UMS

UNIVERSITI MALAYSIA SABAH

KK14203

OBJECT ORIENTED PROGRAMMING

APPLICATION NAME: ORDERING FOOD APP

SECTION: 1 (2-2019/2020)

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OBJECT ORIENTED IMPLEMENTATION

The object oriented that implemented in this project are inheritance, encapsulation, interface, abstraction and object & classes.

JAVA CODE

Menu.java

```
 3 import java.io.*;
 4 import java.awt.*;
 5 import java.awt.event.*;
 6 import javax.swing.*;
 7
 8 class Menu implements ActionListener {
 9
10    JTextField jtfPlaintext;
11    JLabel jlab, jlab1, jlab2, jlab3, jlab4, jlab5, jlab6,
jlab7, jlab8;
12
13    Menu() {
14    JFrame jfrm = new JFrame("Customer and Menu Details");
15    jfrm.setLayout (new FlowLayout());
16    jfrm.setSize(200, 300);
17    jfrm.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
18
19    jlab = new JLabel("List Of Menu");
20    jfrm.add(jlab);
21    jlab1 = new JLabel("Burger RM2.50");
22    jfrm.add(jlab1);
23    jlab2 = new JLabel("Speghetti RM5.00");
24    jfrm.add(jlab2);
25    jlab3 = new JLabel ("Fried Chicken  RM3.00");
26    jfrm.add(jlab3);
27    jlab4 = new JLabel("Cola RM2.00");
28    jfrm.add(jlab4);
29    jlab5 = new JLabel("Pepsi RM2.00");
30    jfrm.add(jlab5);
31    jlab6 = new JLabel("Sprite RM2.00");
32    jfrm.add(jlab6);
33    jlab7 = new JLabel("Tea RM1.80");
34    jfrm.add(jlab7);
35    jlab8 = new JLabel("Coffee RM1.80   ");
36    jfrm.add(jlab8);
37
38    JLabel jlabPlaintext = new JLabel("Customer Name:  ");
```

```
39
40      jtfPlaintext = new JTextField(20);
41
42      jtfPlaintext.addActionListener(this);
43
44      JButton jbtnFirst = new JButton("Enter");
45
46      jbtnFirst.addActionListener(this);
47
48      jfrm.add(jlabPlaintext);
49      jfrm.add(jtfPlaintext);
50      jfrm.add(jbtnFirst);
51
52      jfrm.setVisible(true);
53
54
55      }
56
57      public void actionPerformed(ActionEvent ae) {
58
59         if(ae.getActionCommand().equals("Enter"))
60            jlab.setText("Your name already recorded.");
61         else
62            jlab.setText("Enter your name");
63         }
64
65      public static void main(String[] args) {
66         SwingUtilities.invokeLater(new Runnable() {
67            public void run() {
68               new Menu();
69               }
70             });
71         }
72      }
```

StatusPanel.java

```
2  import java.awt.*;
 3  import java.awt.event.*;
 4  import javax.swing.*;
 5  import javax.swing.event.*;
 6
 7  public class StatusPanel extends JPanel {
 8      private JRadioButton status1;
 9      private JRadioButton status2;
10      private JRadioButton status3;
11      private JSlider bodyTempScale;
```

```
12      private JLabel bodyTemp;
13      private JLabel tableNum;
14      private JTextField tableNumText;
15      private JLabel phoneNum;
16      private JTextField phoneNumText;
17      private JLabel address;
18      private JTextArea addressText;
19      private JLabel turnNum;
20      private JTextField turnNumText;
21
22      public StatusPanel() {
23          //construct components
24          status1 = new JRadioButton ("Dine In");
25          status2 = new JRadioButton ("Delivery");
26          status3 = new JRadioButton ("Take Away");
27          bodyTempScale = new JSlider (30, 40);
28          bodyTemp = new JLabel ("Body Temperature");
29          tableNum = new JLabel ("Table Number");
30          tableNumText = new JTextField (4);
31          phoneNum = new JLabel ("Phone Number");
32          phoneNumText = new JTextField (10);
33          address = new JLabel ("Address");
34          addressText = new JTextArea (5, 15);
35          turnNum = new JLabel ("Turn Number");
36          turnNumText = new JTextField (3);
37
38          //set components properties
39          status1.setToolTipText ("1");
40          status2.setToolTipText ("2");
41          status3.setToolTipText ("3");
42          bodyTempScale.setOrientation (JSlider.HORIZONTAL);
43          bodyTempScale.setMinorTickSpacing (1);
44          bodyTempScale.setMajorTickSpacing (35);
45          bodyTempScale.setPaintTicks (true);
46          bodyTempScale.setPaintLabels (true);
47
48          //adjust size and set layout
49          setPreferredSize (new Dimension (624, 335));
50          setLayout (null);
51
52          //add components
53          add (status1);
54          add (status2);
55          add (status3);
56          add (bodyTempScale);
57          add (bodyTemp);
58          add (tableNum);
```

```
59          add (tableNumText);
60          add (phoneNum);
61          add (phoneNumText);
62          add (address);
63          add (addressText);
64          add (turnNum);
65          add (turnNumText);
66
67          //set component bounds (only needed by Absolute
Positioning)
68          status1.setBounds (100, 10, 100, 25);
69          status2.setBounds (95, 100, 100, 25);
70          status3.setBounds (95, 210, 100, 25);
71          bodyTempScale.setBounds (220, 35, 100, 50);
72          bodyTemp.setBounds (210, 10, 114, 25);
73          tableNum.setBounds (360, 10, 100, 25);
74          tableNumText.setBounds (360, 35, 80, 25);
75          phoneNum.setBounds (210, 100, 100, 25);
76          phoneNumText.setBounds (210, 125, 115, 25);
77          address.setBounds (355, 100, 100, 25);
78          addressText.setBounds (345, 125, 115, 75);
79          turnNum.setBounds (205, 210, 100, 25);
80          turnNumText.setBounds (205, 235, 70, 25);
81      }
82
83
84      public static void main (String[] args) {
85          JFrame frame = new JFrame ("Status");
86          frame.setDefaultCloseOperation
(JFrame.EXIT_ON_CLOSE);
87          frame.getContentPane().add (new StatusPanel());
88          frame.pack();
89          frame.setVisible (true);
90      }
91  }
```

OrderPanel.java

```
2  import java.awt.*;
 3  import java.awt.event.*;
 4  import javax.swing.*;
 5  import javax.swing.event.*;
 6
 7  public class OrderPanel extends JPanel {
 8      private JLabel foodList;
 9      private JList Food;
```

```
10      private JLabel quantityFood;
11      private JTextField quantityFoodText;
12      private JLabel drinkList;
13      private JList jcomp6;
14      private JLabel quantityDrink;
15      private JTextField jcomp8;
16      private JLabel totalPrice;
17      private JTextField jcomp10;
18
19      public OrderPanel() {
20          //construct preComponents
21          String[] FoodItems = {"Burger", "Speghetti", "Fried
Chicken"};
22          String[] jcomp6Items = {"Cola", "Pepsi", "Sprite",
"Tea", "Coffee"};
23
24          //construct components
25          foodList = new JLabel ("Food:");
26          Food = new JList (FoodItems);
27          quantityFood = new JLabel ("Quantity:");
28          quantityFoodText = new JTextField (2);
29          drinkList = new JLabel ("Drink:");
30          jcomp6 = new JList (jcomp6Items);
31          quantityDrink = new JLabel ("Quantity:");
32          jcomp8 = new JTextField (2);
33          totalPrice = new JLabel ("Total Price");
34          jcomp10 = new JTextField (5);
35
36          //adjust size and set layout
37          setPreferredSize (new Dimension (413, 519));
38          setLayout (null);
39
40          //add components
41          add (foodList);
42          add (Food);
43          add (quantityFood);
44          add (quantityFoodText);
45          add (drinkList);
46          add (jcomp6);
47          add (quantityDrink);
48          add (jcomp8);
49          add (totalPrice);
50          add (jcomp10);
51
52          //set component bounds (only needed by Absolute
Positioning)
53          foodList.setBounds (90, 40, 100, 25);
```

```
54          Food.setBounds (90, 65, 100, 75);
55          quantityFood.setBounds (210, 40, 100, 25);
56          quantityFoodText.setBounds (205, 65, 67, 25);
57          drinkList.setBounds (90, 155, 100, 25);
58          jcomp6.setBounds (90, 180, 100, 75);
59          quantityDrink.setBounds (210, 155, 100, 25);
60          jcomp8.setBounds (205, 180, 67, 25);
61          totalPrice.setBounds (90, 280, 70, 25);
62          jcomp10.setBounds (155, 280, 100, 25);
63      }
64
65
66      public static void main (String[] args) {
67          JFrame frame = new JFrame ("Order");
68          frame.setDefaultCloseOperation
(JFrame.EXIT_ON_CLOSE);
69          frame.getContentPane().add (new OrderPanel());
70          frame.pack();
71          frame.setVisible (true);
72      }
73  }
```

PaymentPanel.java

```
2  import java.awt.*;
 3  import java.awt.event.*;
 4  import javax.swing.*;
 5  import javax.swing.event.*;
 6
 7  public class PaymentPanel extends JPanel {
 8      private JLabel paymentMet;
 9      private JComboBox paymentList;
10      private JLabel totalPayment;
11      private JTextField jcomp4;
12
13      public PaymentPanel() {
14          //construct preComponents
15          String[] paymentListItems = {"Cash", "Credit Card",
"Debit Card"};
16
17          //construct components
18          paymentMet = new JLabel ("Payment Method");
19          paymentList = new JComboBox (paymentListItems);
20          totalPayment = new JLabel ("Total (RM)");
21          jcomp4 = new JTextField (5);
22
23          //adjust size and set layout
```

```
24          setPreferredSize (new Dimension (300, 150));
25          setLayout (null);
26
27          //add components
28          add (paymentMet);
29          add (paymentList);
30          add (totalPayment);
31          add (jcomp4);
32
33          //set component bounds (only needed by Absolute
Positioning)
34          paymentMet.setBounds (35, 35, 100, 25);
35          paymentList.setBounds (155, 35, 100, 25);
36          totalPayment.setBounds (75, 75, 100, 25);
37          jcomp4.setBounds (155, 80, 100, 25);
38      }
39
40
41      public static void main (String[] args) {
42          JFrame frame = new JFrame ("Payment");
43          frame.setDefaultCloseOperation
(JFrame.EXIT_ON_CLOSE);
44          frame.getContentPane().add (new PaymentPanel());
45          frame.pack();
46          frame.setVisible (true);
47      }
48  }
```

USER MANUAL

The user inserts his/her name on the text box below the Customer Name. The list menu can be shown. Enter button will be clicked after name of the user (customer) filled.

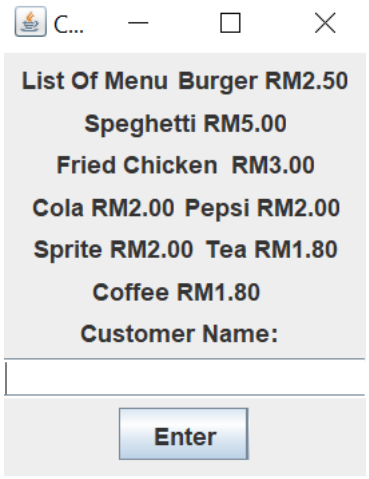

Figure 1: List of Menu and Customer Name Panel

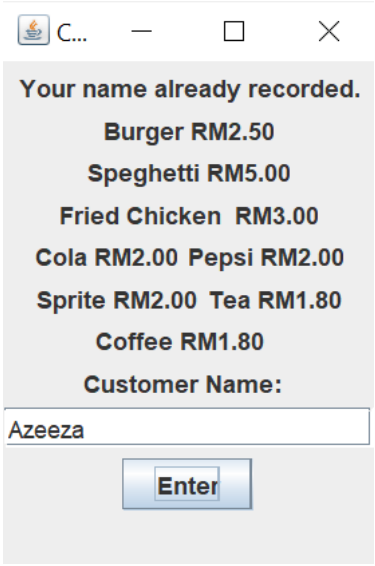

Figure 2: Output of the Menu and Customer Detail

The user will choose the status on the Status Panel under file **StatusPanel.java**. The output of the Status Panel can be shown on the Figure 4, 5, and 6 respectively after each status has been chosen.

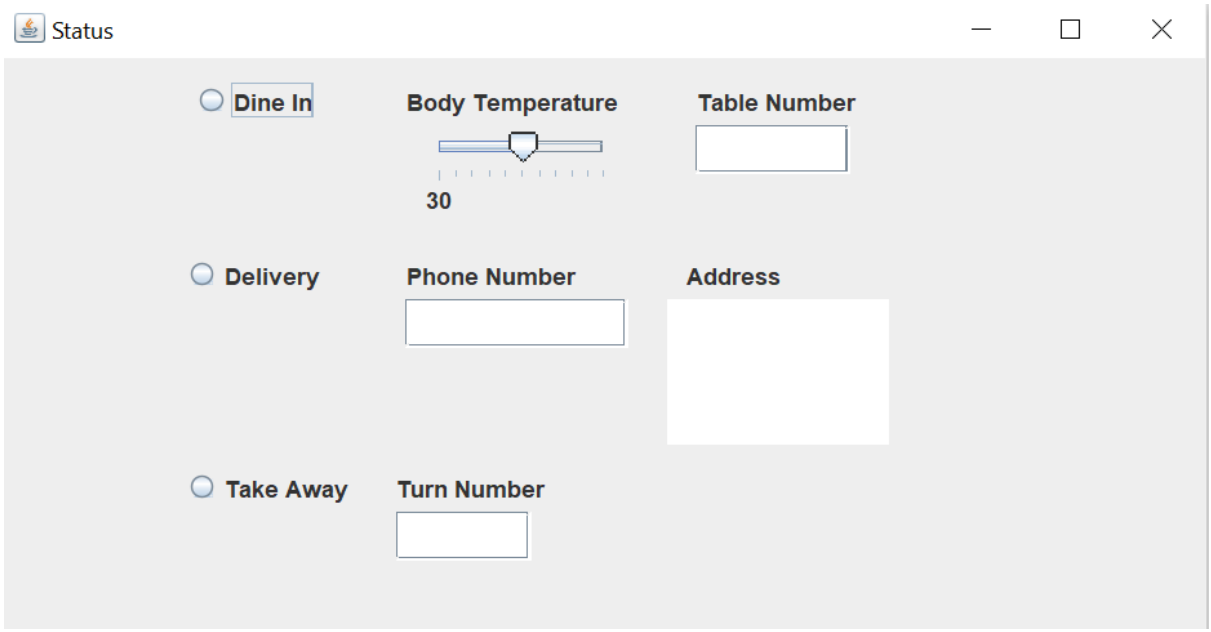

Figure 3: Status Panel

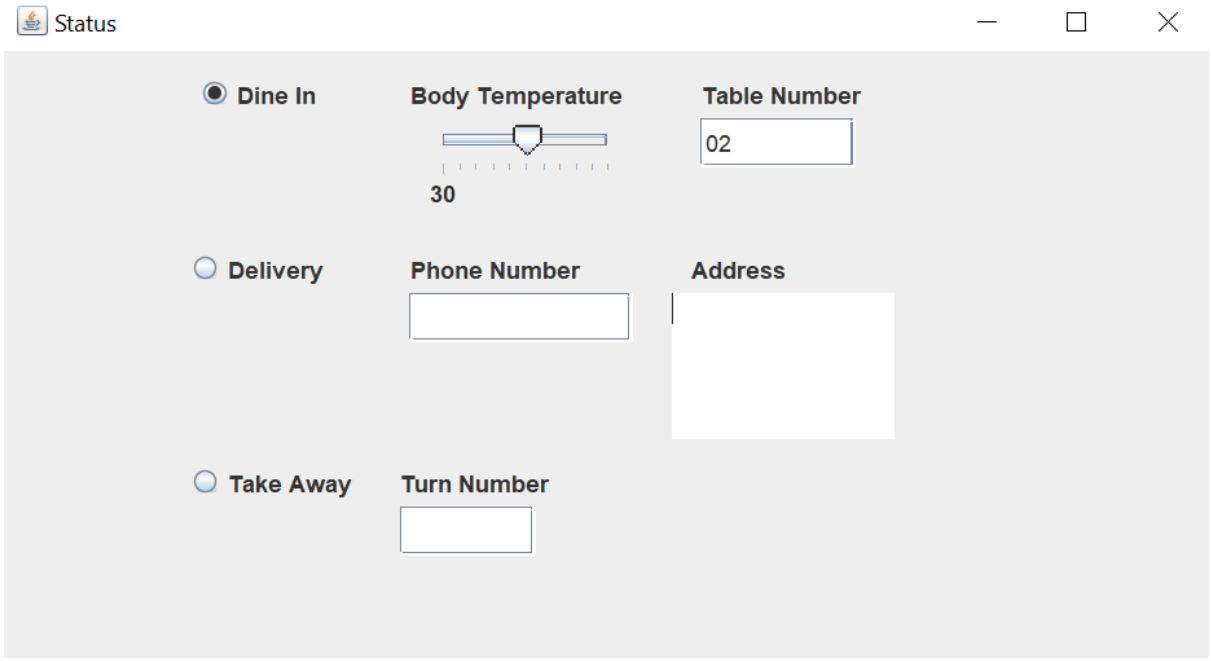

Figure 4: Status Dine In Output

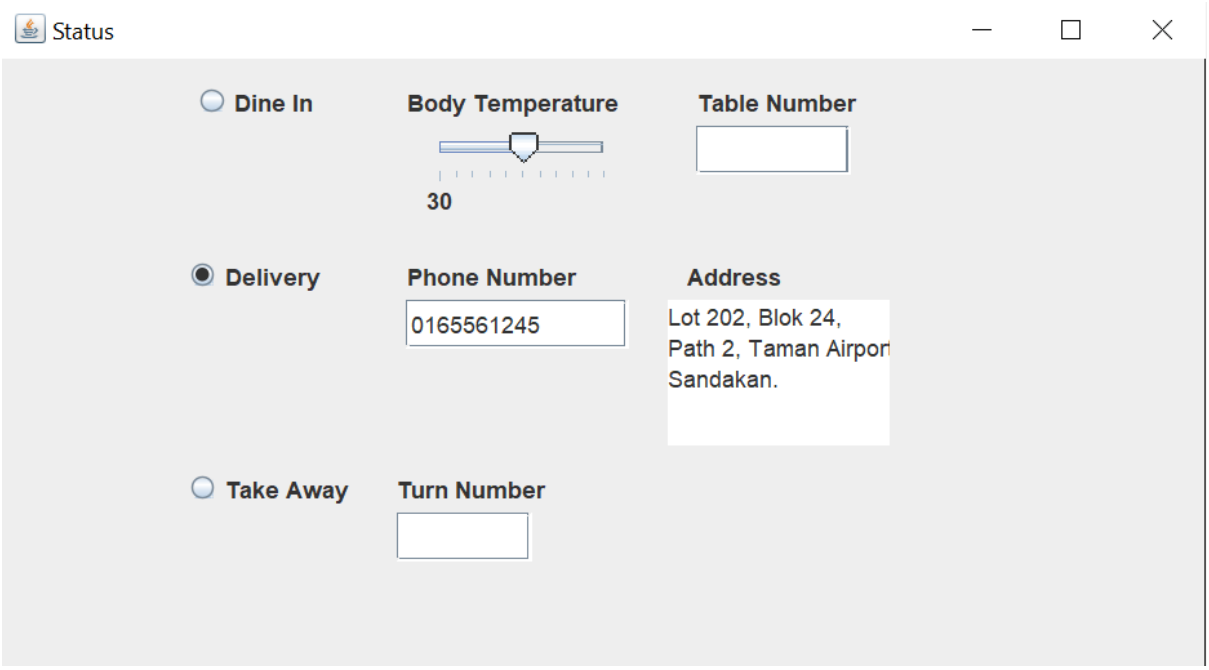

Figure 5: Status Delivery Output

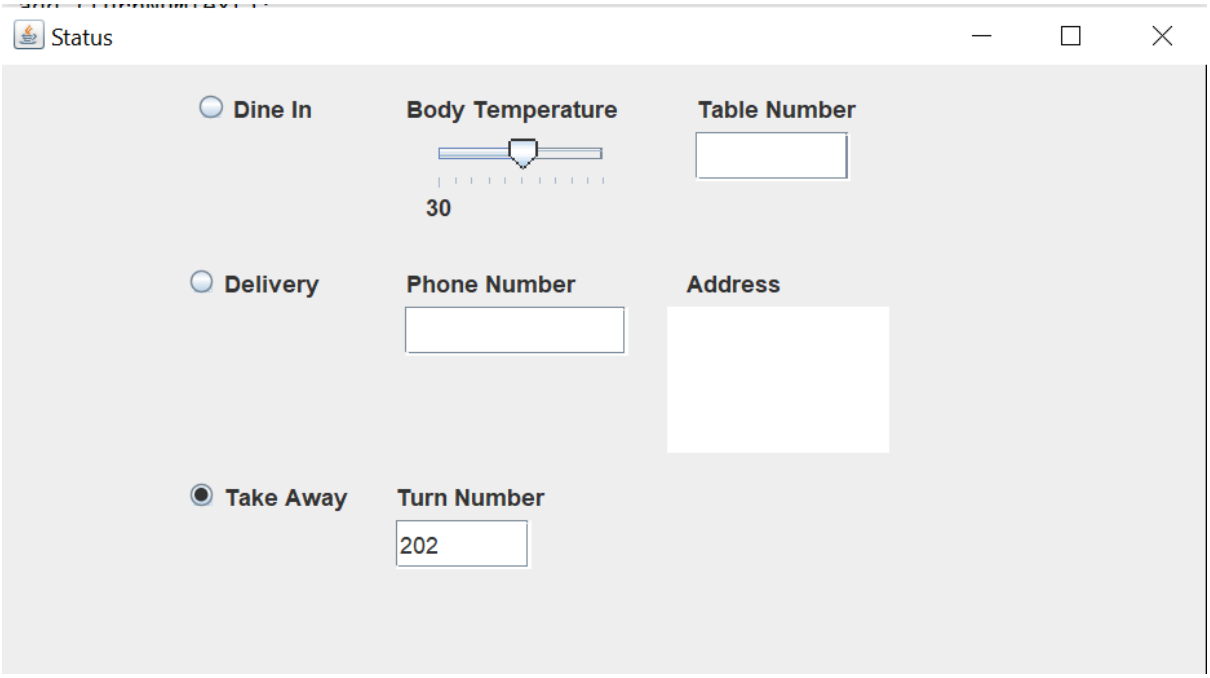

Figure 6: Status Take Away Output

Next, the user choose from the menu list and fill the quantity of the chosen item into the text box on the Order Panel.

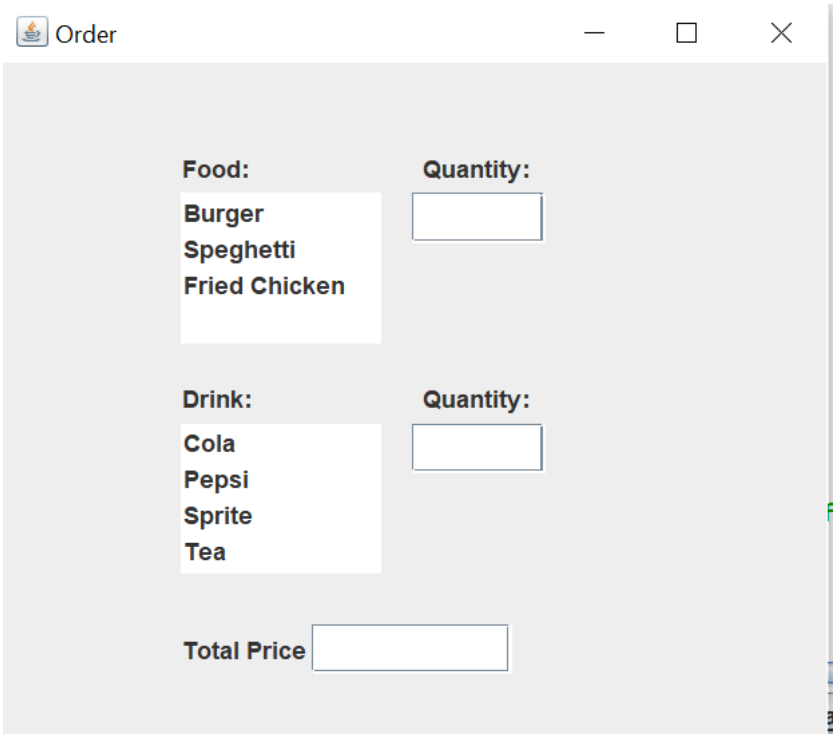

Figure 7: Order Panel

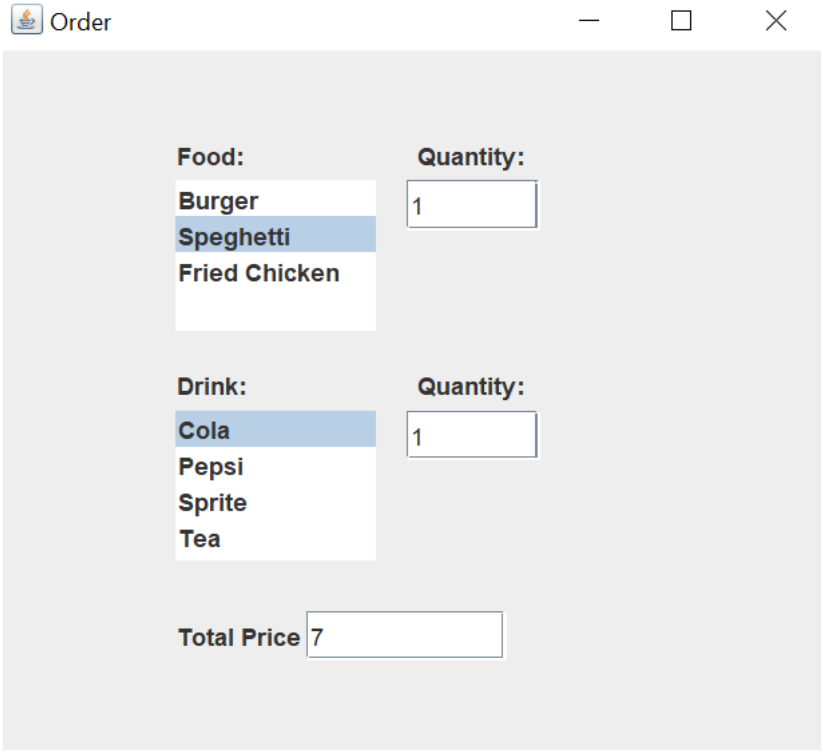

Figure 8: Order Panel Output

There are 3 methods to make a payment under panel of PaymentPanel.java. The user will choose any of the method and make a payment based on the total price shown.

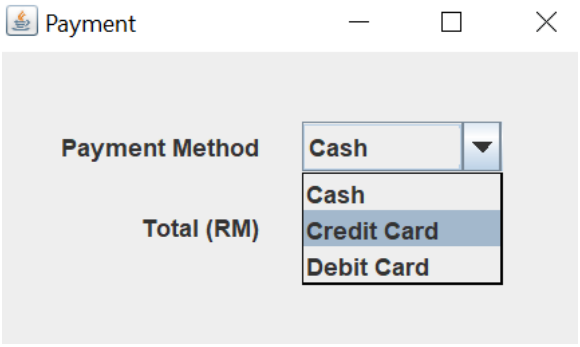

Figure 9: Payment Panel Option

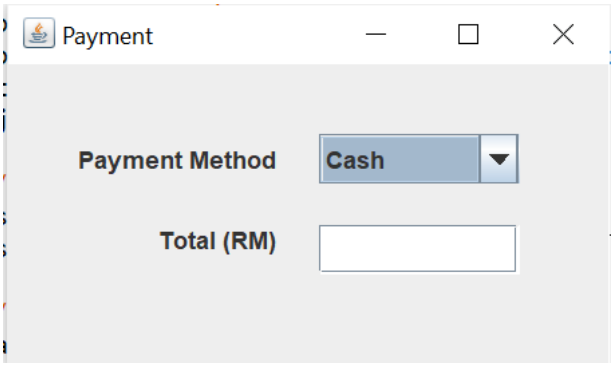

Figure 10: Payment Panel