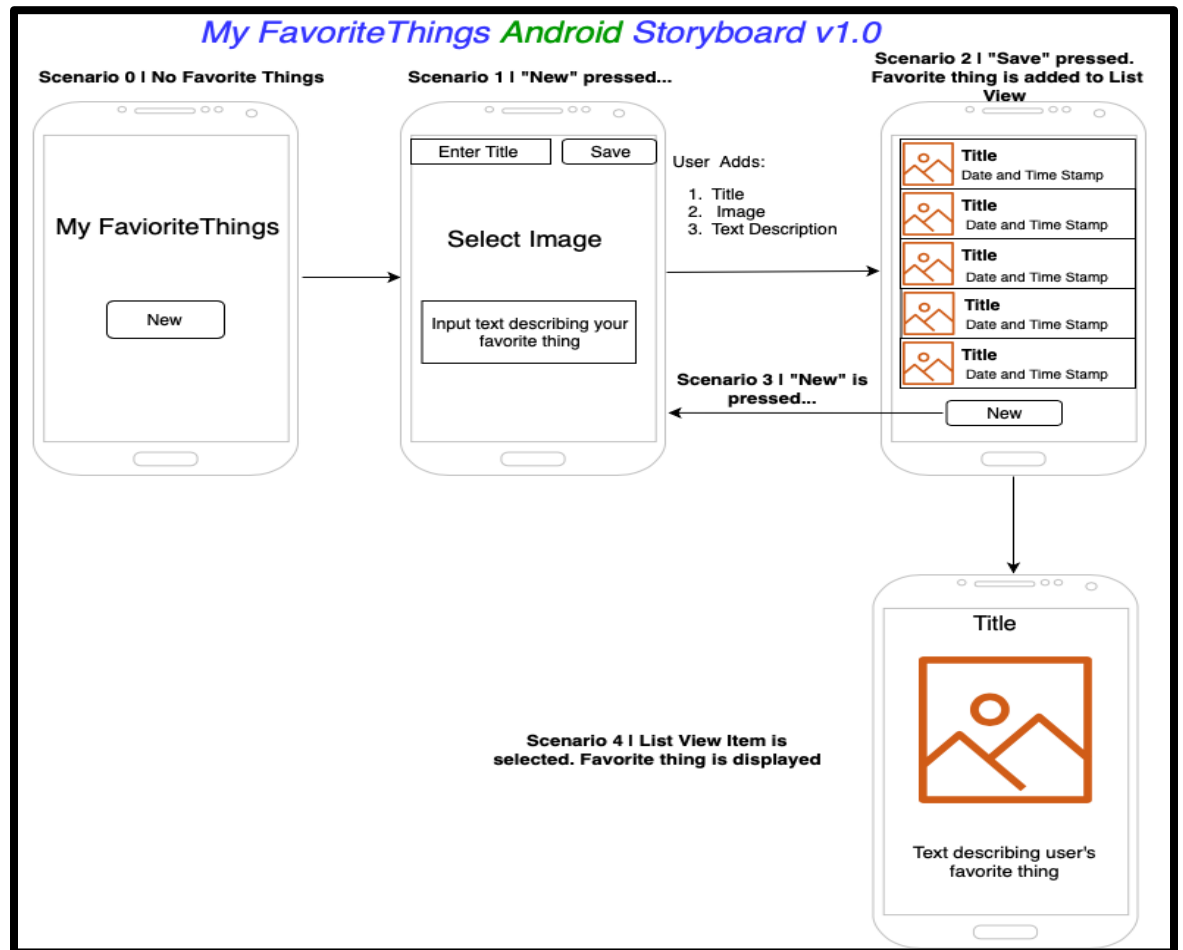# Bon App Boutique Android Coding Assignment | Internship

Version 1.0

I. **Assignment**
    a. **Using the storyboard below, create a "My Favorite Things" App**

    b. **For data persistence, create an Android Room or SQL Lite persistence model with and Entity named *MyFavoriteThings* which stores the following Entities/ types for storage and retrieval:**
        i. Title (String)
        ii. Date and Time Stamp (String- converted to Date)
        iii. Image (Binary Data)
        iv. Text Description (String)

    Users should have the ability to create and read the attributes for the associated entity.

A. **Architecture and Design:**
   a. Although Kotlin (version 1.3.+) is the preferred language, java is acceptable.
   b. Whenever possible, the latest Android Jetpack libraries are preferred over the predecessor libraries.
   c. The app should utilize adhere to the latest Android Architecture, Security and Performance standards
   a. The project/workspace should contain Unit tests
   b. All code (including Unit tests) should be well documented
   c. Well-vetted 3rd party libraries are permissible
   d. Ensure Layout Editor and Constraint Layout is appropriately utilized; the app will be tested against a diversity of live devices.
   e. The minimum and target api levels supported should be 21 and 29, respectively

II. **Design Considerations:**
   a. Creativity and ingenuity are highly encouraged. Have fun with this assignment!

III. **Deployment:**
   a. Post the solution along with corresponding release notes/README in BitBucket
   b. Add: mmoore.bonappboutique@gmail.com to the project with admin access

IV. **Approach:**
   Be prepared to discuss your approach regarding all faucets of this assignment.

V. **Deadline:**
   a. Please submit the assignment within **4 days/96** hours of receiving it.
   b. Send me a confirmation email once you receive the assignment