TREAT YOUR TUMMY FOOD DELIVERY APP

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INTRODUCTION OF THE PROJECT UNDERTAKEN

➢ Objectives of the project undertaken

To get to know how and why Kotlin is a useful Programming language for Android developers.

To know about different layouts in XML.

To know about different types of Views and Tools in Android Studio

To gain the ability to build Android applications using Kotlin, XML.

➢ Scope of the work

Android is the most popular mobile operating system in the world, with over 2.5 billion active devices. This means that there is a huge user base for Android apps, and this user base is only going to continue to grow. The demand for mobile apps is also increasing rapidly, as more and more people are using their smartphones for everything from shopping to socializing to managing their finances. This means that there is a growing need for Android developers to create new and innovative apps to meet these needs.

➢ Importance and Acceptability

Mobile apps are becoming an essential part of our daily lives. The demand for mobile apps is increasing at an unprecedented pace, and Android is one of the most preferred platforms for mobile app development. Android is an open-source platform, which means that it is free to use and developers can customize it to suit their needs. This provides developers with greater flexibility and freedom to create innovative and unique apps.

➢ Role and Profile

Android development is in high demand because of its popular parent programming language i.e., JAVA. Android has a strong developer community that provides support, resources, and tools to help developers build high-quality apps. This community helps to foster innovation and drive the platform forward.

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PROJECT DETAILS

App Details

The food ordering App (Treat Your Tummy) is an Android App used to order your favorite food in a way you are comfortable like Dine In, Takeaway, and Delivery.

Programming Language: Kotlin

Layout Design: XML

Topics Included:

Layouts: Constraint Layout, Relative Layout, Linear Layout

Views & Components: Scroll View, Rating Bar, Splash Screen, Footer, Toast

Intents & Scheduler: Intent, Pending Intent, Notification

Pickers: Date Picker Dialog, Time Picker Dialog

Data Storage: Shared Preferences

Menus and Dialogs: Options Menu

Widgets: Text View, Edit Text, Button, Bottom Navigation Bar, Image View

Resources: Images, Notification Tone, Icons

CHAPTER-3

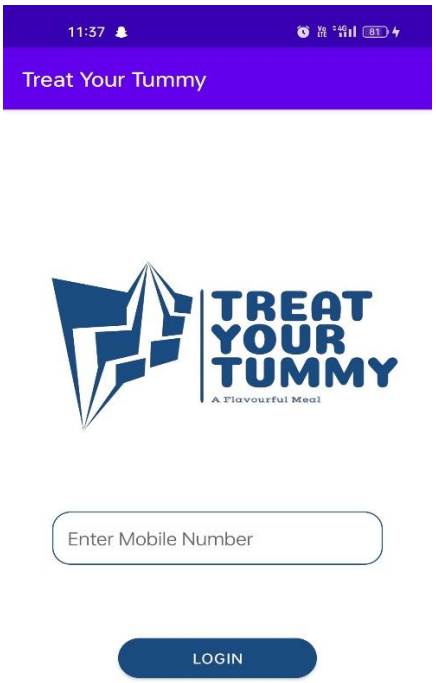
OUTPUT SCREENSHOTS AND EXPLANATION

Splash Screen

The splash screen is a screen that is displayed when the app is launched. It is used to display the logo of the app or some other relevant information for a short period of time.

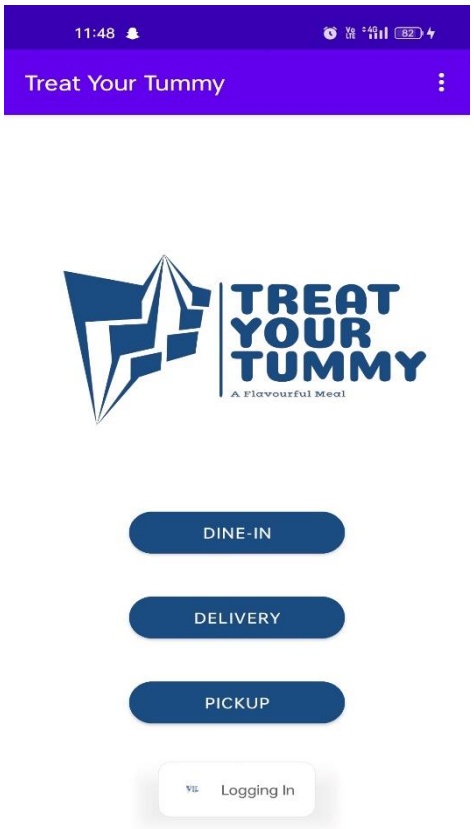
It uses the Image View widget to store the image in the activity. The Handler () method is used to schedule tasks to be executed at a later time or to run repeatedly. In my case, I have delayed the execution of the next intended activity by 2000 milliseconds i.e., 2 seconds.

Login Screen



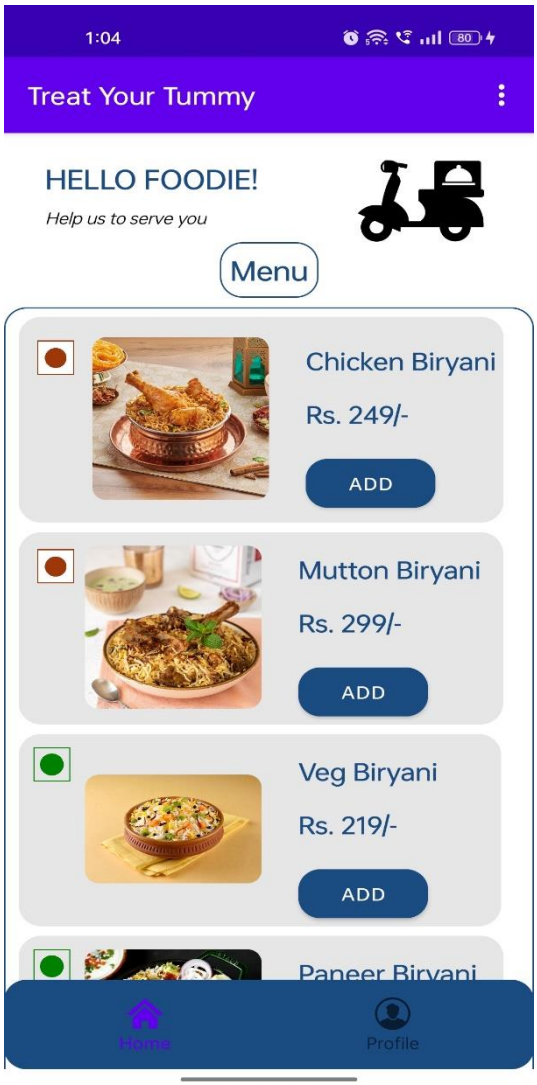
In this activity, I have used Constraint layout to design the layout consisting of an Image, an Edit Text, and a Button. When clicking a button with empty Edit Text, it will throw a Toast saying “Please Enter the Mobile number”. Else, It will throw a Toast saying “Logging In” and shifts to the next Activity. The entered mobile number is saved in the storage with a file named “login details.xml”. For saving the details of the mobile number, we have Shared Preferences.

Pick Screen

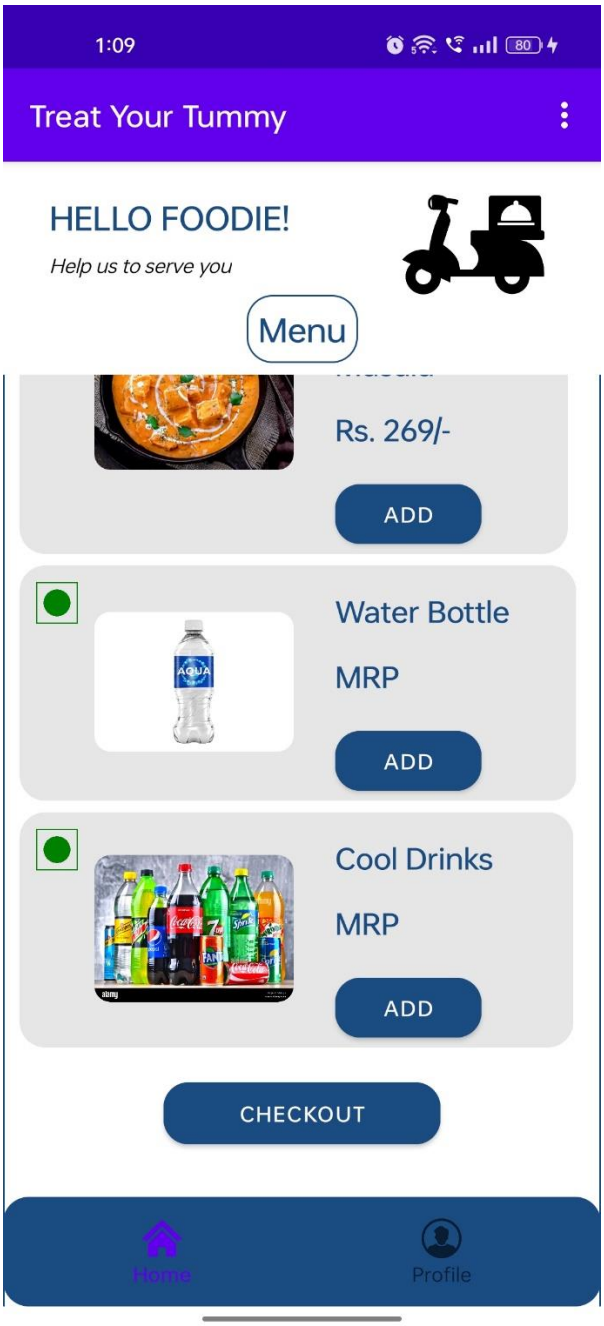


In this activity, I have created three buttons each for their type. Three buttons redirect to different activities through which you are able to view different landing pages. It also has an Options Menu inserted at the top of the app which has an item embedded in it named "Logout". If the logout button is clicked it transfers the intent to the login page again.

Dine In Menu



This is the Menu as well as the home page of the application, If we click the Dine In button in the previous activity, it will directly show you the Menu. It contains Text View, Image, Footer and Scroll View in it. The Contents inside the scroll view are designed in Linear Layout and each food item is designed in Relative Layout. In this activity, you can add as many items as you want to order and scroll down for the checkout button.

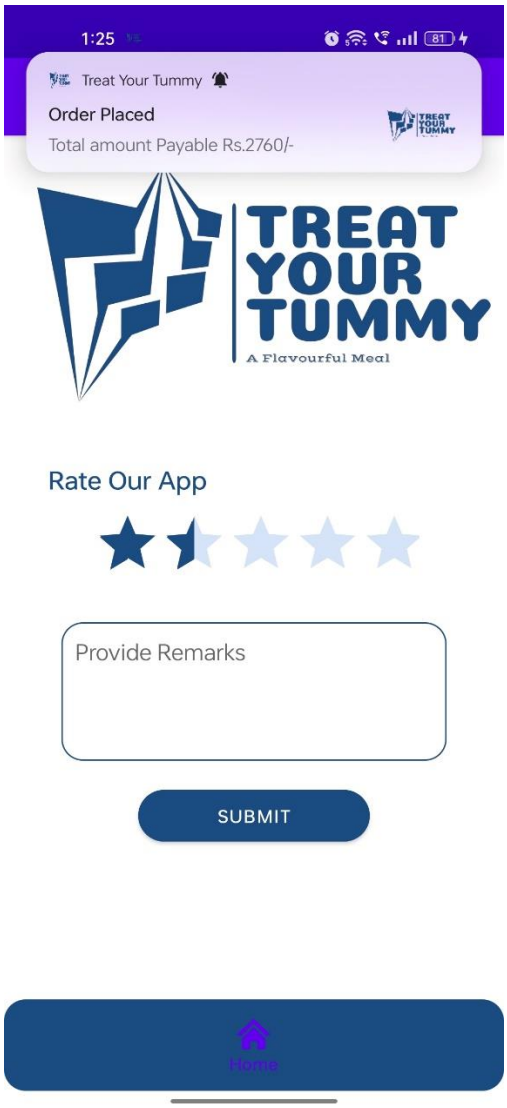


In the Footer of the activity, two icons have been inserted, so that you can divert between the activities of designated pages. After adding all your desired items to the cart, you can click checkout button to proceed further.

Checkout Page

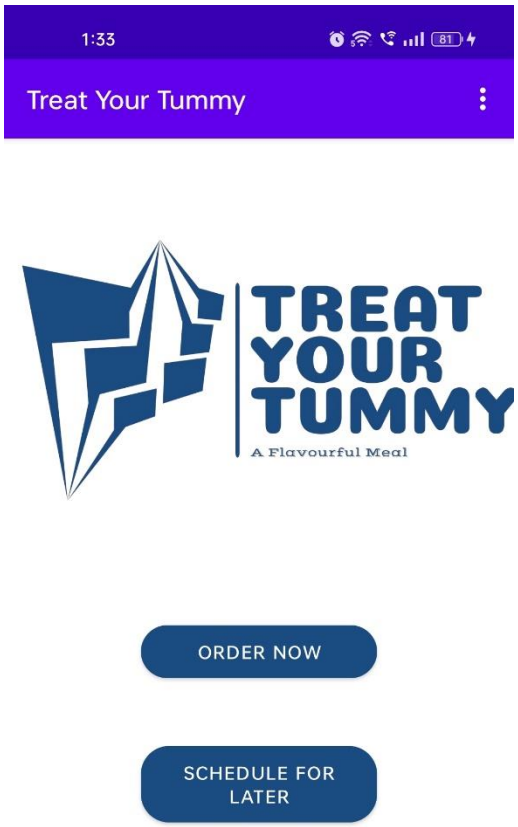
This page contains all the details related to the items selected and the prices of them. Finally, the total payable price including GST is mentioned in below with all the Taxes. The activity was made using a Scroll view that contains two Text Views and two buttons. If the cancel button is clicked all the data is erased and moves you to the home page and if you press the Place order button the order will be placed and a notification is generated with the amount as described in it. And the activity will shift to the rating page.

Rating Page



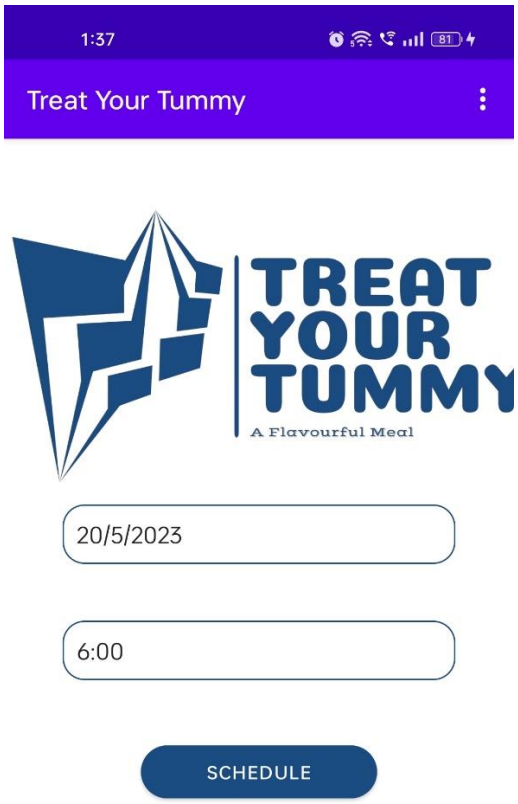
In this activity, a notification is generated at the top with some information in it. The main activity consists of a rating bar and an Edit Text so that users can provide ratings and remarks for the app. After clicking the submit button, the data entered in the remarks widget will be saved using shared preferences. And the app will be closed automatically after clicking the submit button.

Delivery/Pickup Screen



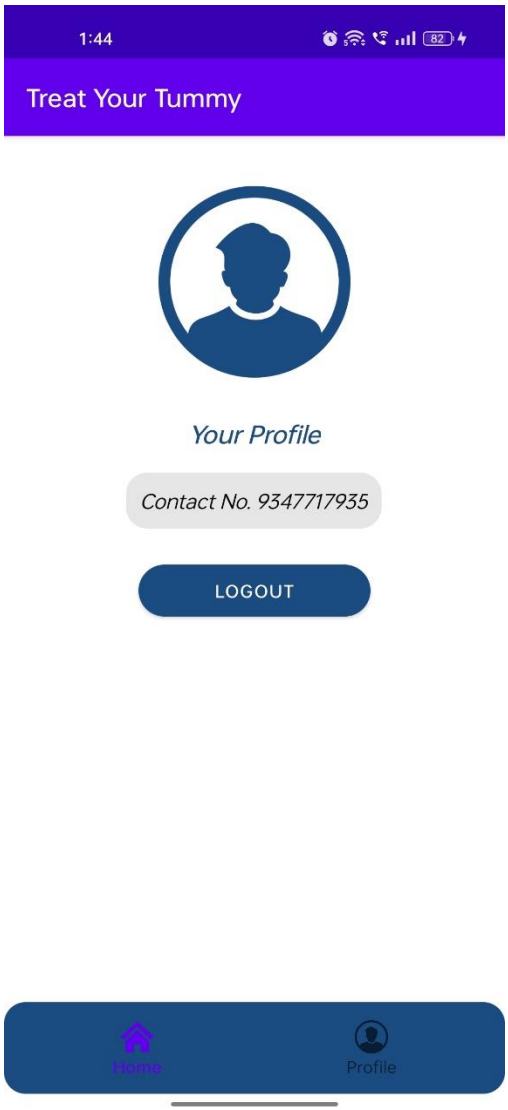
After clicking on Delivery or Pickup button instead of Dine In from the pick screen, the interface will appear in front of the user to schedule the order or to order immediately, if you select schedule for later. It will show you another activity for scheduling.

Scheduling Page



It will ask you to enter the date and time for the delivery or pickup of the order. After clicking on the first edit text widget it will show a date picker dialog. After clicking on the second edit text widget, it will show a time picker dialog so that the user can pick desired time and date for delivery or pickup. After clicking on the schedule button, it will store the data in the file using shared preferences and move to the home page of the app for ordering further.

Profile Page



In this activity, there is an image View and text view containing the mobile number which is entered while logging in. If you click on the logout button, the activity will shift to the login screen and you can log in again.

CHAPTER-4

CONCLUSION

As coding is mandatory for every CSE student, this project helped me a lot in boosting my coding skills in Kotlin and designing layouts using XML. Our Android project aimed to develop a mobile application that would help users to order food to their doorstep. The Project involved several stages, including planning, design, and development. The final product was a user-friendly and intuitive food-ordering app that met our initial requirements.