APP001_Tiles (v3)

You have been given a server that exposes a REST API with two endpoints:

1. GET /tiles

This returns a JSON object that looks like:

```
[
{ "id" : <id_string>, "label" : <label_string> , "priority" :
<decimal number> }
...
]
```

This object describes a set of tiles to be rendered on a screen. Each tile has an id, a string label, and a priority which should be used when laying out the tiles.

2. POST /selection?id=<id_string>

This returns a JSON object that looks like:

```
{ "message" : <message_string> }
```

This object describes a message associated with a tile.

Your task is to write a small Android or iOS app, using kotlin, java, swift and/or Objective C, which presents a set of clickable tiles to the user. The list of tiles should be obtained from the /tiles endpoint above, and each should show the given label_string. When the user taps on a tile, your app should POST to the /selection endpoint and show a pop-up with the message given by the server.

Your solution should accept an arbitrary number of tiles (within reasonable limits - you aren't required to cope with 1000, but 16-32 is likely). The user should not have to scroll through tiles unless absolutely necessary and you should make it as easy as possible for the user to read the label on the tile.

The priority of a tile indicates how likely it is that the user will choose it. Priorities lie between 0.0 and 1.0. Use this information when deciding how to lay out your tiles.

You should supply source code which can be compiled by the most recent version of either Android Studio or XCode. For security reasons, we do not accept binary submissions.