

Kabisa coding assignment - Flutter

Introduction

So you would like to work at Kabisa? Awesome! Since you received this assignment, you've already passed the first interview step. This is your chance to demonstrate your coding skills to our team, and show off your creativity and passion. We will use your code and application as input for the second interview. At Kabisa we're only hiring the 'best-of-class' people, so if you really like to be part of our team, this assignment may be your ticket in!

The assignment

Your assignment is to build a cross platform Flutter application for iOS and Android. The main screen of your application should display a random quote retrieved from a web API and provide some means to display the next random quote. The application should also incorporate at least one native device feature like GPS, accelerometer, native sharing, etc and handle a lack of network connectivity gracefully. All other requirements are up to you! You can be as creative as you like.

To give you some ideas, here are some sample user stories you could incorporate into your application:

- Fetch quotes from multiple API's, racing for the fastest response (eg: <http://quotes.stormconsultancy.co.uk/api>, <https://pprathameshmore.github.io/QuoteGarden/>).
- Handle offline gracefully, for example falling back on a set of local hardcoded or cached quotes.
- Allow user to rate quotes (backend not required).
- Share quotes on social media, like Facebook or Twitter (native sharing).
- Create a slideshow of random quotes being shown.
- Add support for Web and/or Desktop.

Try to build at least two of the stories mentioned above, or comparable features you came up with. Remember, it should be an application that shows off your coding skills and you can be proud of!

Note that you don't have to deliver packaged applications. Demoable on your development machine is sufficient.

Evaluation criteria	
Criterion 1: Creativity How creative is your concept? Did you come up with an innovative and intuitive layout?	33%
Criterion 2: Quality How is the quality of your code? Is your program resilient to (un)foreseen scenarios? How did you handle documentation? Did you document and/or automate the development setup? Is it a finished product? Is the app tested with automated tests?	33%
Criterion 3: Code Structure How is the overall code structure? Did you apply design patterns where appropriate? Is your code modular without being over-engineered? Is the code understandable without requiring comments? Did you use libraries when appropriate, etc.	33%

Time planning

We would like to receive the code a few (2 to 3) days before your second interview so we can review your code and prepare for the interview. Feel free to spend as much time as you like on this project. However, keep in mind it should be a simple application that could be finished in hours, not days. We prefer a simple working app with fewer features, instead of an unfinished and unstable app with many (unstable) features.