Flickr Party

Your task is to implement a photo gallery using Flickr API, with photos tagged "Party" and a detail page where the user can take a closer look to the photo.

You can use relevant (and supported) frameworks to reduce the amount of code required, best software practices, building scripts, etc.

This assignment is meant to be a proof of your skills, so we recommend to use **as few** libraries as possible. Libraries make the developer's life easier and faster. But you need to be careful that the libraries chosen do not **limit** your control of the app and allow you to be able to customize and most importantly, **think long term**. In this direction, we also ask to not use **storyboards or nib files**.

IMPORTANT: **Do NOT** use Flickr official ObjectiveC library, we want to use libraries that are reusable on other services, imagine that instead of Flickr you're working with a different company API.

Extra points

You have to handle this assignment as if you were doing it in real life. So try to make the app available for most users (for example >=iOS7), consider slow connection situations, low memory situations, create an attractive UI, and so on...

Also, if you have time, feel free to add more functionalities like "photos near me", navigating through photos while on detail view, etc... We love code conventions and comments :)

Estimated time

This assignment is planned to take roughly 4 hours.

Judging criteria

In the order of importance:
1. Functionality: The app functions as it is described in the assignment (4 points)
2. Quality of Code: The code doesn't have conceptual errors, follows general conventions and guidelines of … (7 points)
3. Memory management: The application won't crash if added more functionalities (4 points)
4. User Experience: The application is usable (4 points)
5. Visual Design: The app is simple and well designed (3 points)
6. Chosen Libraries: The chosen libraries are well supported, efficient, and well implemented (3 points)

FAQ

1. Does the application need to be done for both iPhone & iPad?
   No, it doesn't. Focus on iPhone.
2. Which libraries can I use?
   This is open, but try to choose widely supported, open source libraries, with an open mind when choosing them. Which library would you use in your own application and why?
3. What happens if I don't finish in time?
   Leave the assignment as it is, just make sure it builds and works. 4 hours of work is enough to see your skills.

Create your project and put it on Github (or Bitbucket). Please commit often to show to us that this is solely your work and present the way your code was changing over time. Feel free to use the app for your own purposes.

In case of any questions, feel free to ask.

Good luck!