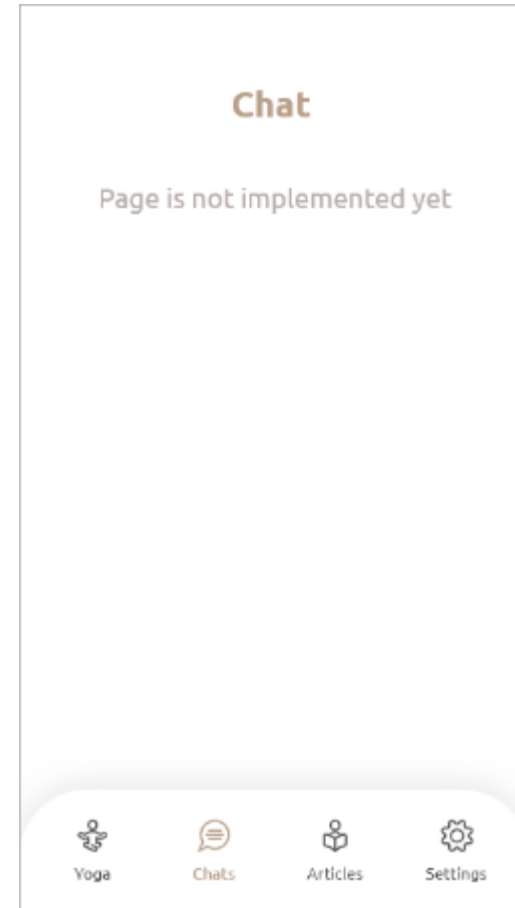
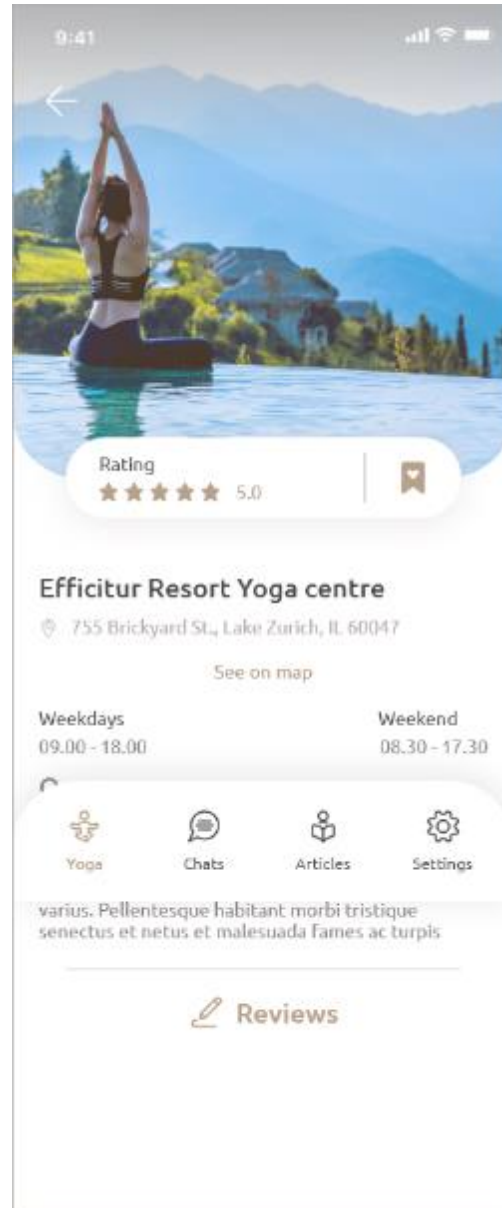
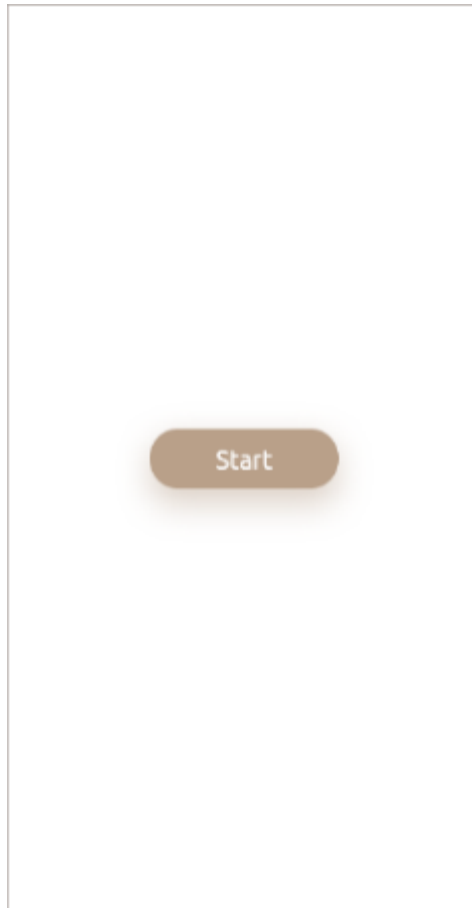
Assets you need can be downloaded using below link:

<https://1drv.ms/u/s!Ap3qEzIs1Wzjgkp5UNTn9LtPjWcl?e=pEhhfd>

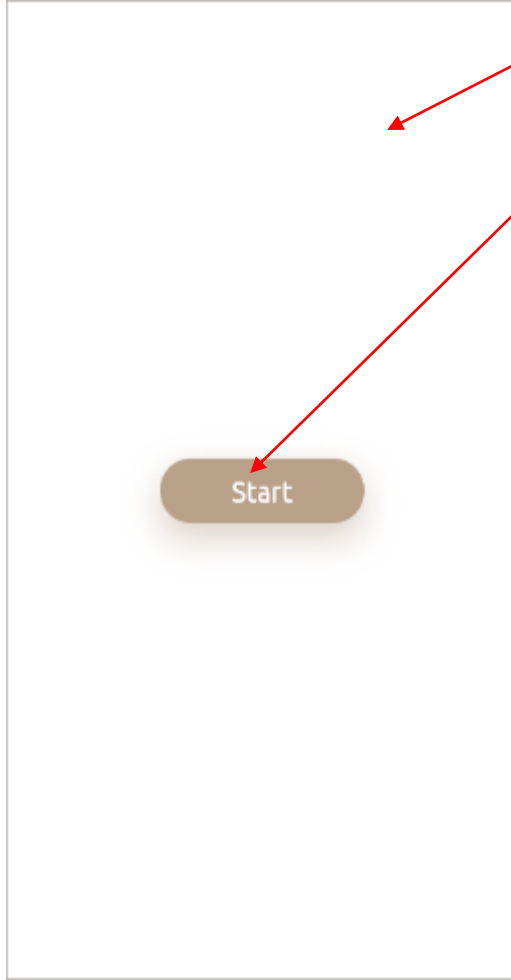
A photograph of a workspace with a laptop, a monitor, a desk lamp, a cup, and a speaker. A large white circle is superimposed over the center of the image, containing the text 'YOUR TEST'.

# YOUR TEST

# About the pages you should make design for



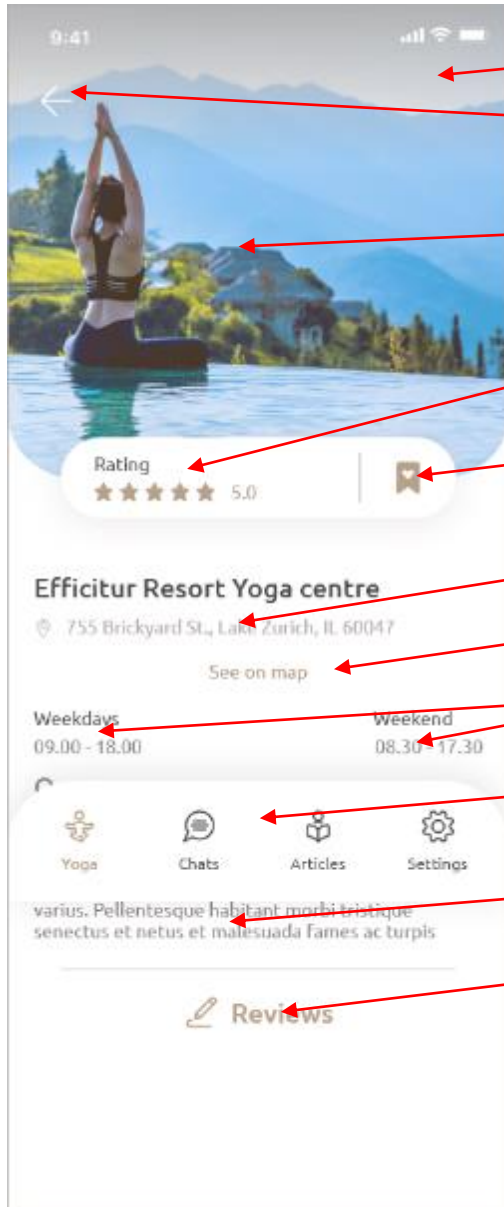
# About the pages you should make design for



- This is the first page of the app that is visible to the user when the app is launched.
- When the user taps on the start it navigates to the next screen with an animation. Please see the prototype link and develop the animation.

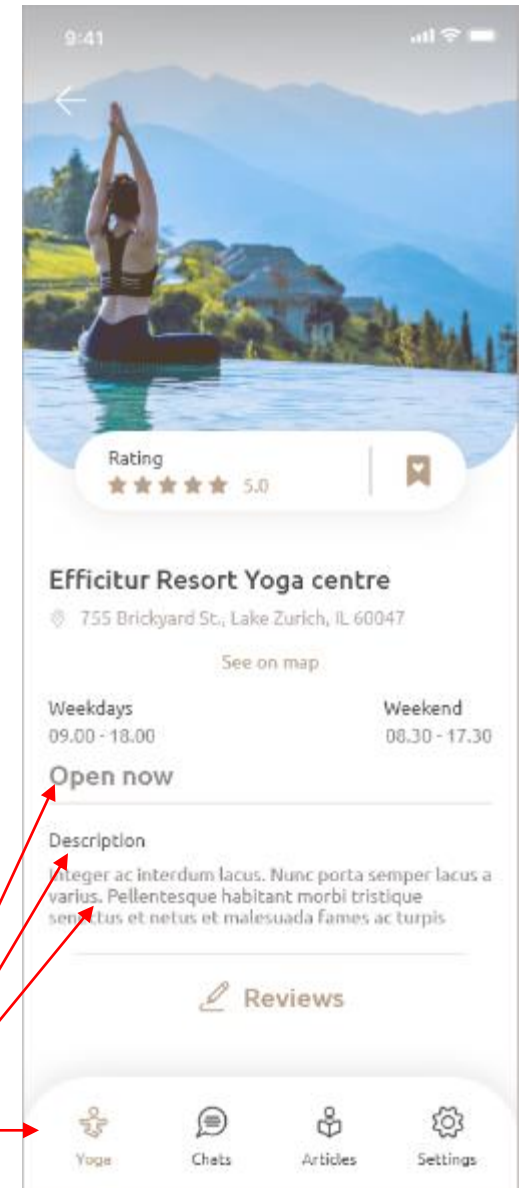
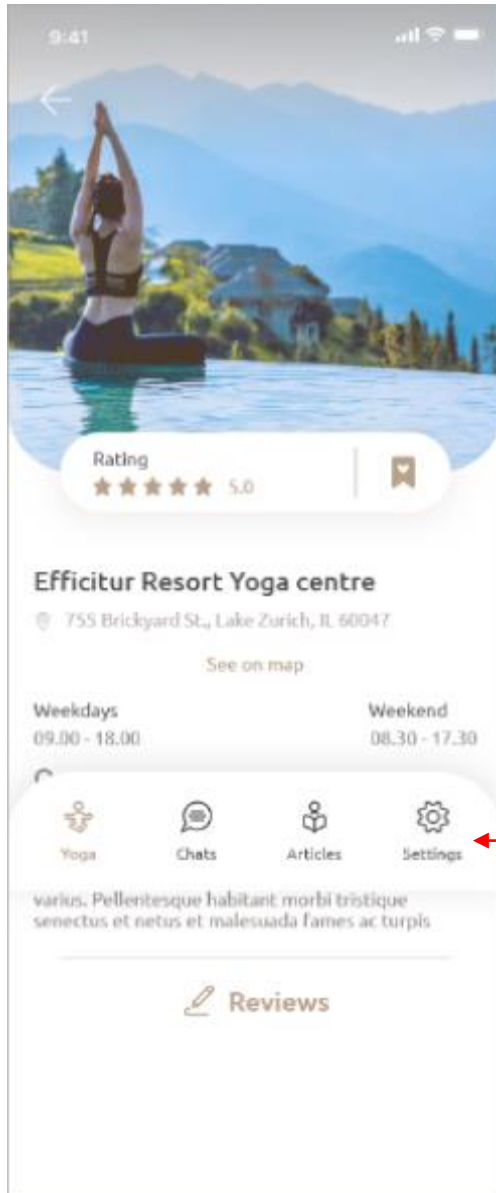


# About the pages you shall make design for



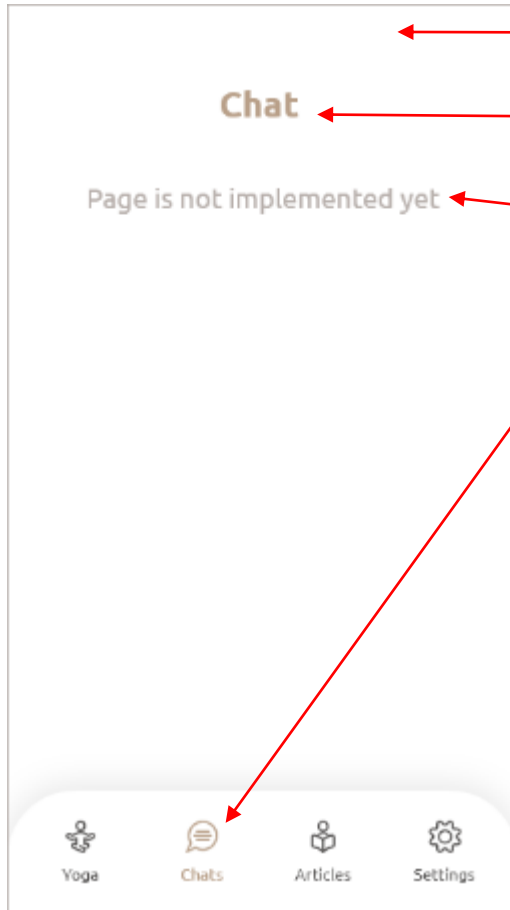
- This page gets displayed when user taps on yoga. The whole page is scrollable.
- When the user taps on the back button it navigates back to the start screen with an animation. Please see the prototype link and develop the animation.
- This is the top background image that is already provided in the asset. You will get an rectangular image, develop the required changes.
- This is rating view where the users can rate the yoga center. No need to implement any functionality.
- This is the favorite option where user can mark this yoga center as a favorite. No need to implement any functionality.
- The name and location of the yoga center. It should be completely dynamic should scale if the lines are more.
- When user taps on it he can see the location on the map. No need to implement map functionality.
- It displays the availability of the yoga center.
- Different tabs where user can tap.
- It displays the description of the yoga center. It should be completely dynamic should scale if the lines are more.
- When tapped it will show the reviews of that yoga center. No need to implement any functionality.

# About the pages you shall make design for





# About the pages you shall make design for



- This UI is same for Chats, Articles and Settings, just need to change the heading. Please see the prototype link provided.
- Navigation header should show title respective of the page. For example when user taps on Chats it should display chat and so on.
- Just add this description in all pages.
- When user taps on any tab bar items it animates and moves to that screen. Please see the prototype and develop the animation.

# About colors and font type

Here you can see the colors that are used in the design. And you can also see the font type that is used in the design. You have to use these colors and that font type when you do the UI in your XCode project.

## Color codes



#B9A089



#4B4948



#8D8784



#B7AFAB



#FFFFFF

## Font type

All font types: Ubuntu (Bold, Medium, Regular)

# Text on the pages

Here is the text on the pages so you can just copy and paste them into your project. In the folder with assets, there is a text file with the same texts. So if you can not copy+paste from the below text in this pdf document then use the text file in the asset folder.

##### The menu #####

Yoga  
Chats  
Articles  
Settings

##### Page: Yoga #####

Rating  
Efficitur Resort Yoga centre  
755 Brickyard St., Lake Zurich, IL 60047  
See on map  
Weekdays  
09.00 - 18.00  
Weekend  
08.30 - 17.30  
Open now  
Description  
Integer ac interdum lacus. Nunc porta semper lacus a varius. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis  
Reviews

##### Page: Rest of the pages #####

Page is not implemented yet

# How will we judge your solution

Here is an overview of some of the most important parameters we will evaluate your test on

- The design you see on the previous page is made for an iPhone 7. We would like you to make a responsive design that can be scaled up and down. It is important that the design still looks great when scaled up and down. Thus, the design must also look good on all iPhone devices starting from iPhone 6.
- It is important that your UI should be 100% identical to the design file when you see it on an iPhone 7. This means that all margins, paddings, text sizes, colors, distances between the elements, etc. must be 100% identical in your UI as on the prototype we have shown on the previous page (when you seen it on an iPhone 7).
- You do NOT get a design file that shows how things should look in other iOS resolutions (iPhone X, iPhone 8 Plus, iPhone 7 plus, etc.) . You have to find out how to make your UI so that it looks great with different resolutions of iPhone available. It could be that you have to scale things up and down depending on the resolution. It could, for example, be that the text size, the element size, etc. You have to find out what looks good and do it in that way.
- How to structure the UI and solve the different challenges is up to you. There are no right or wrong ways unless it involves bad practices and performance issues when the UI is loading. We will supply icons and image for the screen .
- You have to make the solution as you like but we greatly appreciate if you can show that you can use the latest and / or best techniques to solve the task. You shall of course only use the techniques if it makes sense in your solution.
- The animations that you see when you traverse through the screens should be pixel perfect. The animation should be crisp and clean without any performance issues.
- The solution must have tab and navigation controller.
- Don't use any cocoapods, carthage or any third party libraries on the UI. You need to develop the whole UI by yourself.
- It's important that the solution works in all the iPhones starting from iPhone 6.

# How will we NOT judge your solution

- We will not judge your test on the time you had used to make it. The most important is NOT that you make the test fast but that you make a good test with high quality. Time is not important for us at all. If we give you a job you will be working for us a fixed number of hours per week and will get the same payment whether you work fast or slow. We only care about quality. And you shall not tell us how long time you have used to make the test. So time will not be criteria at all.



# YOUR TEST DELIVERABLES



# How to deliver your test

- Your solution and deliverables for this test consist of one (working) XCode Project. Please make sure it will build in XCode. If you would like to attach some prose description regarding your solution that is fine (this is completely voluntary and not a requirement). But you must only deliver documents (Word, PowerPoint and PDF ), pictures, screenshots and videos.
- You shall gather all your files (XCode project, description documents, etc.) regarding this test in one folder and call this folder “iOS-UI-Developer-Test”. You shall NOT upload/send this folder directly to us on LinkedIn. Instead, upload the folder (with all the files) to WeTransfer (WeTransfer.com is free to use and requires no user) and upload the WeTransfer link to your test solution to me on LinkedIn.

A photograph of a workspace with a laptop, a monitor, a desk lamp, a cup, and a speaker. A large white circle is superimposed over the center of the image, containing the word "END" in white capital letters. The laptop screen shows code, and the monitor in the background shows a webpage.

END