



iOS Engineer Test

Thanks for applying for the iOS Engineer role at Gousto. We would like you to design and implement a standalone app using Swift, that lists and displays products from the Gousto Market, these include items such as wine, kitchen utensils and desserts.

Please have a look at the products API endpoint:

API Base: `https://api.gousto.co.uk/products/v2.0`

Path: `/products`

Method: GET

Returns a list of products in JSON.

Attributes:

- `"image_sizes"` array specifies that the returned object will include images with widths of requested sizes (or the closest bigger size than requested); that allows to optimize the image sizes for certain mobile devices.
- `"includes"` array specifies additional objects to be returned with products, for example `"categories"`, `"attributes"`.

Example URL:

`https://api.gousto.co.uk/products/v2.0/products?includes[]=categories&includes[]=attributes&image_sizes[]=750`

Functional Requirements

- Display a list of products showing at least the title, price and an image for each one
- Customers should be able to search for products by their name
- Selecting a product from the product's list should display a details page, where customers can find out more information about the product
- Products should be persisted, meaning that if the app is relaunched when the device has no internet connection, the last downloaded list of products are displayed

Non Functional Requirements

- The app should be built with good UX and use iOS native UI elements where possible, with a design of your choosing
- Critical aspects of the app should be covered by Unit Tests
- A core user journey should be covered with a UI Automation Test
- Document in the README anything that is worth noting
- If used, justify the use of any third party libraries in the README

Sending Us the Test

Please send the test in a ZIP file, please don't make it publically available.