

# Weather Application

## Overview :

The goal of this project is to build a simple and lightweight weather mobile applications. The app contains 2 screens :

1. Home Screen - A tableview with search bar containing the weather for a list of main cities.
2. City weather - A tableview with the weather for the next 5 days for the selected city.

## API:

Source : <http://openweathermap.org/api>

Api Token : 0cd74bf29e43ef1ad6afd6861cc99eb2

Relevant Api's :

Current Weather data:

<https://api.openweathermap.org/data/2.5/weather?lat={lat}&lon={lon}&appid={API key}>

Call 5 day / 3 hour forecast data:

<https://api.openweathermap.org/data/2.5/forecast?lat={lat}&lon={lon}&appid={API key}>

Images for different weather conditions: (see "How to get icon URL")

<https://openweathermap.org/weather-conditions>

## UI:

In the multi city screen each cell should contain the following:

1. Icon representing the weather
2. Name of the city
3. Description of the weather
4. Max and min temperatures

In the single city page :

1. Icon representing the weather
2. Day
3. Description of the weather
4. Max and Min temperatures

## **Bonus points :**

1. Caching - cache locally (in memory) the responses from the api and use them when applicable instead of making a new call to the api
2. Fahrenheit <-> Celsius - Add a button (right navbar button) to toggle between the different metrics
3. MapView - In the main screen add a button to each city cell that opens a map with a pin on the location of the city.
4. Any cool stuff you think you could add.

## **Guidelines :**

1. Swift should be used to write this. For UI either use Storyboards or SwiftUI
2. Open Source is Cool :)

## **Appendix :**

List of cities to show and their id's :

London : 2643743

TelAviv: 293396

NewYork: 5128581

Brussels: 2800866

Barcelona: 3128760

Paris: 2988507

Tokyo : 1850147

Beijing: 1816670

Sydney: 2147714

BuenosAires : 3432043

Miami: 4164138

Vancouver: 6173331

Moscow: 524901

Bangkok: 1609350

Johannesburg: 993800

Tunis: 2464470

Manila: 1701668