

## Instructions

### Application

- Create a simple application with 2 screens:  
On the first screen, create a button which navigates to the second screen.  
On the second screen create two buttons, a back button to the first screen and another one which pop-up a of “Hello World”

### SDK

- Create a package which collects the user behavior inside the app and creates events for each one of them.
- The events which the sdk will collect are the following:
  1. Navigate between screens - every time a user navigates to a new screen we will store an event.
  2. Click on a button - every click will be stored as an event with all the possible details on the button.

Event details are: Time stamp, eventType (click or navigate), OS Version.  
Store the event in the device memory.

The SDK implementation should contain only one time initialization method through the application lifecycle.