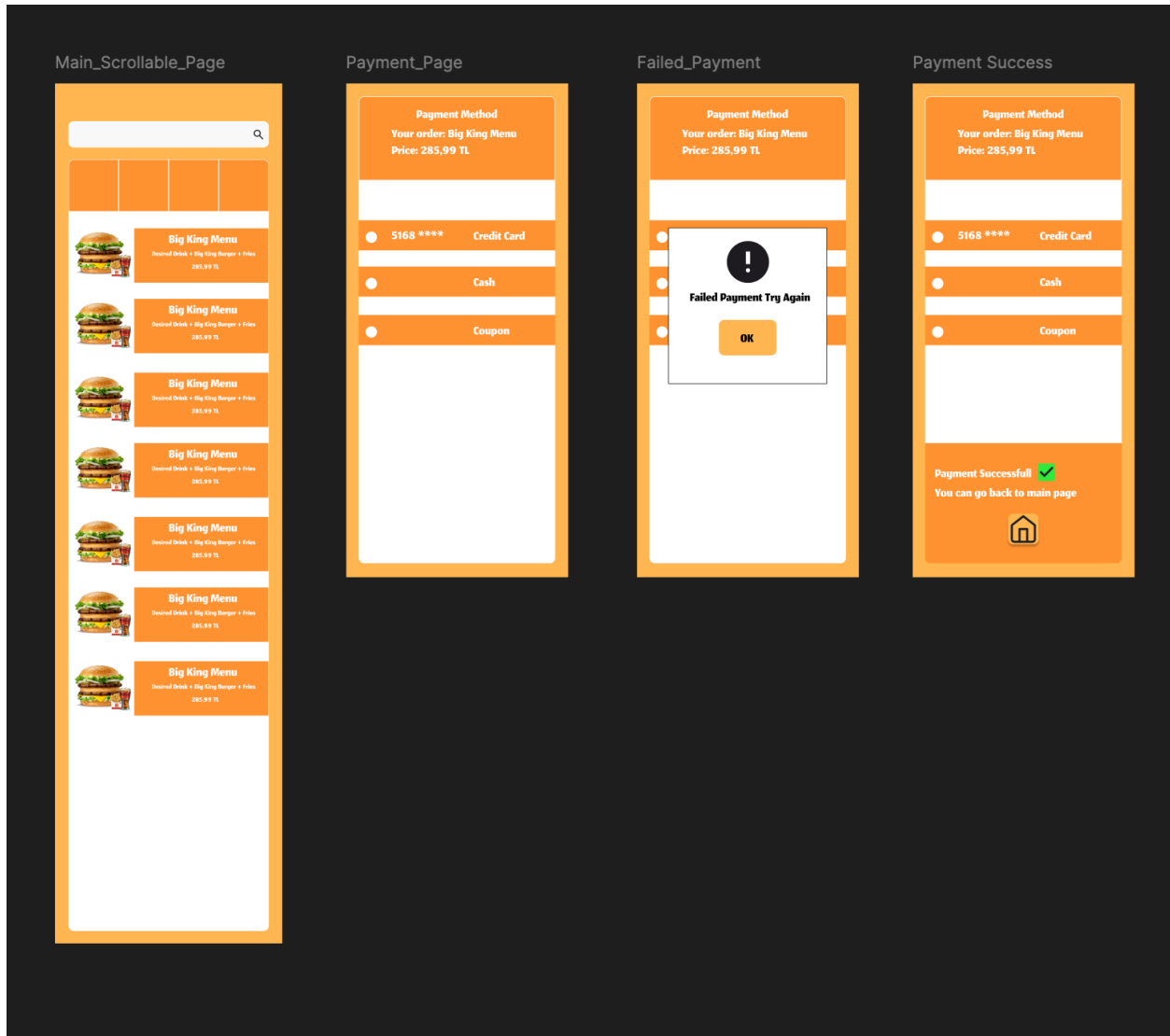


Week-1

Day-1

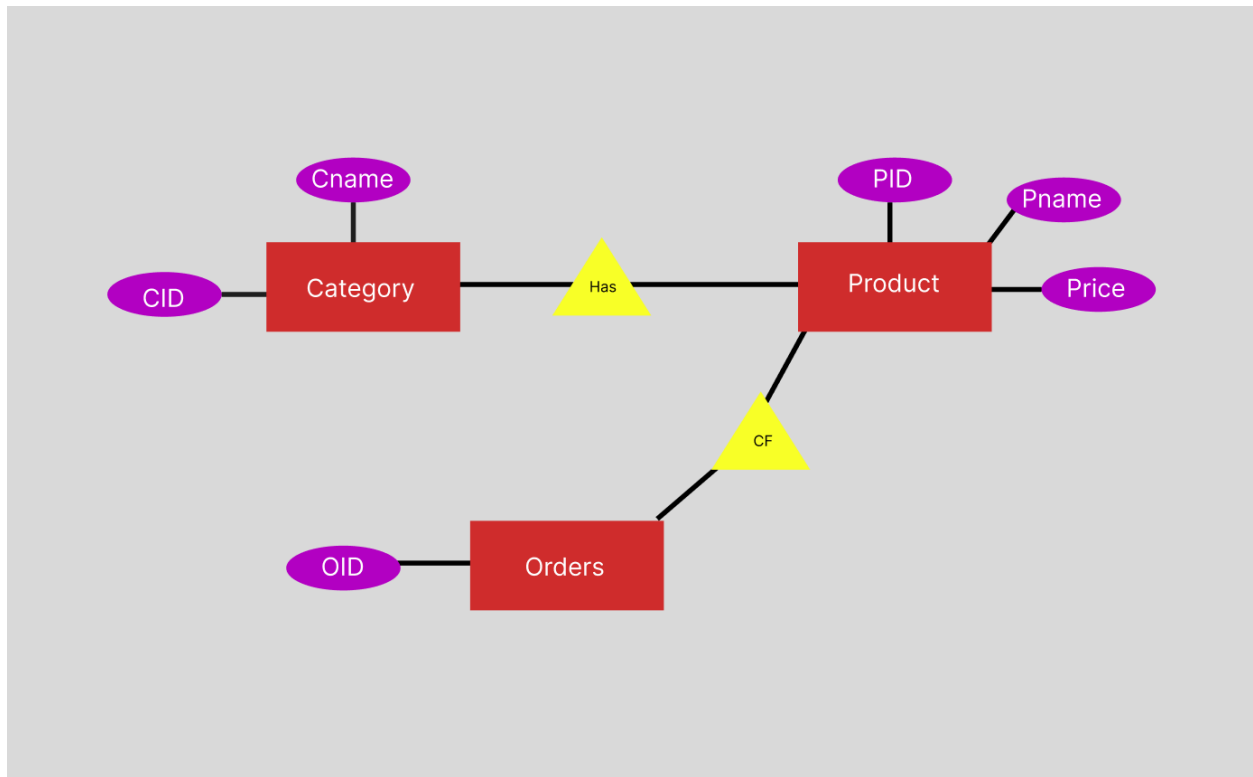
I designed the overall layout of the project on Figma.

[https://www.figma.com/design/fnHCgcXtSB6N3x3ogGptQX/app\\_design?t=IDKzonSNWRm6lsxO-0](https://www.figma.com/design/fnHCgcXtSB6N3x3ogGptQX/app_design?t=IDKzonSNWRm6lsxO-0)



After the design I decided on the DB structure and created a Relational Model Diagram.

[https://www.figma.com/design/xfttypk7pkmZrzDZFaBcmT/Relational\\_Model\\_Diagram?t=DKzonSNWRm6lsxO-0](https://www.figma.com/design/xfttypk7pkmZrzDZFaBcmT/Relational_Model_Diagram?t=DKzonSNWRm6lsxO-0)



Finally at the end of day 1, I created a Mobile App structure without the web service and SQL. Therefore I used data classes on Kotlin and used Mock Data.

I opened an Empty Project on Android studio and added 3 files and classes.

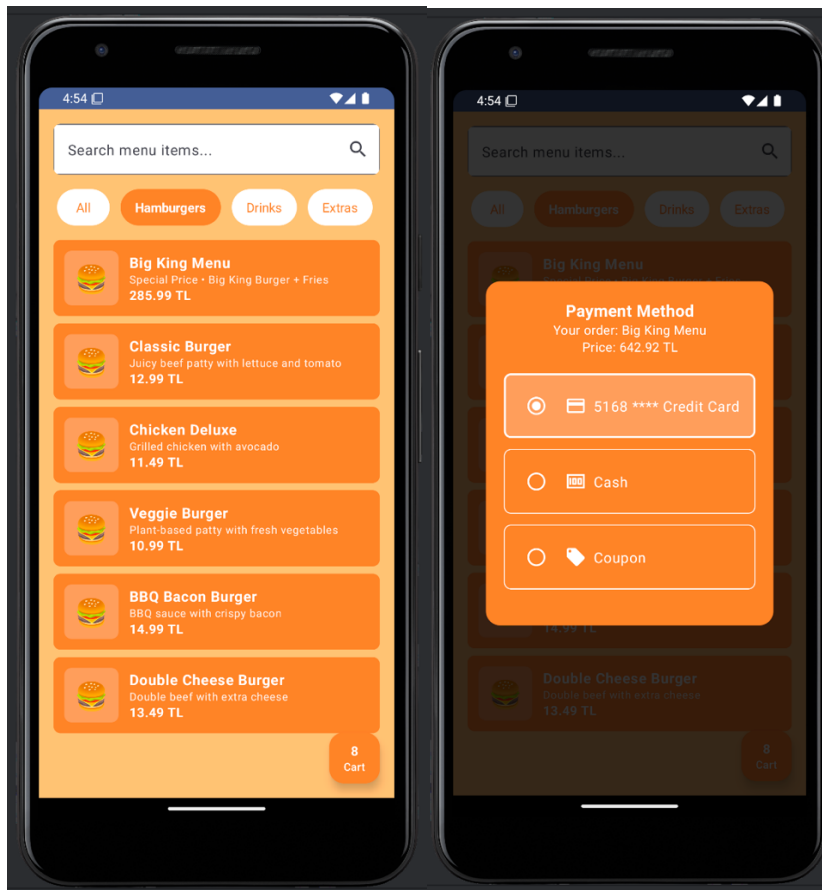
FoodModels.kt (which is under models package)

MainScreen.kt (under ui.theme)

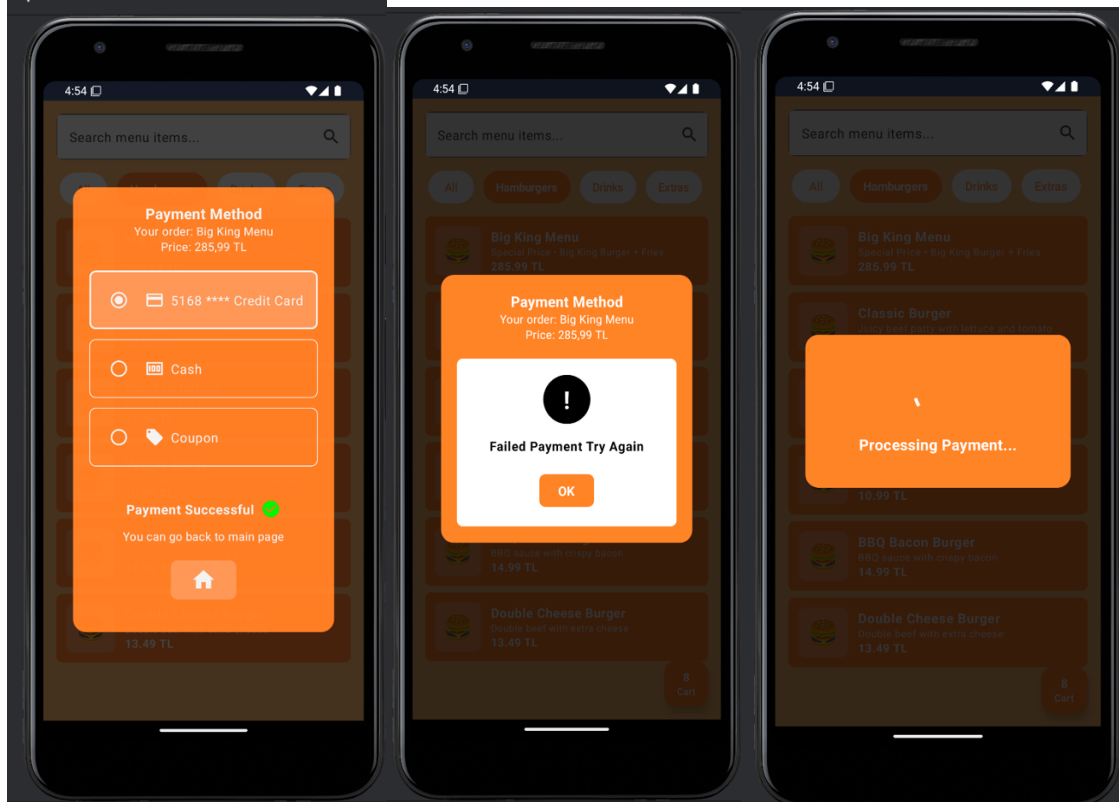
PaymentDialogs.kt (under ui.theme)

<https://github.com/ewok0116/internshiptemplate/tree/main/projects/Frontend/foodorderi ngapp>

## Payment and Selection Page



## Success, Failed Payment and Processing Pages



What I need to do in terms of Kotlin?

After DB processes are complete, I need to change the mock data and also on payment selection page only credit card is selected I also need to change that and depending on feedback the successful payment page might stay still instead of automatically leading to selection page.

Day-2

I got feedback on fixing and adding some features to the app

- Cart button should be bigger
- There should be a Dialog that shows products, and they should be deletable or incrementable
- There should be toast or toast like structure that appears after adding products to the bar ( I used snackbar)

- More payment methods should be added
- Navigating back to home page should be manual
- The text of payment successful dialog should be fixed
- Build variant like theme structure should be made
- If wanted, a receipt should appear after the payment

I did fix the issues and added the wanted features to the application.  
Only this one is still in progress

- Design patterns should be searched

In terms of Build Variant

### **Build Configuration (build.gradle)**

```
flavorDimensions += "company"
productFlavors {
    create("companyA") {
        dimension = "company"
        applicationIdSuffix = ".companya"
        versionNameSuffix = "-companyA"
        manifestPlaceholders["appName"] = "Company A Food"
        buildConfigField("String", "COMPANY_THEME", "\"ORANGE\"")
    }

    create("companyB") {
        dimension = "company"
        applicationIdSuffix = ".companyb"
        versionNameSuffix = "-companyB"
        manifestPlaceholders["appName"] = "Company B Food"
        buildConfigField("String", "COMPANY_THEME", "\"GREEN\"")
    }
}
```

### **Theme Provider (Theme.kt)**

```
val LocalAppTheme = compositionLocalOf { ThemeManager.getCurrentTheme() }
```

```
@Composable
```

```
fun FoodOrderingAppTheme(content: @Composable () -> Unit) {
    val currentTheme = ThemeManager.getCurrentTheme()
```

```
    CompositionLocalProvider(
        LocalAppTheme provides currentTheme
```

```

    ){
        MaterialTheme(content = content)
    }
}

```

### Before (Hard-coded colors):

```

@Composable
fun ProductCard() {
    Card(
        colors = CardDefaults.cardColors(
            containerColor = Color(0xFFFFF8C42) // Hard-coded orange
        )
    ){ /* content */}
}

```

### After (Dynamic colors):

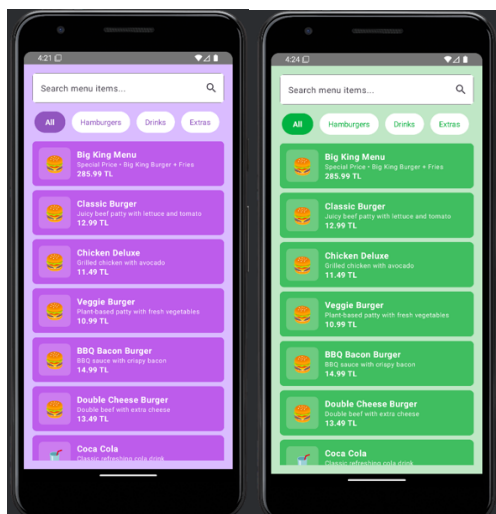
```

@Composable
fun ProductCard() {
    val theme = LocalAppTheme.current // Get current theme

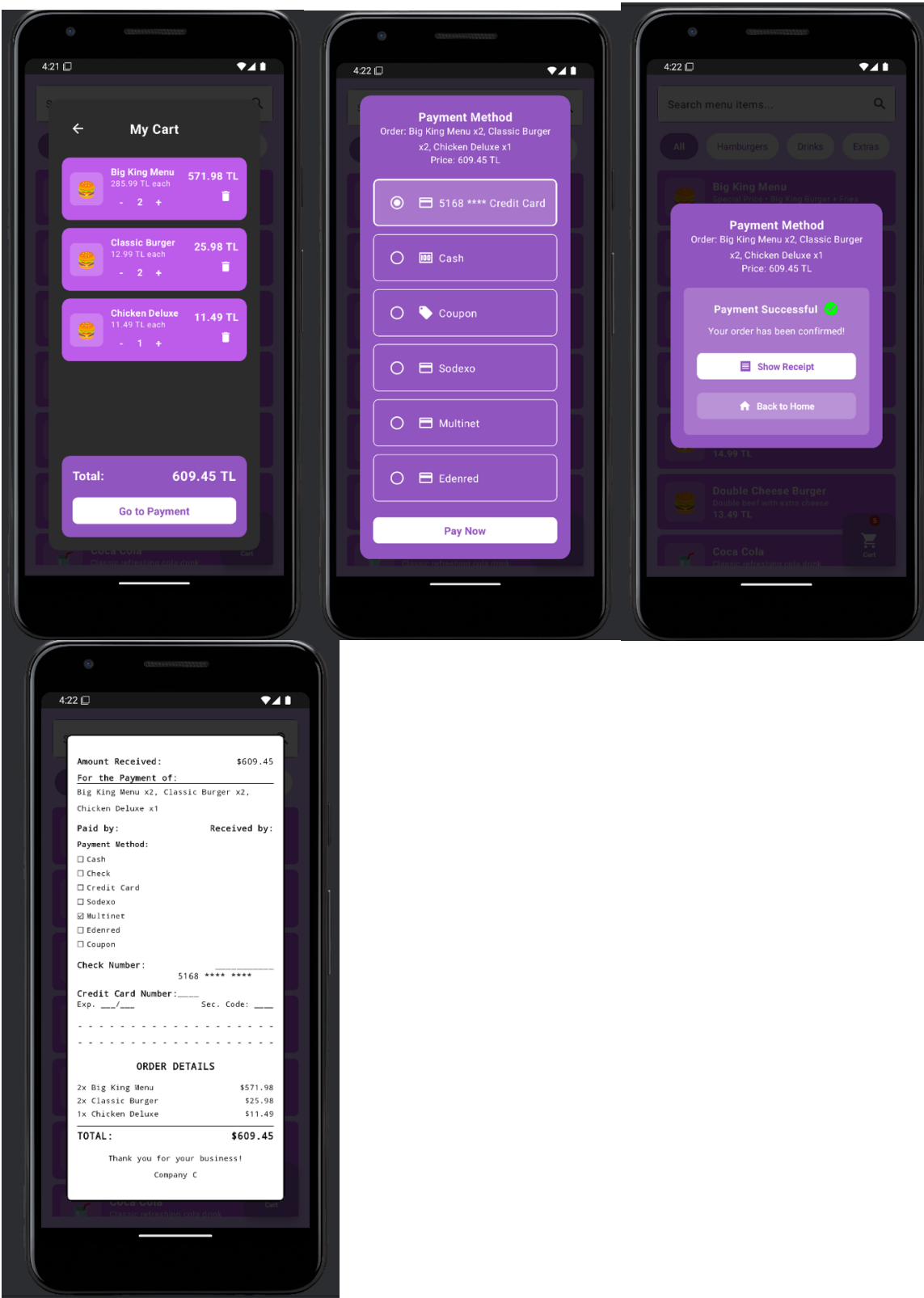
    Card(
        colors = CardDefaults.cardColors(
            containerColor = theme.cardColor // Dynamic color!
        )
    ){ /* content */}
}

```

And these are the new variants aside from orange



In addition, added receipt, cart dialog and more payment methods



Still I need to edit the receipt, and delete some of the texts. Moreover, need to study more about design patterns and the one I'm currently using which is MVC.