

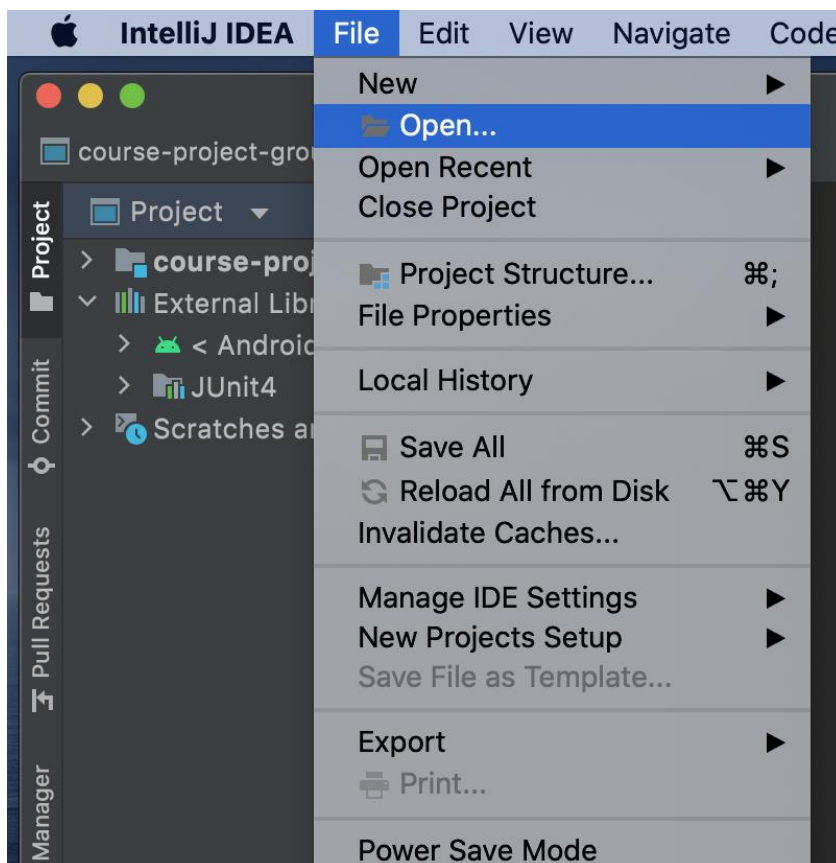
## INSTRUCTIONS ON HOW TO RUN THE PROGRAM

To run the program, follow the steps below. If there are any errors, check the “Common Errors” section.

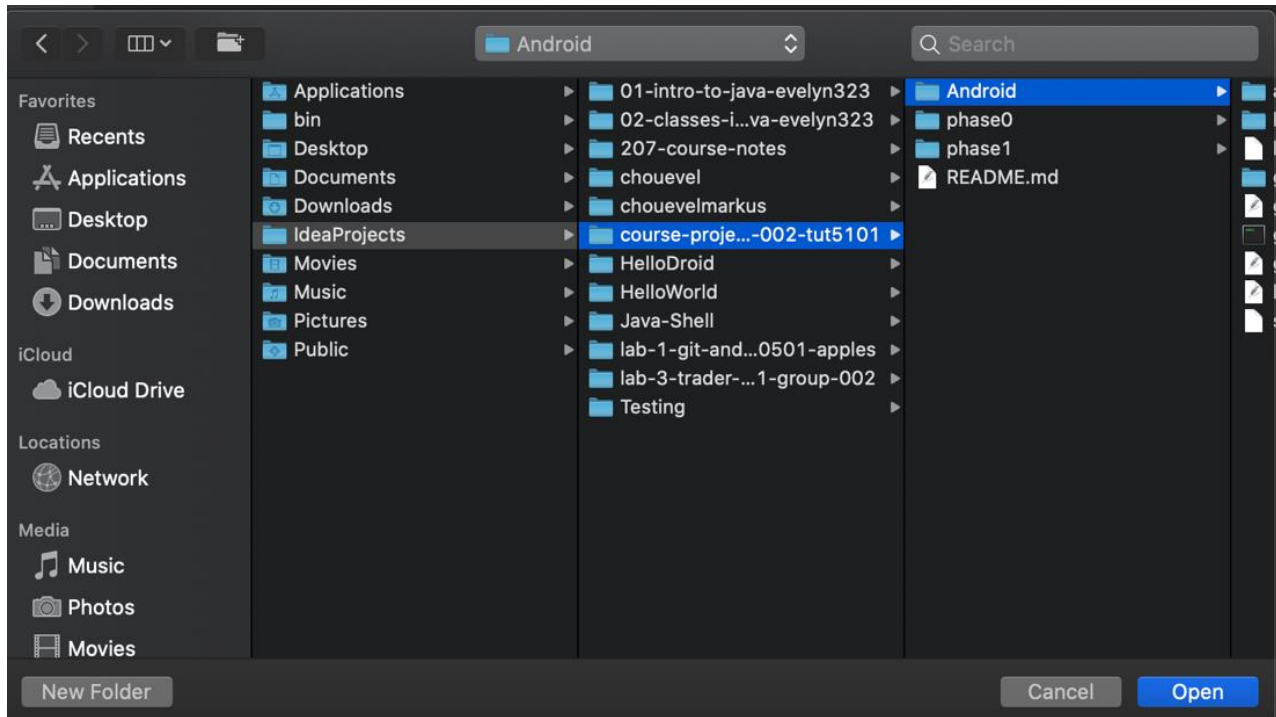
- **Open Android Project**
- **Define Android SDK Path**
- **Setting Database Permissions**
- **Creating Android Emulator**
- **Simulate Location**
- **Running Program**
- **Common Errors**
- **Existing Login information**
- **Existing Dishes in Menu**
- **Existing Inventory Items**

### OPEN ANDROID PROJECT

When you first open the project, go to file --> open



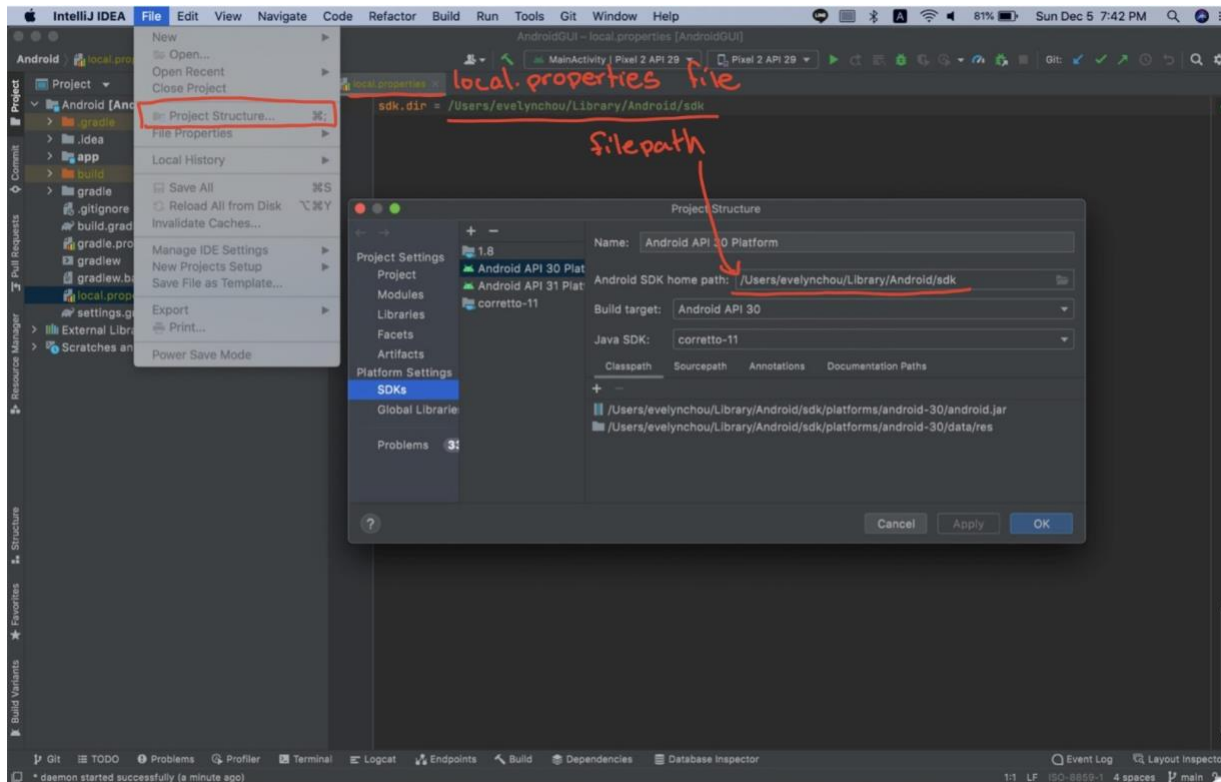
Select the “Android” folder inside of the “course-project ... group 002” folder and open it.



## DEFINE ANDROID SDK PATH

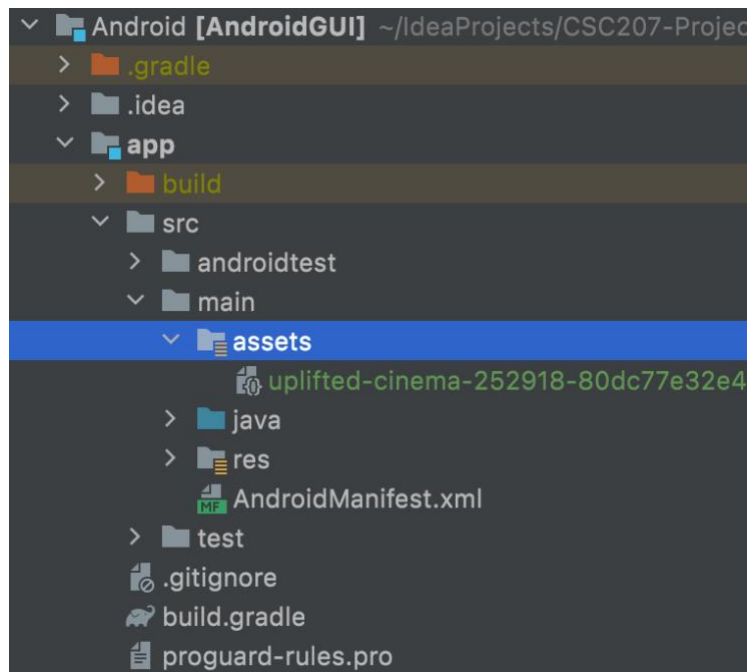
Create a “local.properties” file under the android folder and type “sdk.dir = [enter filepath here]”.

- To find the filepath, go to “file” --> “Project Structure” --> “SDKs” --> “Android API” and copy the Android SDK home path. That is the filepath to put in the local.properties file



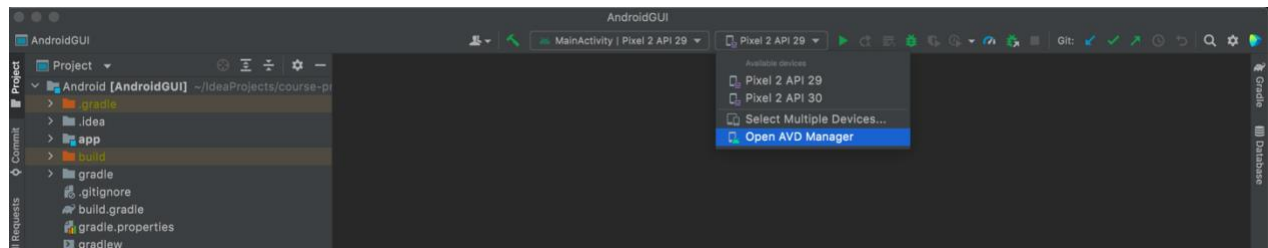
## SETTING DATABASE PERMISSIONS

Download the service key (json file) provided in the Team chat. Create an assets folder under main (if it doesn't exist) and drag the key to the folder. This assets folder should be marked as a Resources Root.

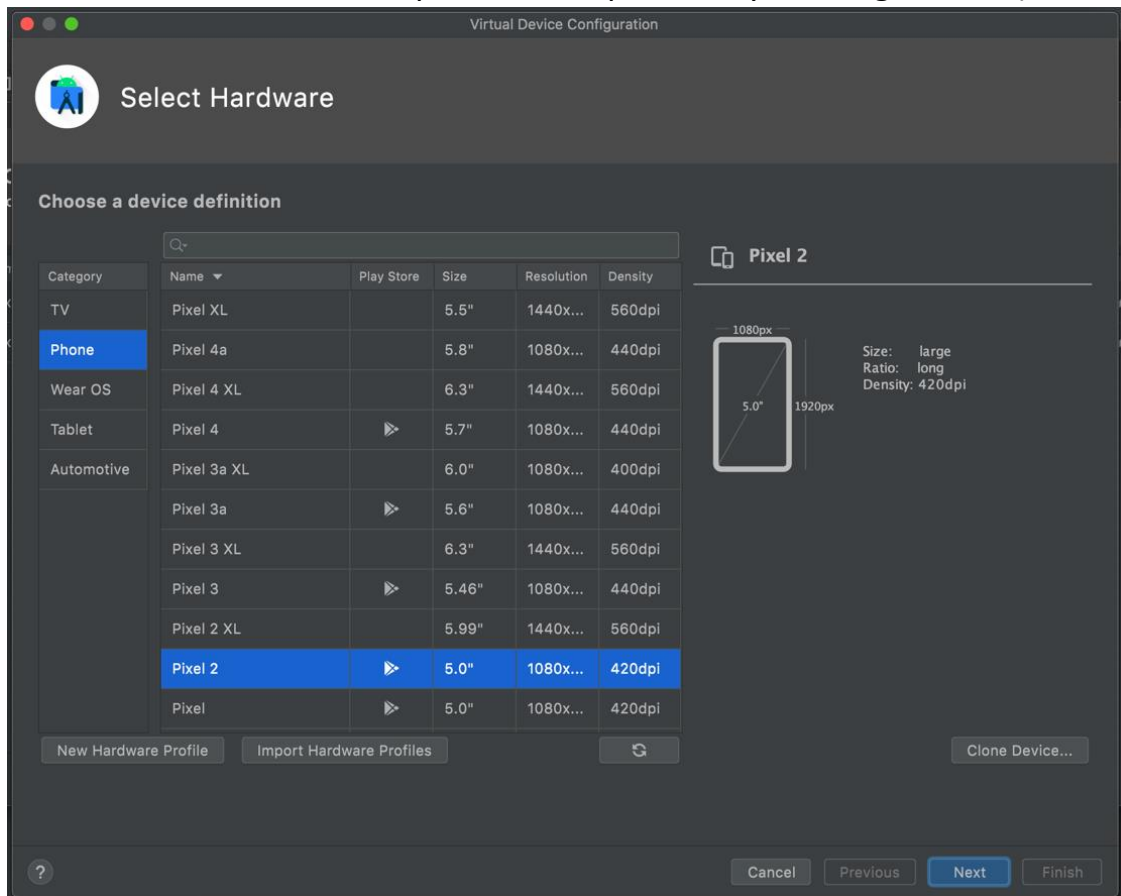


## CREATING ANDROID EMULATOR

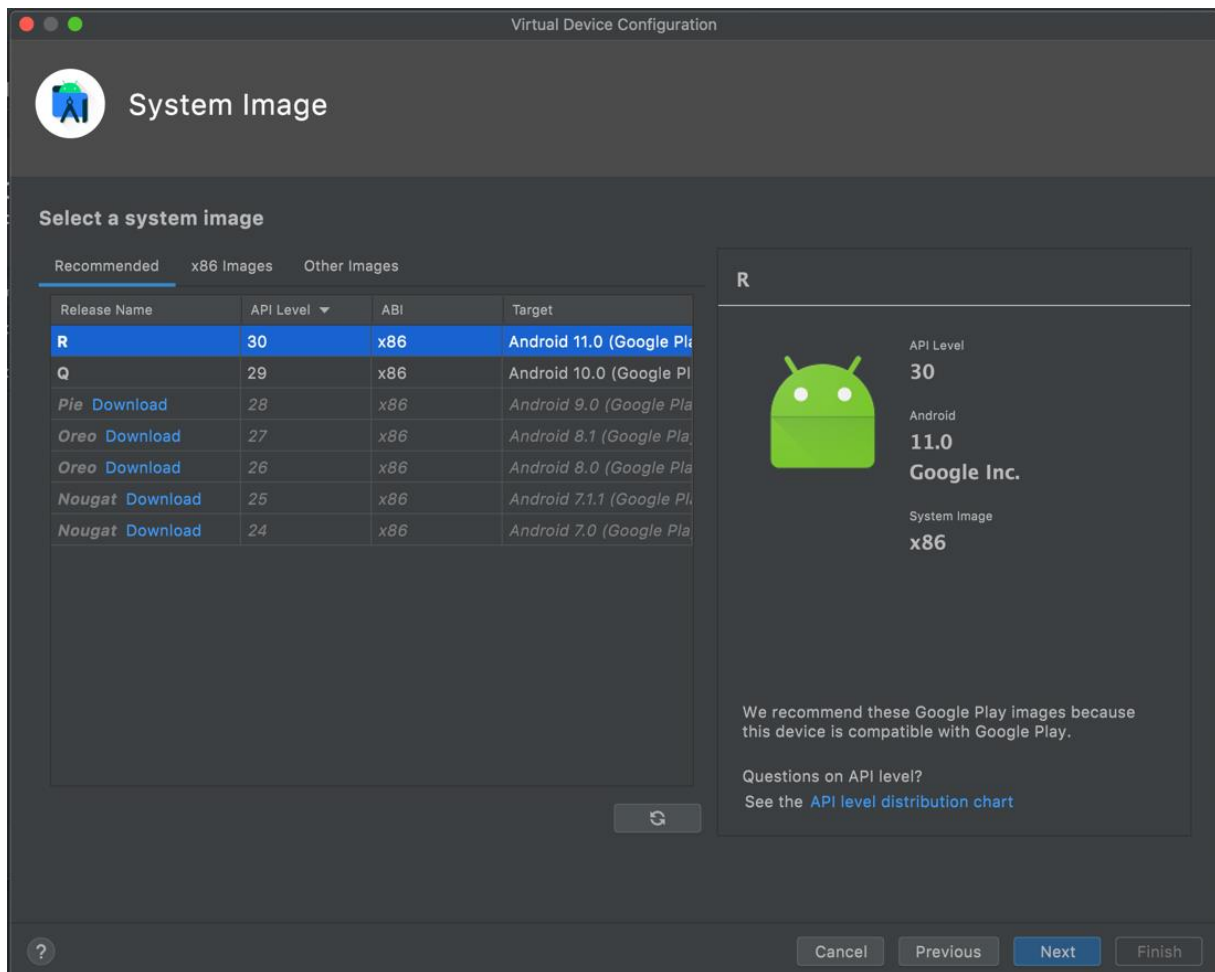
If you do not already have a working Android emulator, open the AVD manager and create a virtual device.



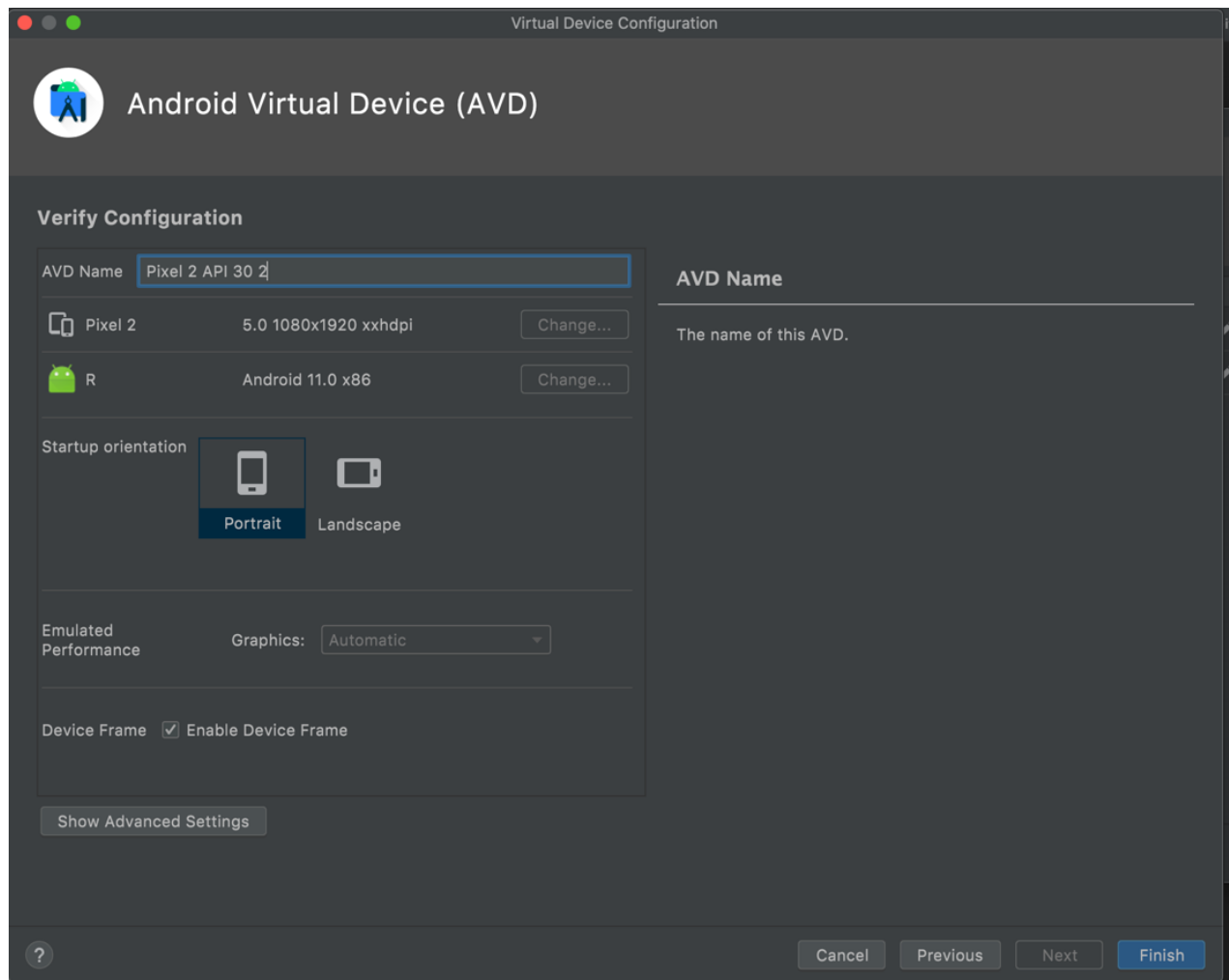
The device should be a phone and preferably of large size. (I use Pixel 2).



API level can be 29 or 30.



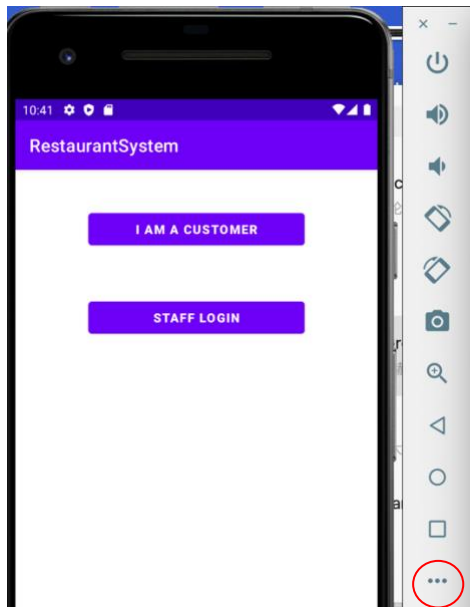
Orientation should be Portrait



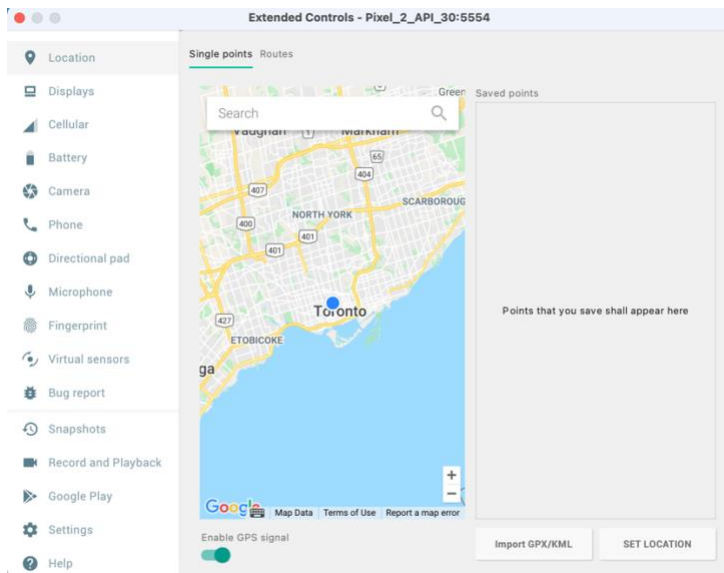
## SIMULATE LOCATION

To simulate a location for the application to get, you have to set up as follows:

On the touch bar at the right of the phone, press the bottom button of three points:



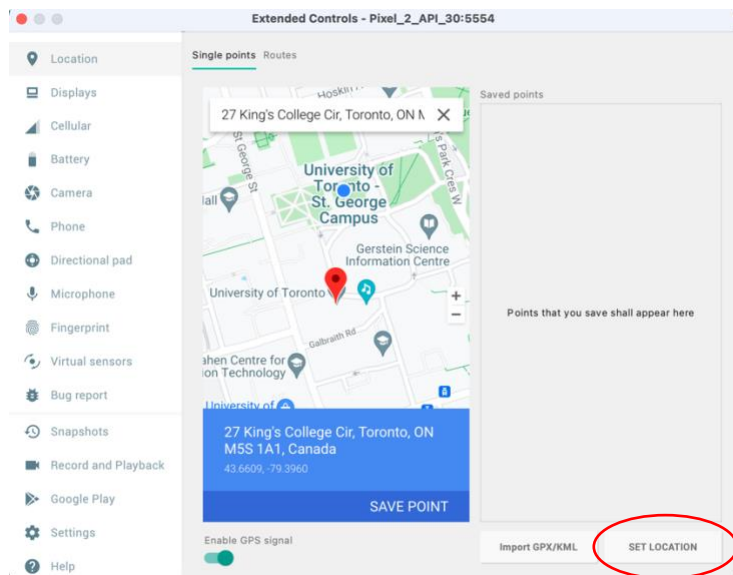
Then it will show this screen:



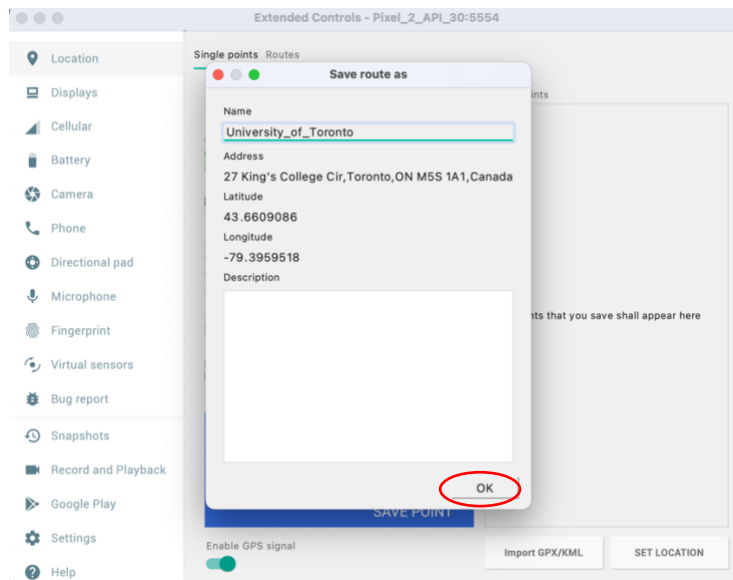
Use the “Search” in the map to locate the location you want to simulate.

Then press “SAVE POINT”:

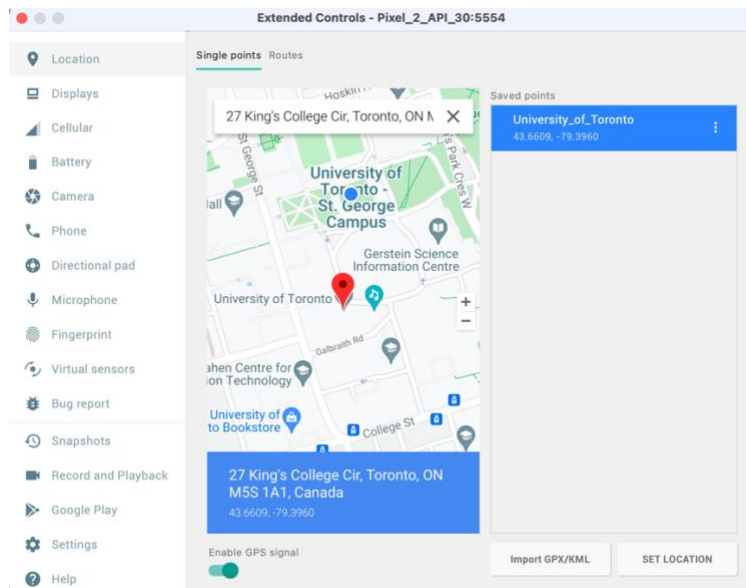




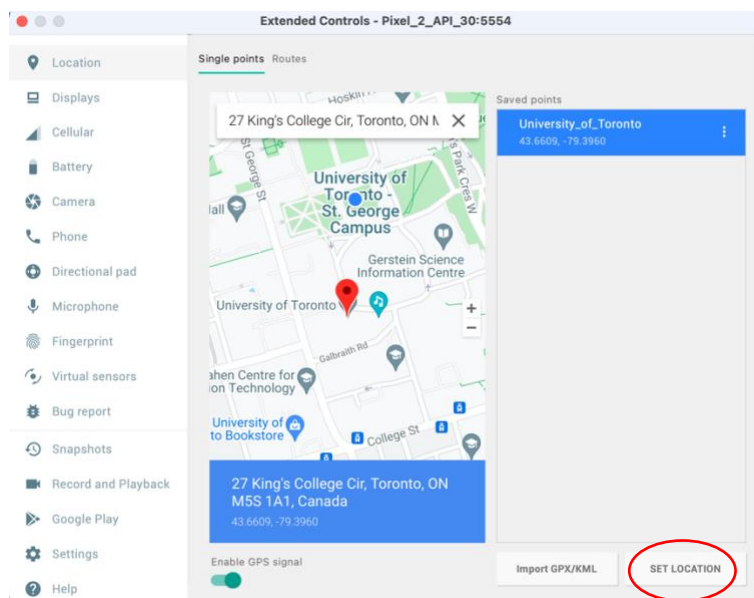
Press “OK”:



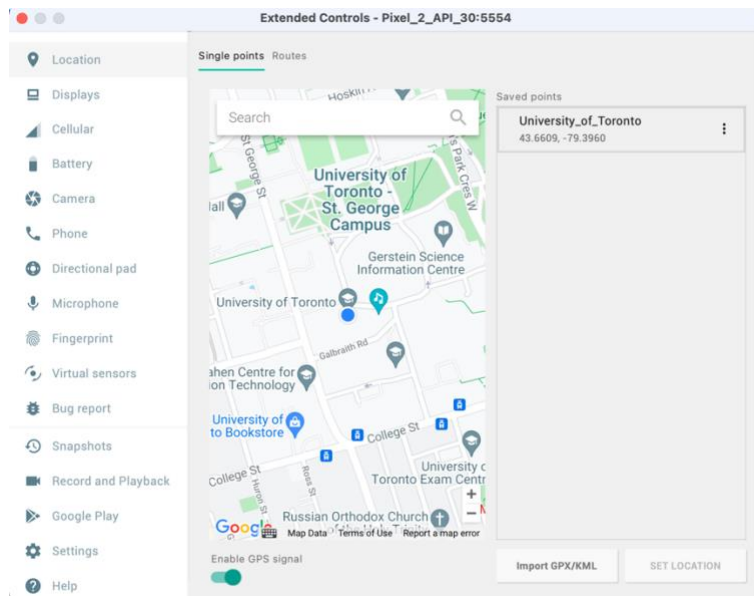
You now can see the point appeared in the list at right side:



Select the point in the list then press “SET LOCATION” in the bottom:

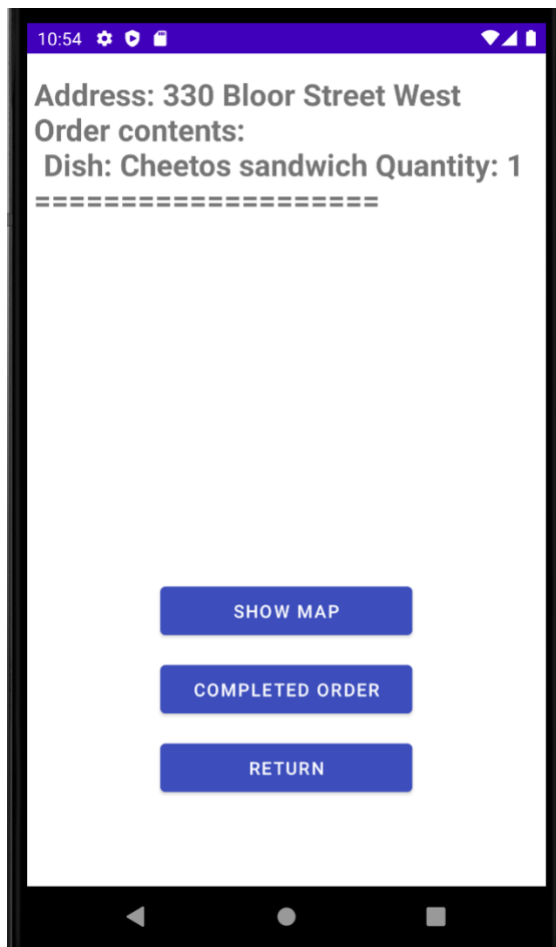


You can see the point in the map showed as your location (The pin turned into the blue circle):



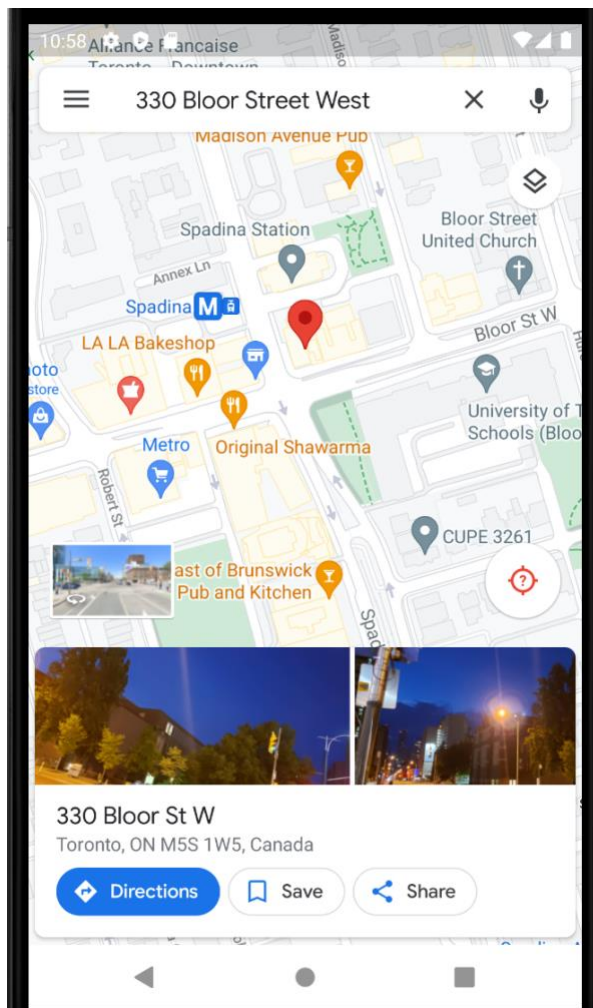
Now you have completed setting of your simulated location.

When you run the program, as a delivery staff, after selecting “get next order” or “view current order”, you will be shown this screen:

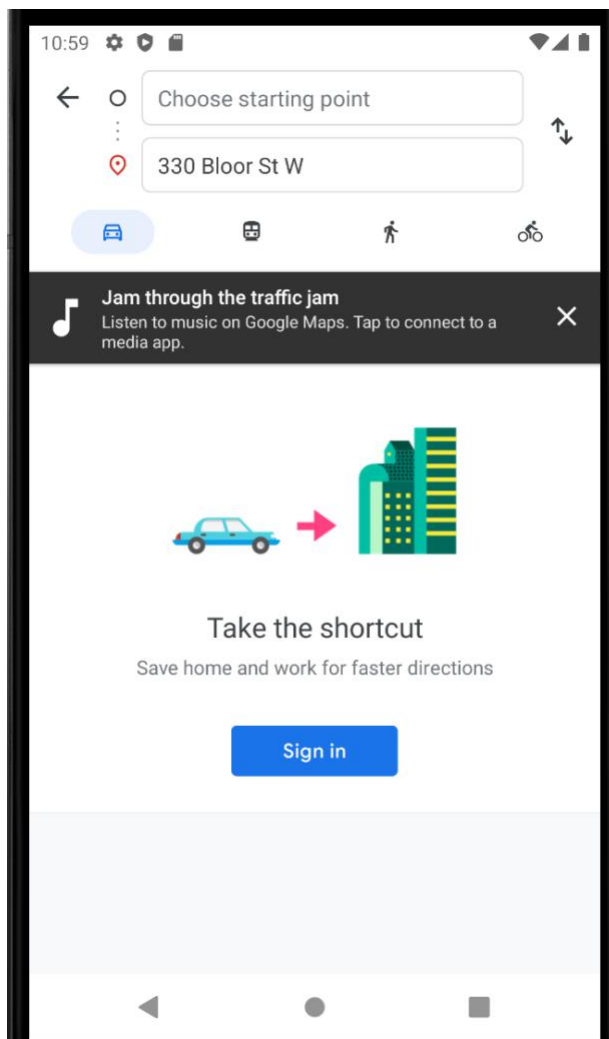


Press on “show map”, you will be directed to Google Maps

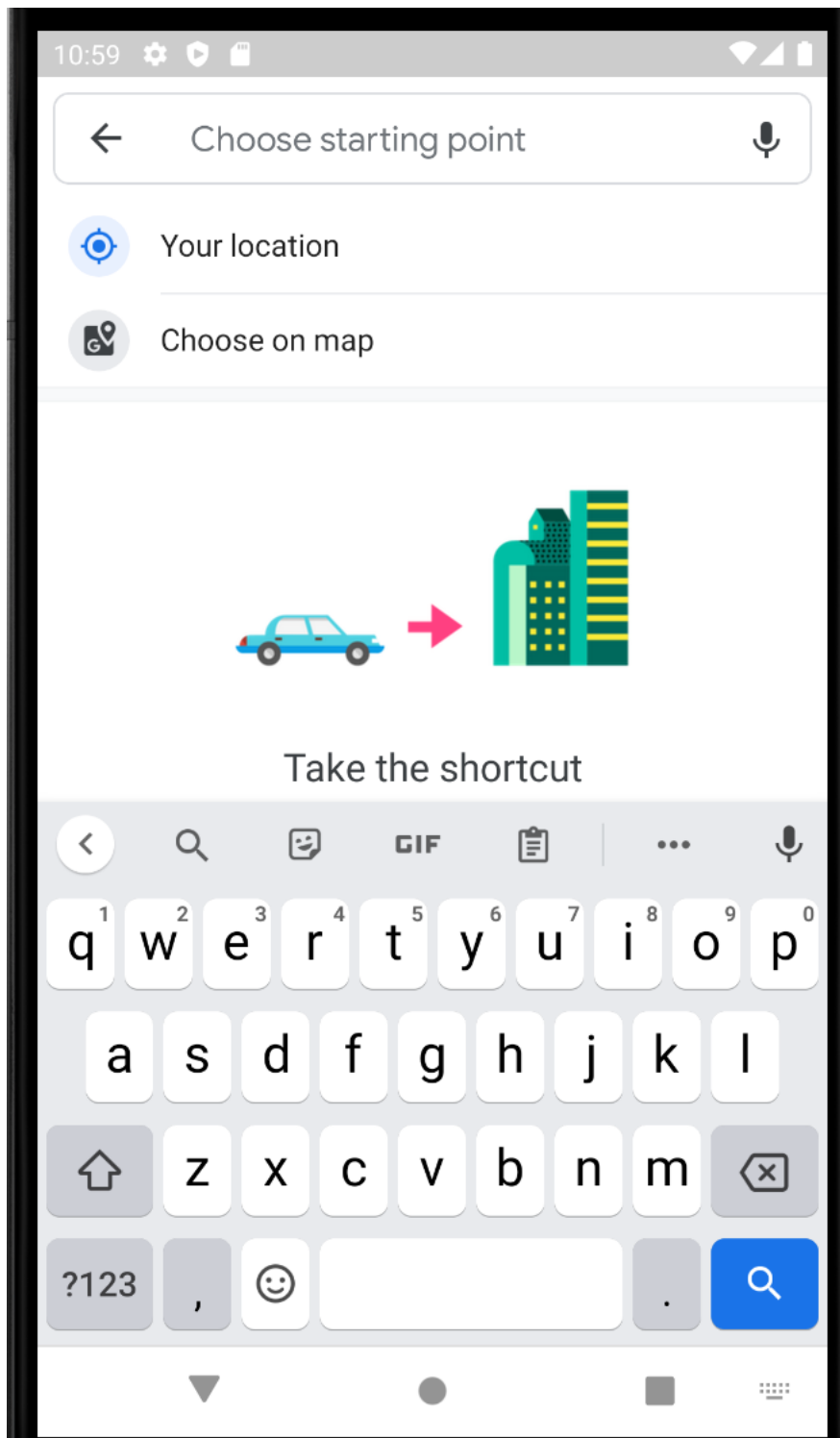
Skip the sign in pop-up you at the first time you use this feature, then you will see the destination displayed on the screen:



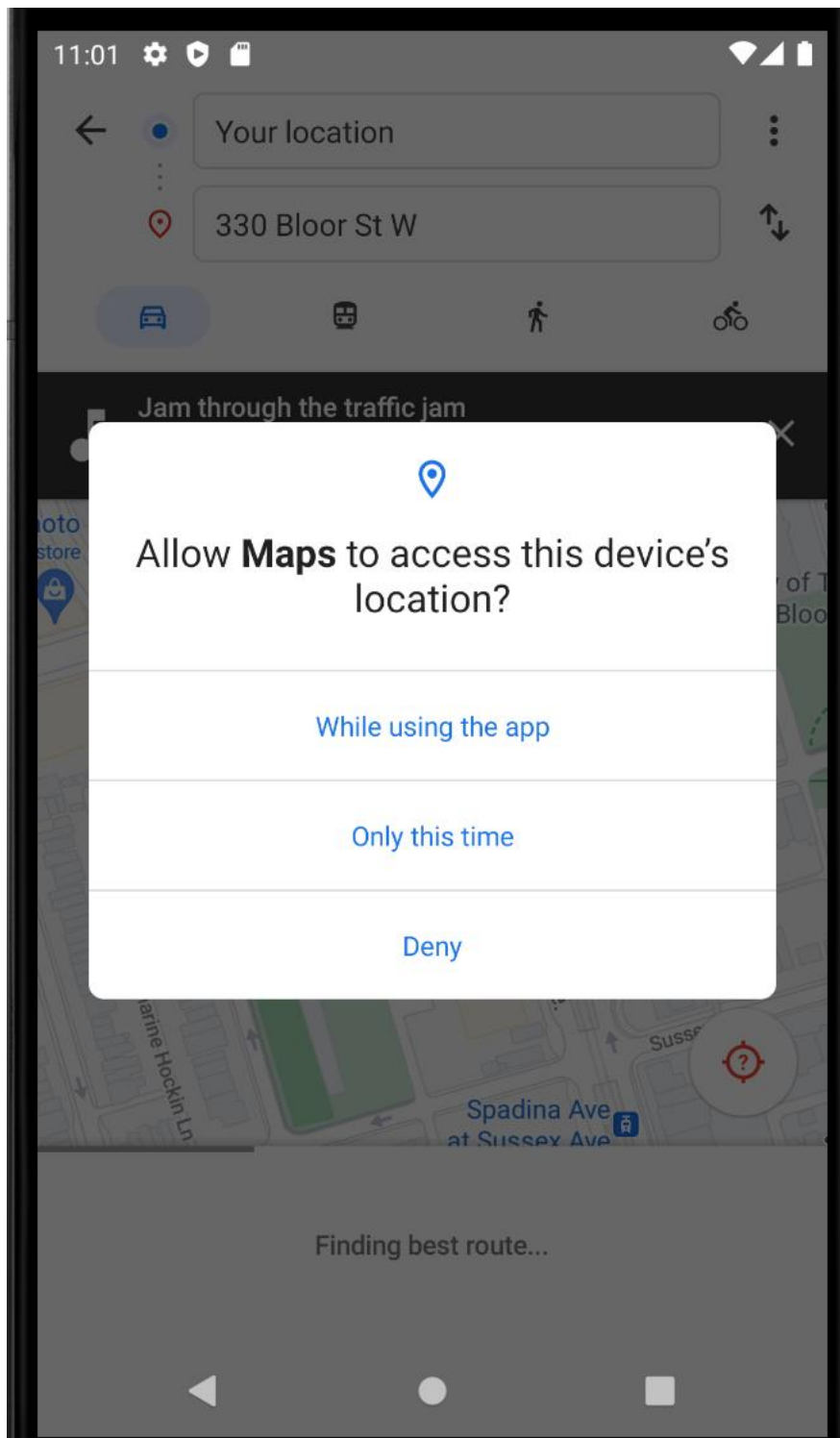
Use “Directions” to plan the route, you will see this on the first time:



Press Choose starting point will pop this:

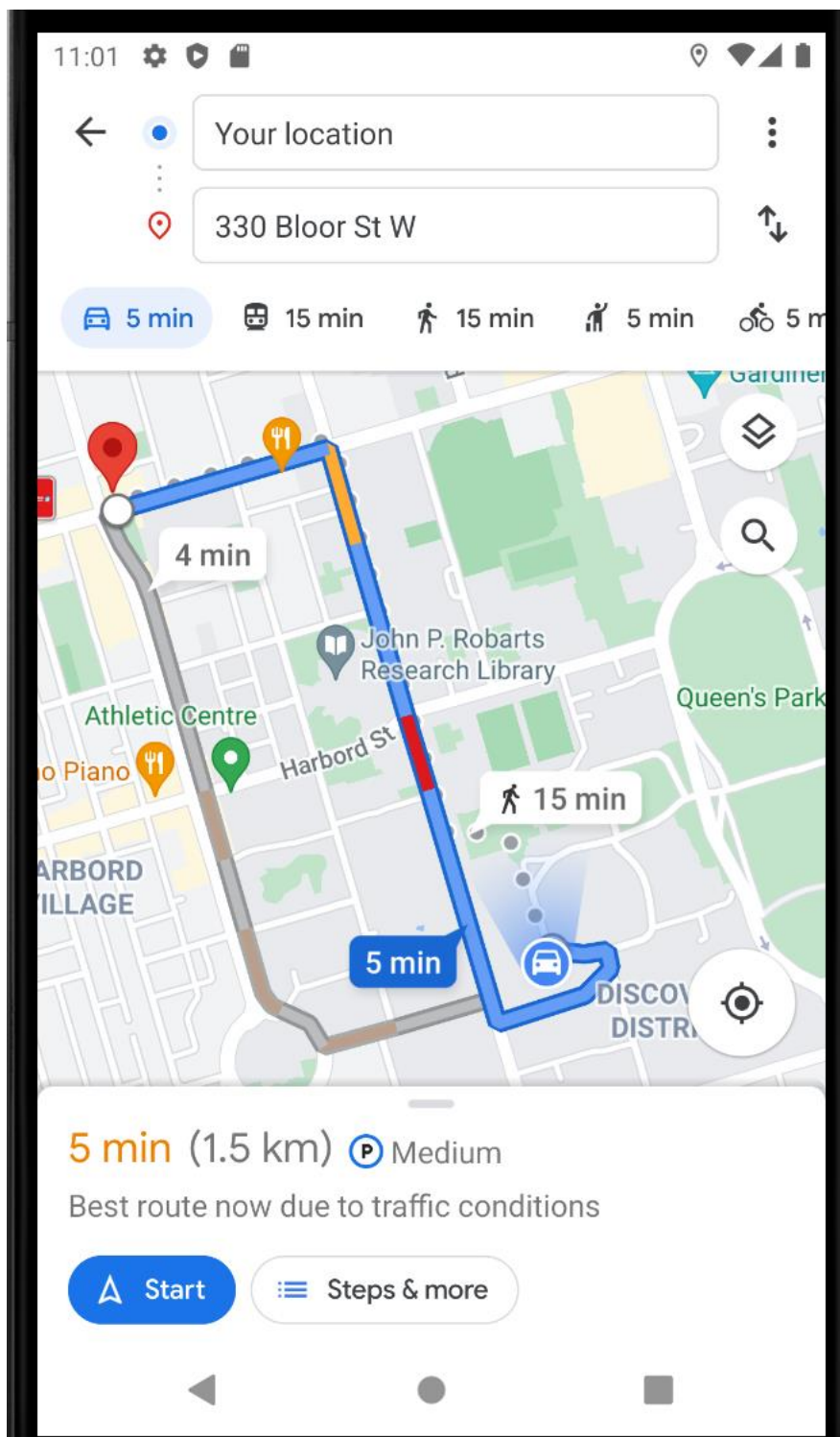


You can input your location or select “Your location”. When choose “Your location”, when this is the first time using the app, you need to give the permissions to it:



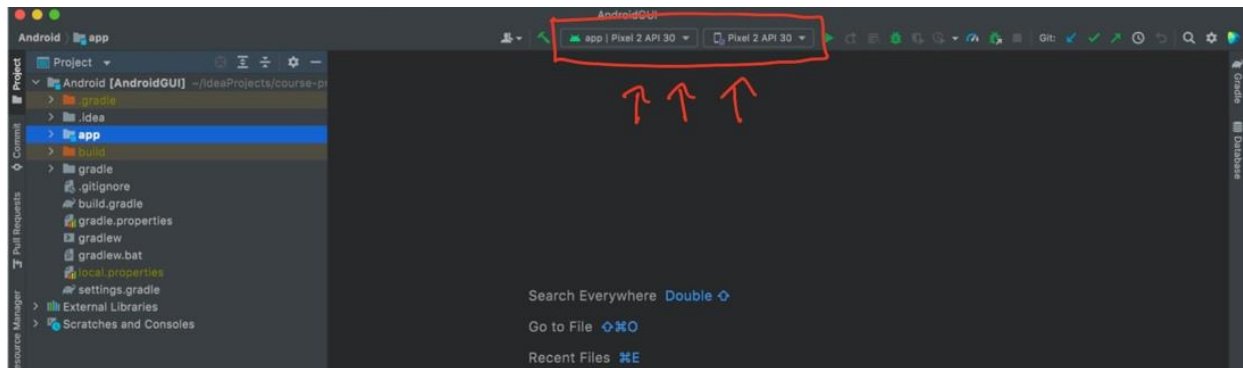
Then it will give you the route from the simulated location you just set to the destination of the order.





## RUNNING PROGRAM

Once you have the Android emulator setup, check that the emulator is selected in the devices, and that the configurations are set to run “app”. Click the green play button, and the [MainActivity](#) should start. If not, continue the instructions below.



Go to app --> src --> main --> java --> com.example.androidgui --> [MainActivity](#) and open the file. Run this file.

The first time running this program may take a while. See “EXISTING LOGIN INFORMATION” for existing login credentials

When the Android Emulator is launched, for the delivery staff to check the map, please check “SIMULATE LOCATION” to define your location for simulation.

## COMMON ERRORS

- Open the Android folder separately, otherwise the gradle project will not build (See OPEN ANDROID PROJECT) Section
- If the gradle project does not build automatically, please open the gradle file and it should prompt you to trust this project
- If error SDK Location not found shows, see the DEFINE ANDROID SDK section.

- If the data is not being read (e.g. see menu displays a blank screen), then go to AVD manager, select your emulator, and wipe the data. Then rebuild the program.



- If the data is not being updated (e.g. you cannot login with a new user you have created), wait a few minutes. The cloud database may take a few minutes (sometimes more, depending on the internet) to update.
- If you find the Android Emulator running slow, in IntelliJ go “tools->Android->AVD manager” to get the screen shown below, use the wipe data option to fully reset your emulator. This time, you can press the run button in IntelliJ to launch again.

## EXISTING LOGIN INFORMATION

Customers do not need to login. To create new staff, login as the Manager using credentials below and enroll new Staff.

- **Manager**
  - ID: 000
  - Password: 999
- **Serving Staff**
  - ID: 3
  - Password: 12345
- **Delivery Staff**
  - ID: 2
  - Password: 12345

- **Kitchen Staff**
  - **ID: 4**
  - **Password: 12345**
- **Inventory Staff**
  - **ID: 5**
  - **Password: 12345**

## **EXISTING DISHES IN MENU**

- Donut sandwich
- Cheetos sandwich
- Maple waffle sandwich
- Cheese donut
- Ramen burger
- Meatatarian burger
- Bird Nest soup
- Blood soup
- Beer soup
- Buffalo latte
- Beer milk
- Yogurt pepsi

## **EXISTING INVENTORY ITEMS**

- Bread
- Lettuce
- Beef
- Cheese
- Egg
- Carrot
- Tomato
- Ketchup
- Donut
- Cheetos
- Waffle

- Maple syrup
- Noodle
- Salt
- Oatmeal
- Beer
- Milk
- Chilli sauce
- Sugar
- Yogurt