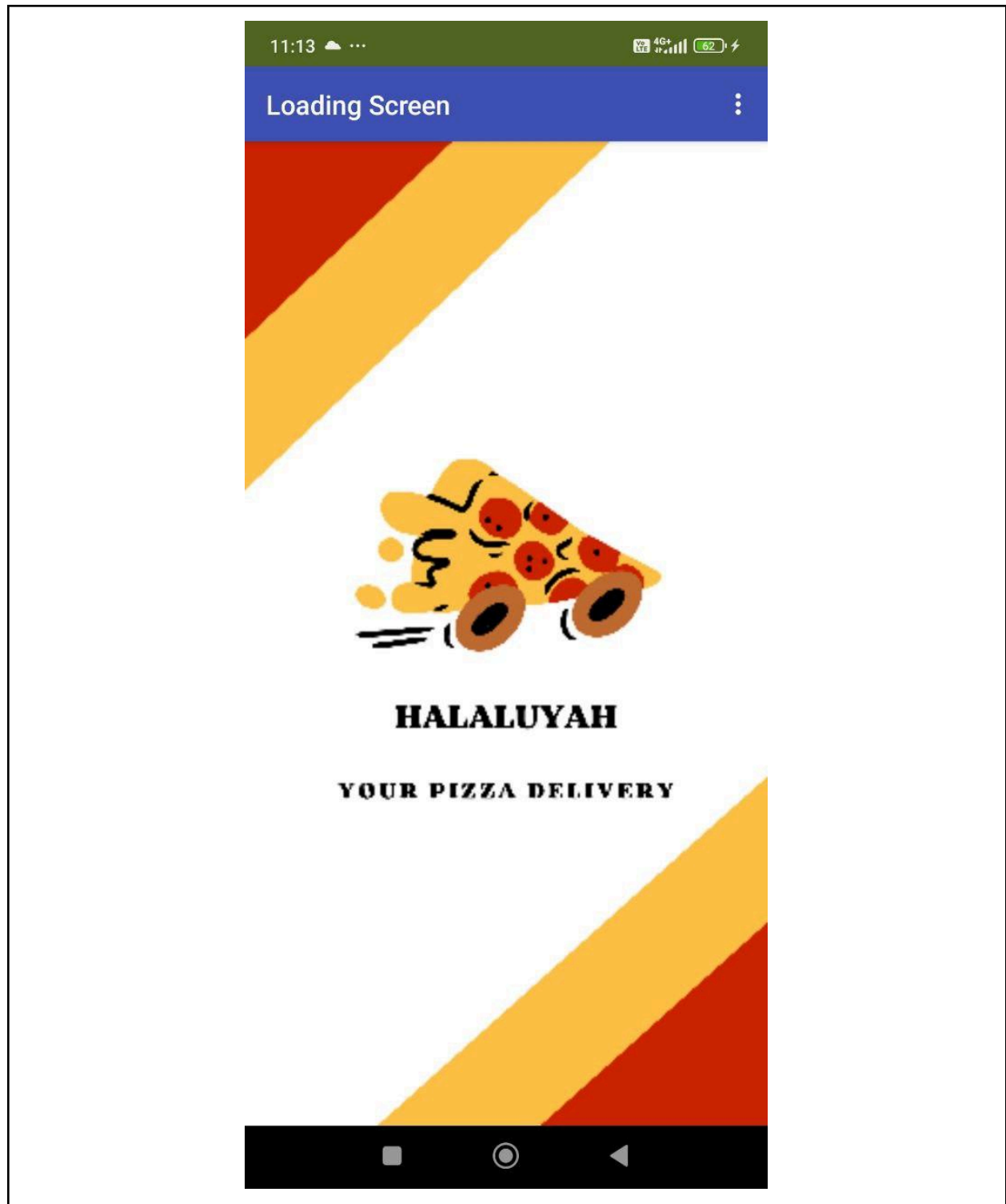
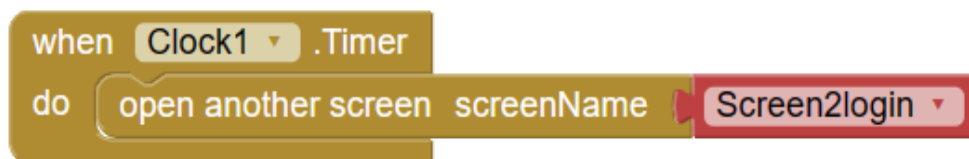


# User Interface and Blocks

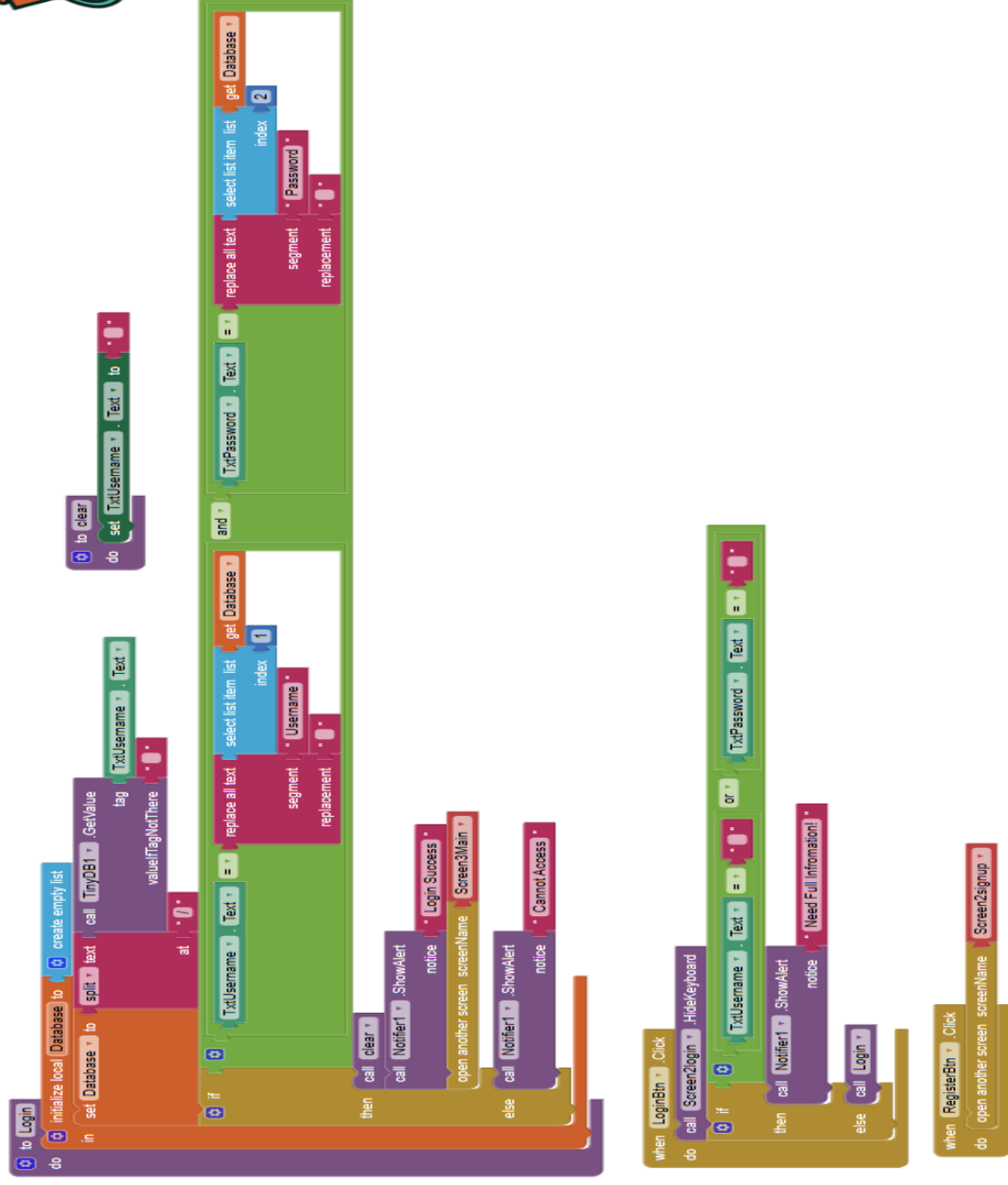
## Screen 1- Loading Page



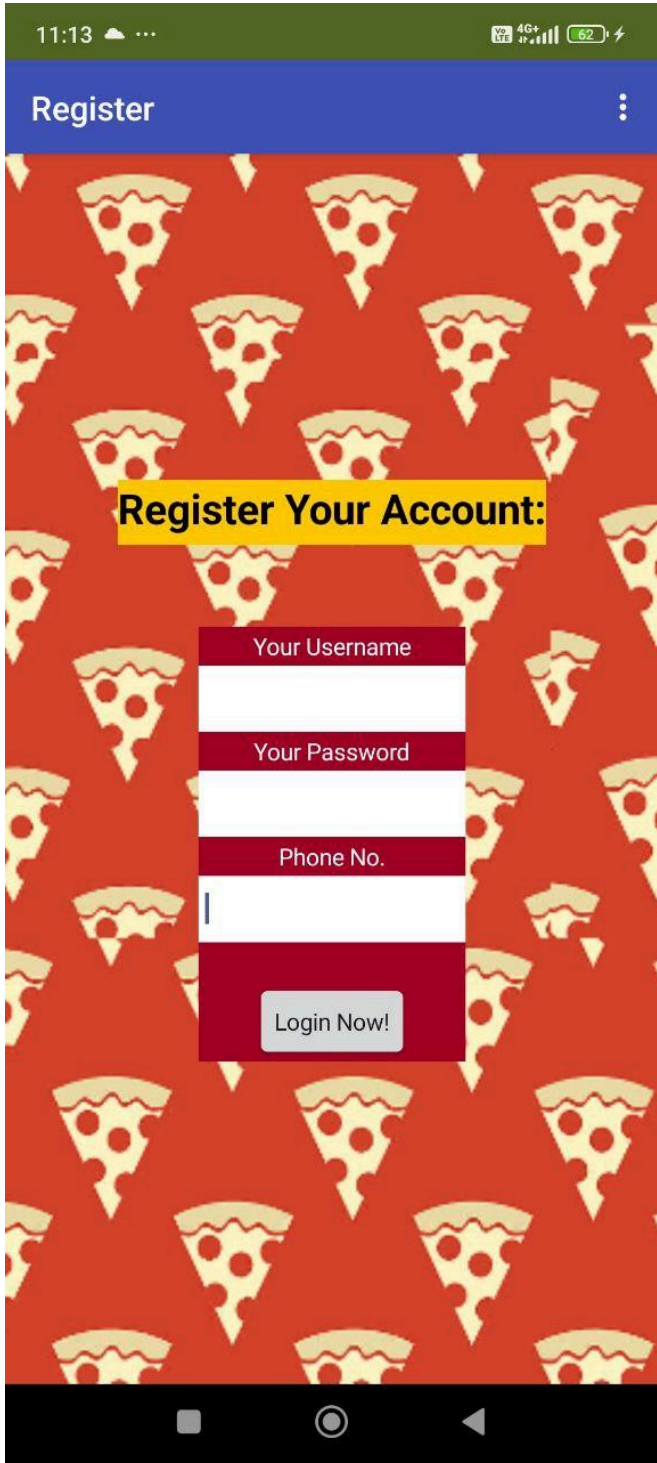


## Screen 2- Login





### Screen 3- Register



The image shows a mobile application screen titled "Register". The background is a red field with a repeating pattern of yellow pizza slices. A yellow banner at the top of the form area says "Register Your Account:". Below this are three white input fields with maroon borders, labeled "Your Username", "Your Password", and "Phone No.". A maroon button with white text "Login Now!" is at the bottom of the form. The screen has a blue header bar with the title "Register" and a three-dot menu icon. The status bar at the top shows the time 11:13, 4G+ signal, and 62% battery.

11:13 4G+ 62%

Register

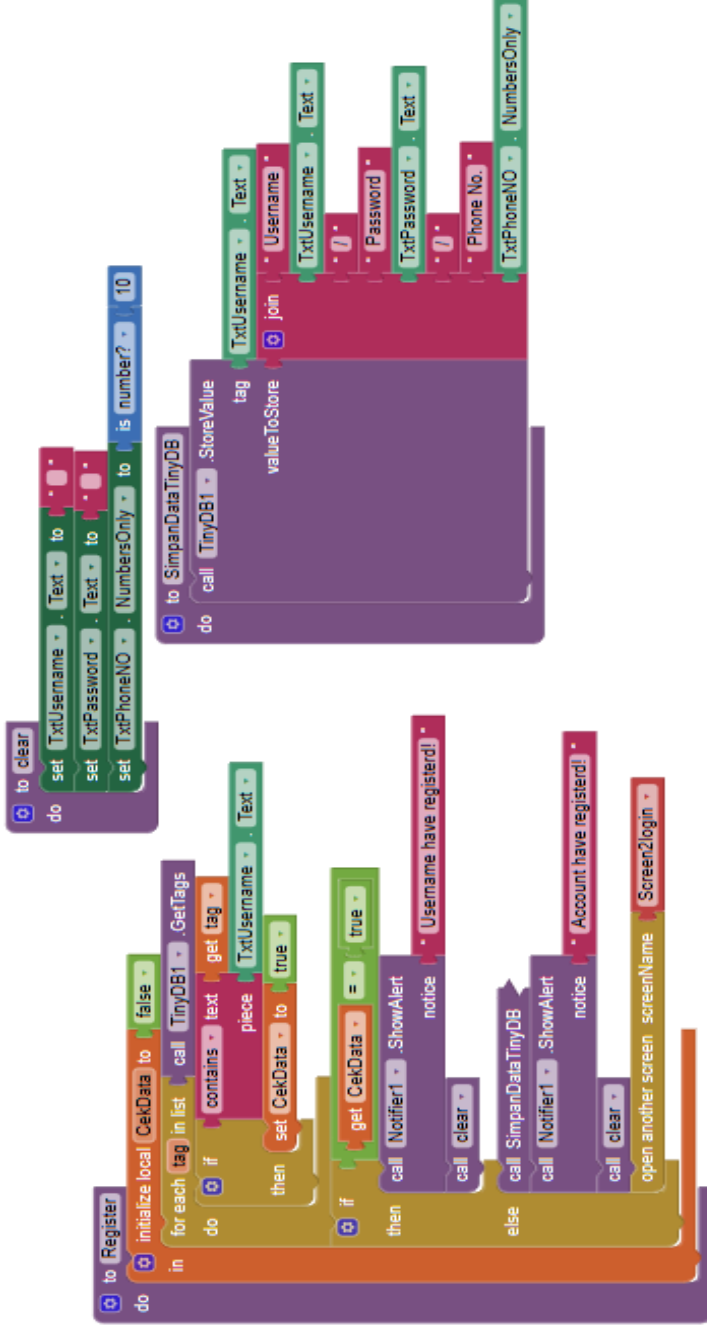
**Register Your Account:**

Your Username

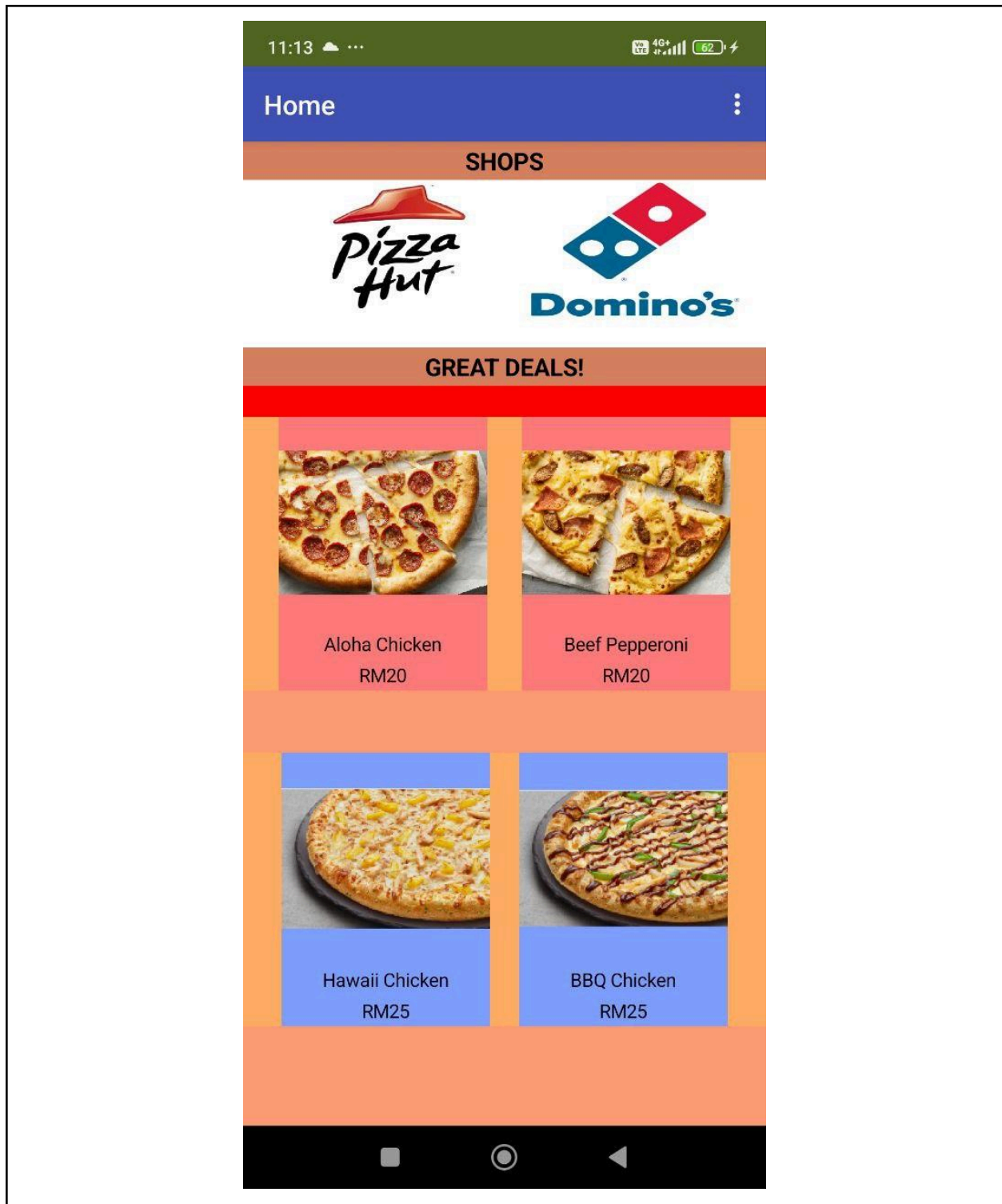
Your Password

Phone No.

Login Now!



## Screen 4- Home

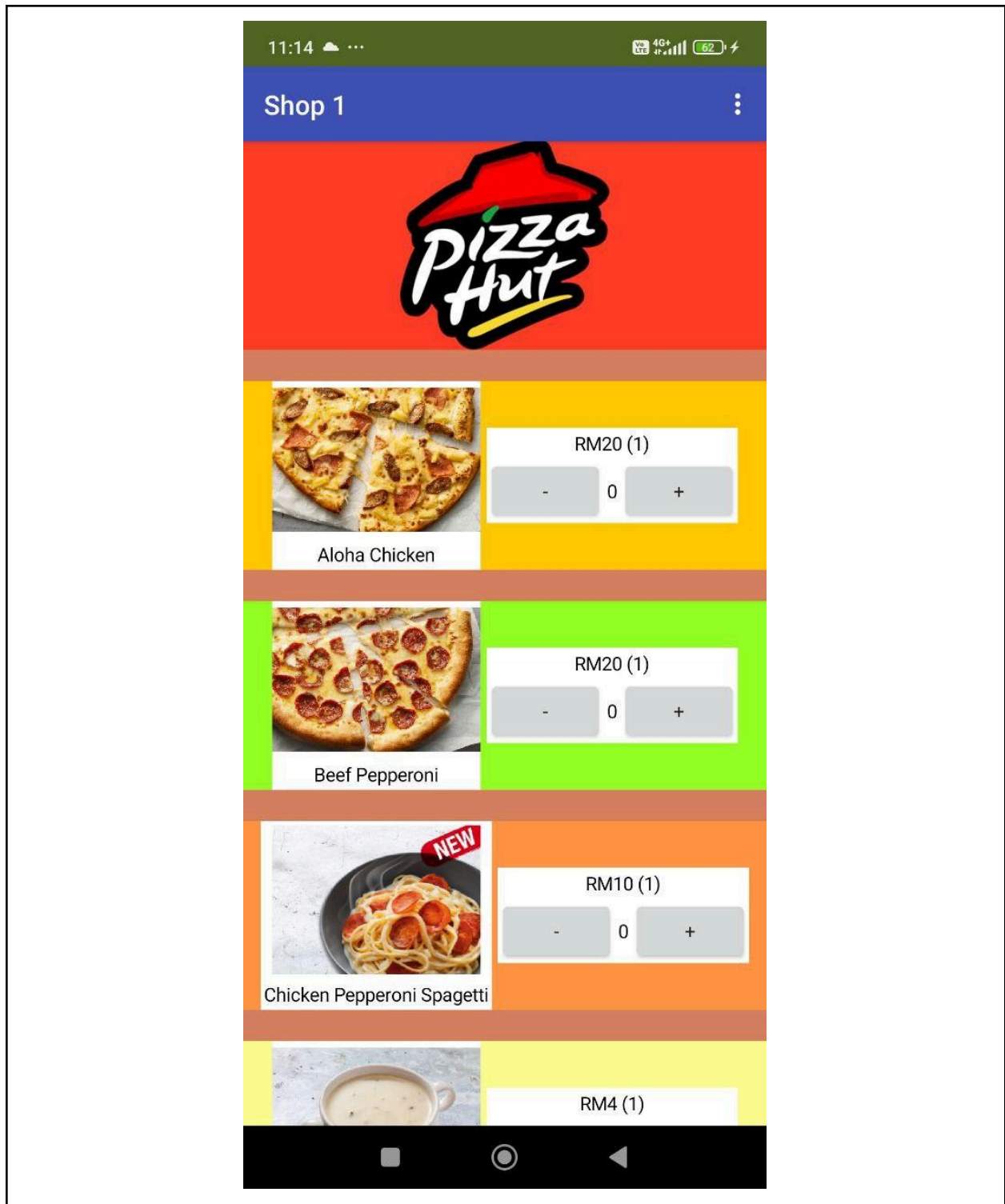




when **Button2** .Click  
do open another screen screenName **Screen4**

when **Button3** .Click  
do open another screen screenName **Screen4Second**

## Screen 5- Dashboard1



```

when Click1 clicked
do
  set Label13 to 0
  set Total to 0
  set Label13 to Text + 15

```

```

when Click1 clicked
do
  if
    then
      set Total to Text + 2
      set Label13 to Text + 15
    else
      set Total to Text + 1
      set Label13 to Text + 1
  end if
  set Label13 to Text + 1
  set Label13 to Text + 1

```

```

when Click2 clicked
do
  set Label15 to Text + 1
  set Total to Text + 6

```

```

when Click3 clicked
do
  if
    then
      set Total to Text + 2
      set Label15 to Text + 1
    else
      set Total to Text + 1
      set Label15 to Text + 1
  end if
  set Label15 to Text + 1
  set Label15 to Text + 1

```

```

when Click4 clicked
do
  set Label14 to Text + 1
  set Total to Text + 10

```

```

when Click5 clicked
do
  if
    then
      set Total to Text + 2
      set Label14 to Text + 1
    else
      set Total to Text + 1
      set Label14 to Text + 1
  end if
  set Label14 to Text + 1
  set Label14 to Text + 1

```

```

when Click6 clicked
do
  set Label16 to Text + 1
  set Total to Text + 4

```

```

when Click7 clicked
do
  if
    then
      set Total to Text + 2
      set Label16 to Text + 1
    else
      set Total to Text + 1
      set Label16 to Text + 1
  end if
  set Label16 to Text + 1
  set Label16 to Text + 1

```

```

when Button3 clicked
do
  call TryQ3 StoreValue
  log
  value to Store
  open another screen screenName Screen3

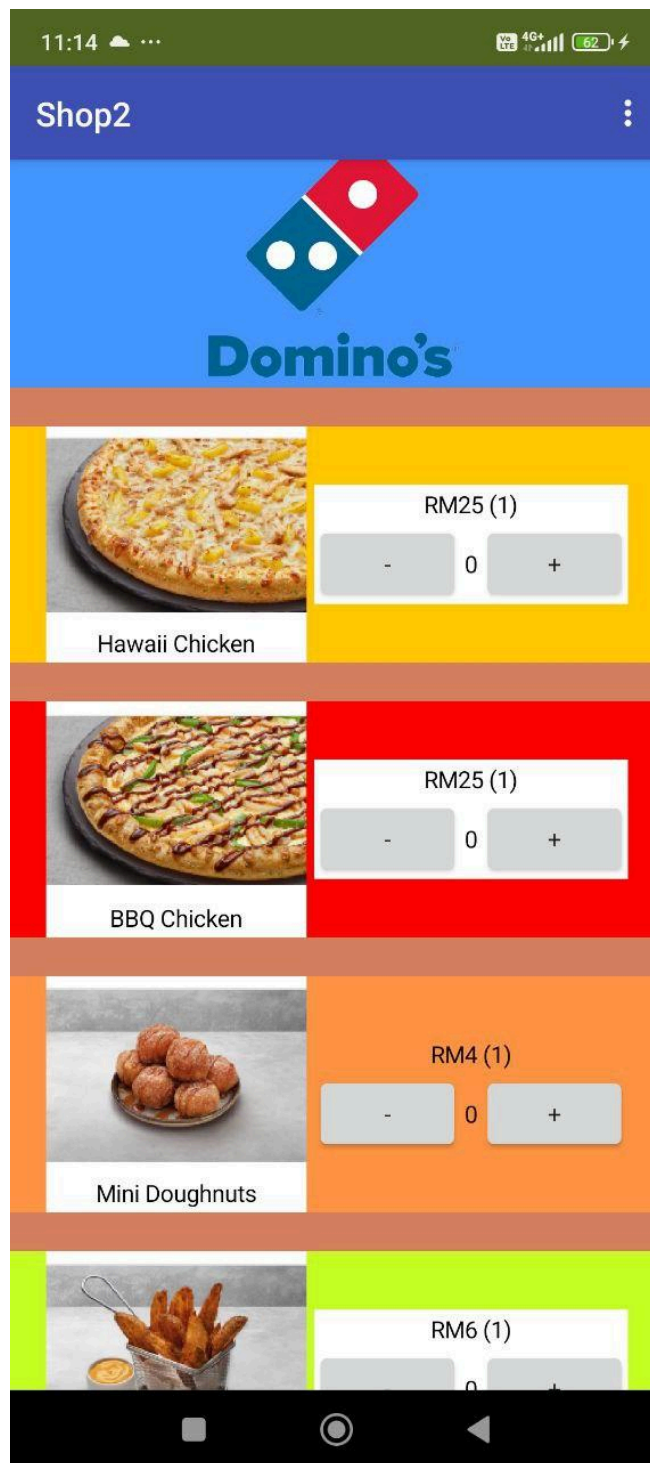
```

```

when Button4 clicked
do
  open another screen screenName Screen3Main

```

## Screen 4- Dashboard2



```

when Btn1R Click
do
  set Label13's Text to 0
  set Total's Text to 0
  set Label13's Text to 1
  set Total's Text to 25

```

```

when Btn1L Click
do
  if Total's Text < 1
  then
    set Total's Text to 1
  else
    set Total's Text to 25
  end if
  if Label13's Text < 1
  then
    set Label13's Text to 1
  else
    set Label13's Text to 1
  end if

```

```

when Btn3R Click
do
  set Label15's Text to 0
  set Total's Text to 0
  set Label15's Text to 4
  set Total's Text to 4

```

```

when Btn3L Click
do
  if Total's Text < 1
  then
    set Total's Text to 1
  else
    set Total's Text to 4
  end if
  if Label15's Text < 1
  then
    set Label15's Text to 1
  end if

```

```

when Btn2R Click
do
  set Label14's Text to 0
  set Total's Text to 0
  set Label14's Text to 1
  set Total's Text to 25

```

```

when Btn2L Click
do
  if Total's Text < 1
  then
    set Total's Text to 1
  else
    set Total's Text to 25
  end if
  if Label14's Text < 1
  then
    set Label14's Text to 1
  else
    set Label14's Text to 1
  end if

```

```

when Btn4R Click
do
  set Label16's Text to 0
  set Total's Text to 0
  set Label16's Text to 6
  set Total's Text to 6

```

```

when Btn4L Click
do
  if Total's Text < 1
  then
    set Total's Text to 1
  else
    set Total's Text to 6
  end if
  if Label16's Text < 1
  then
    set Label16's Text to 1
  end if

```

```

when Button2 Click
do
  call TinyDB1's StoreValue
  tag
  value to Store screenName
  open another screen screenName
  Screen5

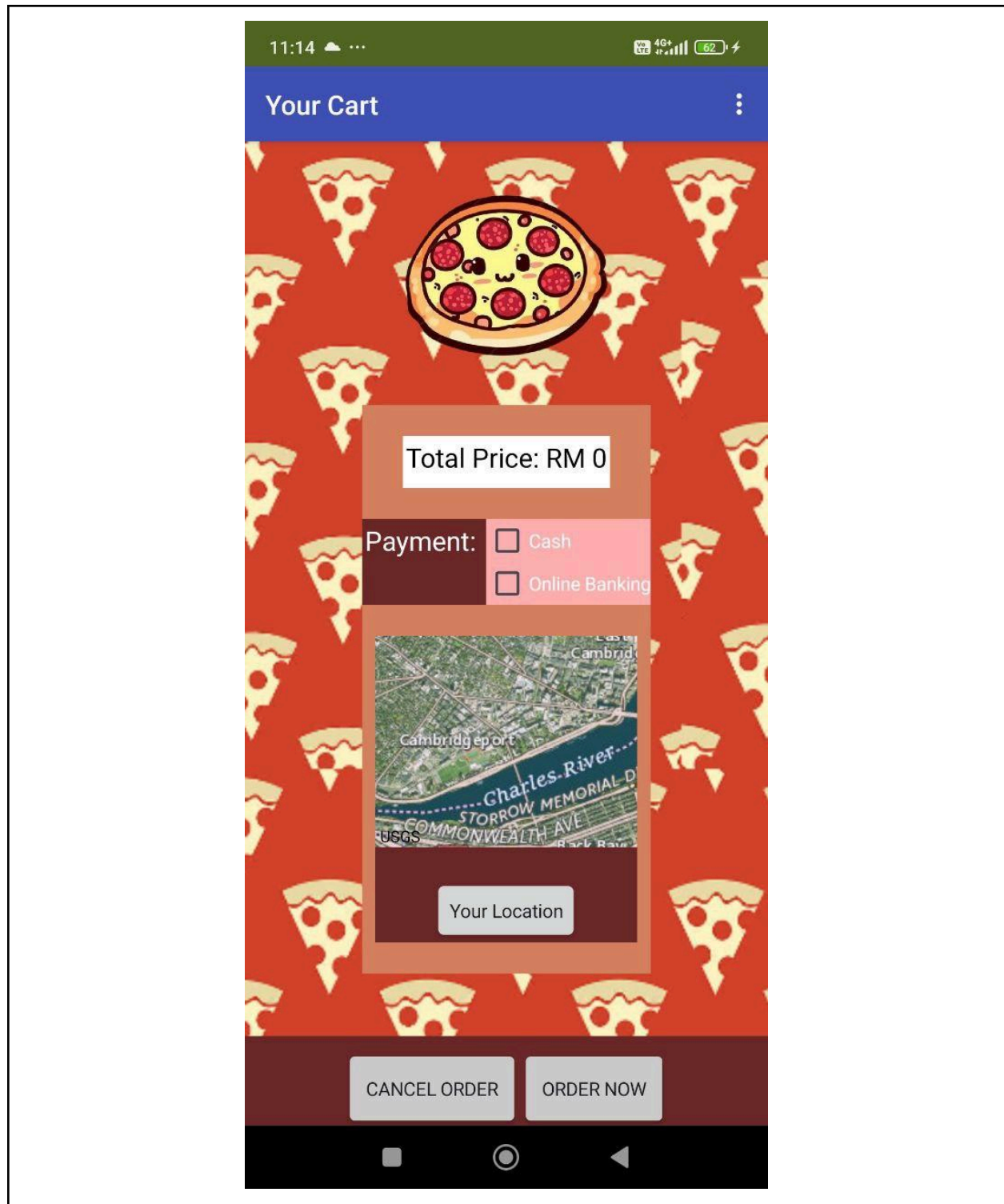
```

```

when Button3 Click
do
  open another screen screenName
  Screen3Main

```

## Screen 5- Cart



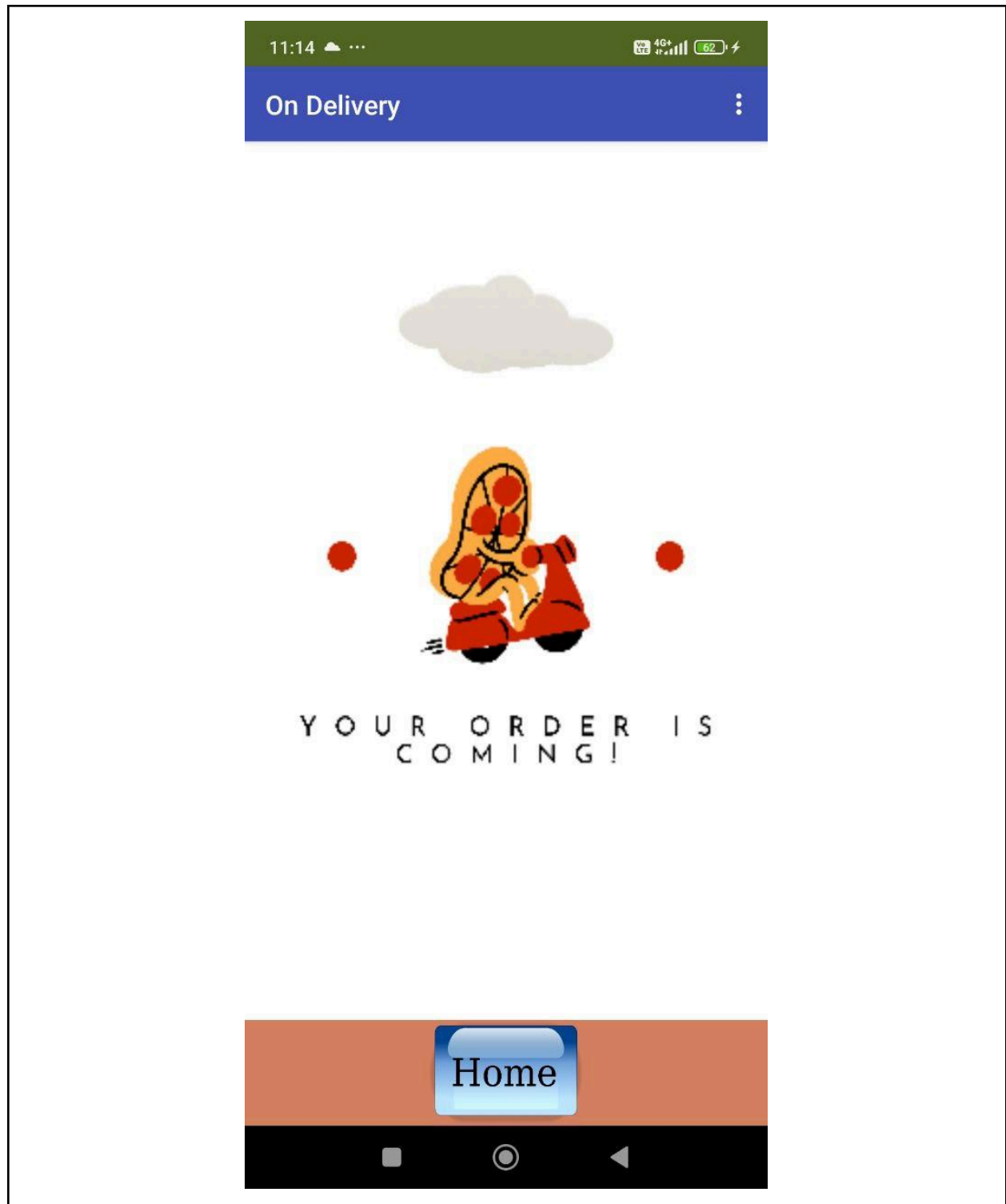
```
when Button1 Click
do
  open another screen screenName Screen3Main
```

```
when Button2 Click
do
  open another screen screenName ScreenOTW
```

```
when Screen5 Initialize
do
  set totalName Text to
  call TinyDB1 GetValue
  tag
  valueIfTagNotThere
  TotalValue
```

```
when Button3 Click
do
  call Map1 PanTo
  latitude
  longitude
  zoom
  LocationSensor1 Latitude
  LocationSensor1 Longitude
```

## Screen 7- Delivery Page





```
when Button1 .Click  
do open another screen screenName Screen3Main
```