Rapyd

Full Stack Developer - Coding Challenge

Technology Stack

React, Redux

Requirements/Instructions

Section 1

Design a simple gallery web application as detailed below:

- Display the list of the first 25 albums from the API:
 - https://jsonplaceholder.typicode.com/albums
 https://jsonplaceholder.typicode.com/photos
- For each album display its ID, name and the number of photos it contains.
- For each album provide an expand/collapse toggle to display/hide its photos.
- Clicking on the album's expand toggle will display the last 12 photo thumbnails in a dedicated area and the total number of photos of the given album.
- Click on the album's collapse toggle will hide the expanded photos area.
- Display album photos in a 3x4 grid (3 rows, 4 thumbnails in each).

Section 2

- Every photo thumbnail will have an `x` button at the top right corner. Click on the `x` button will remove the thumbnail from the grid. The remaining thumbnails will be automatically rearranged to fill up the empty space, and the total displayed number will update.
- Hover on the thumbnail will display the photo's title.
- Click on the photo thumbnail will open a modal with the full-size photo. The modal will have the "x" button allowing a user to close it.

Section 3

- At the photo modal, users will be able to rotate the image with a range bar (HTML input) from 0 to 360 degrees.

Section 4

- Create a dark theme. Create a toggle button to switch themes.



Section 5

- Write tests for the application.

BONUS: The gallery to be responsive (disregarding the implemented level).

Important notes:

- Using only pure CSS is allowed.
- No external libraries are allowed, except for React/Redux core components, Style component, Emotion styling, UT framework.

Evaluation Process

The evaluating will take into account the following criteria:

- Proper functionality.
- Code readability (no need to add many comments).
- Proper user experience.
- Higher implemented sections and bonus advantage.
- Using function components with Hooks advantage.

Project Structure

