

Mobile Application Development

Delivery Services - UICX

Lambros Kallianiotis &
Rico Zhang
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Purpose

- This is an opportunity to show us a bit about the way you think, the way you code, and a little bit of your coding style. This is not really a test, there is no fail or pass.
- There are many ways to solve the problem, there is no “Right” and “Wrong”, just show us how you normally work it out. If you are not able to finish coding for some reason, just show us Pseudocode, which is fine too!

Problem Definition

We want to create a utility mobile app that presents the Earthquake occurrences. You can implement in one or more of the following Mobile platforms.

- iOS
- Android
- PhoneGap HTML5 + JS
- WindowsPhone

The RESTful data source about Earthquake occurrences can be found at <http://www.seismi.org/api/eqs/>

How you present the information is up to you!

Please do NOT spend more than 12 hours on this excise. We don't intend to measure how quickly you can work rather the way you go about it.

Design Considerations

- If you choose to do iOS implementation, please disable ARC, show us how you manage memory.
- Design Patterns
 - Implement one or more Software Design principles and patterns.
- Reusability
 - Is there anything can be reused in future projects?
 - How can we maximize the reuse? Can components be reused? What about cross platform reuse?
 - How easy can we reuse them? Can we plug and play?
- Support knowledge sharing
 - Documentation
 - Comments
 - Anything can help with knowledge sharing with the technical team
- Development Process and Quality Control
 - Unit testing
 - Functional testing

Deliverables

- Complete Implementation Project files which allow ANZ to build your solution(s) without any modification, and run it on a mobile device.
- If required, you can also provide use instruction.
- You can also provide a short design document if you want to, but this is NOT a mandatory item.
- Build script, Testing Report, any documentation you want to show us.
- All References
 - 3rd party Source code and libraries
 - Open source projects
 - Other references