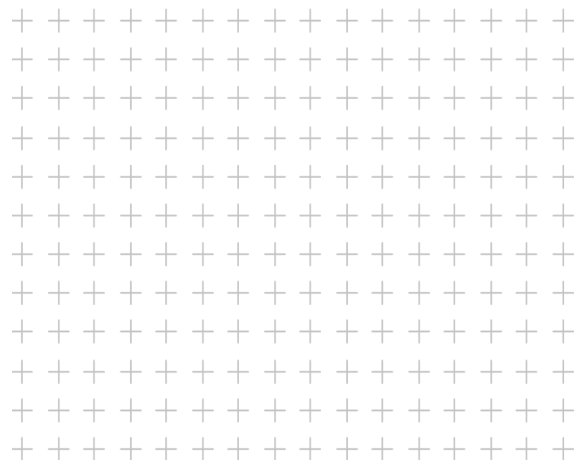


Assessment Exercise

Role: iOS Developer

Thank you for interviewing with YinzCam.

This document provides a written exercise for the assessment of an iOS Developer candidate at YinzCam. The exercise represents the type of projects that a candidate may face in their day-to-day role at YinzCam.



Schedule Exercise

Create an iPhone project that implements the following schedule screen. Your project should run at native resolution on any size iPhone. The app is not expected to run on iPad or Vision Pro. You can build the user interface using any method you like (in code, Xib, Storyboard) but should use Auto Layout or SwiftUI. The project should be delivered as a .zip file containing an xcodeproj or xcworkspace file.















Data / UI















- Data can be loaded from <http://files.yinzcam.com/iOS/interviews/ScheduleExercise/schedule.json> (https will not work on this domain)
- Dates and times should be rendered using the value of each game's timestamp and take the user's locale into account (ex month day vs day month)
- Dark mode does not need to be supported
- Dynamic type does not need to be supported
- Landscape mode does not need to be supported
- Neither an app icon nor splash screen needs to be provided
- The system font should be used
- The attached design metrics are in points, not pixels. The provided measurements should be used as is, not by measuring pixels
- The section headers should stay fixed as the user scrolls
- You should perform basic error handling such that the app will not crash due to invalid network data
- The latest version of iOS is acceptable as the minimum deployment target
- Timestamps are encoded using [ISO 8601 format](#)
- Possible values for the "Type" attribute are S (scheduled), F (final), and B (bye)
- Final type games should display gamestate in the lower right corner. Scheduled type games should display the game time in the user's time zone
- The home team should be on the right
- The navigation bar should be styled based on the team at the root of the schedule













Logos

- Logos can be found in the directory at <https://resources-us.yinzcam.com/nfl/logos/>
- Filenames depend on the TriCode attribute on team nodes
- E.g. https://resources-us.yinzcam.com/nfl/logos/nfl_phi_light.png
- Logos should be cached locally and not reloaded every time a cell comes on screen

- Logos may or may not load, this should be handled appropriately

3:11 SOS  		
SCHEDULE		
REGULAR SEASON		
Sun, Nov 29	Week 12	FINAL
PACKERS		EAGLES
16	 @ 	30
Sun, Dec 6	Week 13	FINAL
LIONS		PACKERS
31	 @ 	24
Sun, Dec 13	Week 14	FINAL
PACKERS		PANTHERS
16	 @ 	24
Sat, Dec 19	Week 15	FINAL
PACKERS		TITANS
14	 @ 	40
Sun, Dec 27	Week 16	FINAL
BEARS		PACKERS
35	 @ 	16
Sun, Jan 3	Week 17	FINAL
POSTSEASON		
PACKERS		RAMS
13-3	 @ 	10-6
Sat, Jan 16	Divisional Playoffs	4:35 PM

3:11 SOS  		
SCHEDULE		
REGULAR SEASON		
VIKINGS		PACKERS
43	 @ 	34
Sun, Sep 13	Week 1	FINAL
PACKERS		LIONS
21	 @ 	42
Sun, Sep 20	Week 2	FINAL
SAINTS		PACKERS
37	 @ 	30
Sun, Sep 27	Week 3	FINAL
PACKERS		FALCONS
16	 @ 	30
Mon, Oct 5	Week 4	FINAL
BYE		
Week 5		
BUCCANEERS		PACKERS
10	 @ 	38
Sun, Oct 18	Week 6	FINAL
TEXANS		PACKERS
35	 @ 	20
Sun, Oct 25	Week 7	FINAL

<div> <div>3:11</div> <div>SOS  </div> <div>SCHEDULE</div> </div>		
#F3F3F2 30 pt	REGULAR SEASON	#999999 14 pt semibold vertically centered in container
VIKINGS 43 Sun, Sep 13	 @  Week 1	PACKERS 34 FINAL
#999999 1pt tall	PACKERS 21 Sun, Sep 20	LIONS 42 FINAL
SAINTS 37 Sun, Sep 27	4pt  @  Week 3	PACKERS 30 FINAL
PACKERS 16 Mon, Oct 5	140 pt container, H/V centered  @  Week 4	FALCONS 30 FINAL
Bye specs: 4pt between rows H&V centered 100 pt total container height	BYE Week 5	#999999 45 pt medium #999999 18 pt regular
10 pt padding BUCCANEERS 10 Sun, Oct 18	#999999 16 pt semibold  @  Week 6	PACKERS 38 FINAL
TEXANS 35 Sun, Oct 25	 @  Week 7	PACKERS 20 FINAL

3:11

SOS  

SCHEDULE

REGULAR SEASON

Sun, Nov 29

Week 12

FINAL

PACKERS

16

EAGLES

30

Sun, Dec 6

Week 13

FINAL

LIONS

31

PACKERS

24

Sun, Dec 13

Week 14

FINAL

PACKERS

16

PANTHERS

24

Sat, Dec 19

Week 15

FINAL

PACKERS

14

TITANS

40

Sun, Dec 27

Week 16

FINAL

BEARS

35

PACKERS

16

Sun, Jan 3

Week 17

FINAL

POSTSEASON

PACKERS

13-3

Divisional Playoffs

Sat, Jan 16

RAMS

10-6

4:35 PM

#999999
16 pt bold

V centered

Black
14 pt regula