

# Last Mile Mobile Team - Code Challenge

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Welcome! Thanks for taking some time to show us your skills. We'd love to see your best code. So take your time, and focus your solution on the skills you would like to demonstrate to us.

## The Movie DB

The assignment is to build a mobile app to help people discover the most popular movies. The app will consist of a homepage displaying them and tapping on a movie should display additional details.

- Scroll through the list of the current most popular movies. Each movie in the list should display, if available: thumbnail, title, popularity score and release year. List should not be limited to show only the first 20 movies as returned by the API.
- The movie details page should display all of the fields mentioned above and if available: overview, runtime and a link to the movie homepage.
- The genre's name should be present on both screens (Home and Details screen).

## API

The API can be found here: <https://www.themoviedb.org/documentation/api> It will be necessary to register for a free API key. Please contact us if you have any difficulty obtaining an API key.

## Instructions

- The application must be developed using the latest version of Swift and Xcode.
- You are free to use any third-party libraries you wish and any dependency manager you wish.
- You are free to design the UI as you see fit, but it should work in both portrait and landscape mode.
- Our team actively researches and experiments with new and existing architectures. For this app decide on an appropriate architecture (E.g. MVC, MVVM, VIPER etc.) and implement it throughout the app.
- Please use git and show us your process for managing code (e.g. frequency of pushing code up, what you include in commit messages, branching etc.).
- This assessment and design choices will form part of the next stages of your interview. We are looking for a level of code quality that you would be comfortable shipping in production. Use this as an opportunity to demonstrate your ability, thought processes and best practices.

## Submitting

- Include in the README: (1) any instructions required to build and run the app in a simulator, (2) explain your design choices and architecture and (3) a list of all of the third-party libraries you used and explain why you used each one.
- When you're done with your challenge, create a private repository on GitHub and push your code. Add [dsushil2000@gmail.com](mailto:dsushil2000@gmail.com) as collaborator.
- If you have any questions, feel free to contact us at [sushil.deshpande@walmart.com](mailto:sushil.deshpande@walmart.com).

*Note: Help us maintain a fair application process! Please do not share, post online, create a public Github repository or otherwise publicize this assignment or your solution.*