

Tech Testing Project: JustMovies (Based on TMDB APIs.)

1: Codebase structure & architecture

- Swift package + Redux (like) architecture
- SwiftUI only + Combine
- Local frameworks/libraries - My personal helper packages.

2: Testing

- SnapshotTesting (<https://github.com/pointfreeco/swift-snapshot-testing>)
- `Unit Test` insides some packages.
- TestPlan in the main project.

3: UI / Screens

- HomeScreen: shows the scrollable list of popular Movies an TVs
- DetailsScreen: shows the selected movie/tv details information.

4: Time:

I spent 3 days' free time (night time) creating this demo project, so not finish too many functionalities and screens. I want to show my code style and more ideas on how I structure the new project codebase.

Notes:

- Please run the below command on your terminal **before opening the project**. To resolve packages dependencies.
`\$xcodebuild -scheme "JustMovies"`.
- Funny testing steps:
 - When you first time run the testing (cmd + U), the test plan will be failed with the Home package testing. That's correct! (yes, correct). Due to the `folder permission` issue, I have removed testing records from the .zip file.
 - Run testing again, you should get a `Green` result. BUT, depending on your xcode version, the XCode maybe crash due to the `SnapshotTesting` library bug (with the swift package version.). Reopen the XCode, everything should be fine. 🙌