

O2 Slovakia Android home assignment

Create an Android application in Kotlin (minimum Android version is at your discretion, libraries are allowed, framework choices - if any - are up to you as well).

The application should model a scratch card and its usage. The scratch card is initially unscratched, then gets scratched (revealing the code), and subsequently needs to be activated (i.e. 3 states).

The UI should be as follows:

On the main screen, always display

- a) the current state of the scratch card,
- b) a button that navigates to the scratch screen,
- c) a button that navigates to the activation screen.

On the scratch screen,

there should be a button whose click changes the state of the card to scratched. Scratching off the card means to reveal a code (just generate a random UUID). Let's pretend this is a heavy operation and takes 2 seconds.

The operation **should be canceled** if the user closes the screen (back button) and the operation has not yet successfully completed.

On the activation screen,

there should be a button whose click activates the scratch card. Activation means sending the revealed code to an API.

Definition of the service:

```
url "https://api.o2.sk/version",  
query parameter "code",  
method "GET",  
no authentication,  
example response: { "android": "287028" }
```

If the value of "android" is greater than 277028, then the card in the app changes to an activated state, otherwise, an error modal should be displayed.

If the user closes the screen during this operation, the operation **should not be canceled**.

Critical parts of the application should be covered by unit tests.

Focus on proper software engineering first. Publish the source code on github.com or a similar service, and send us the URL to the repository.