

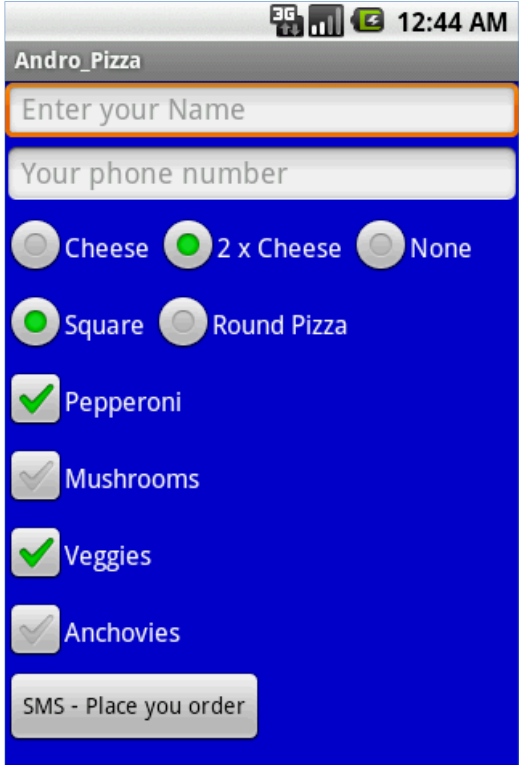
Please implement a PIZZA ORDERING Android application. The UI should include the elements given in the sketch below. Fill free to improve the design of this interface.

Functionality:

After completing the selection the user pushes the 'Place Order' button to send a summary of the order. At a future time we will deliver a text-message to the vendor. At this point simply display the text summarizing the order using the Toast method.

Caution:

1. Make sure customer name and phone are provided
2. Default pizza shape to 'Round Pizza'
3. Make sure at least one topping is chosen



The screenshot shows the 'Andro_Pizza' application running on an Android emulator. The status bar at the top displays '3G', signal strength, battery level, and the time '12:44 AM'. The app's title bar is 'Andro_Pizza'. The main interface has a blue background and contains the following elements: a text input field labeled 'Enter your Name' with an orange border; another text input field labeled 'Your phone number'; three radio buttons for pizza toppings: 'Cheese' (unselected), '2 x Cheese' (selected, indicated by a green dot), and 'None' (unselected); two radio buttons for pizza shape: 'Square' (selected, indicated by a green dot) and 'Round Pizza' (unselected); four checkboxes for additional toppings: 'Pepperoni' (checked, green checkmark), 'Mushrooms' (checked, grey checkmark), 'Veggies' (checked, green checkmark), and 'Anchovies' (checked, grey checkmark); and a button at the bottom labeled 'SMS - Place you order'.

Test your application in the Emulator. Document your code (this will impact your grade).

Print the XML LAYOUT and CODE. Include SCREENSHOTS showing your application working (use the DDMS screen capture tool).

Extra points for improved design and features !