Mobile App Development
SOFE 4640U
Fall 2024

Assignment 3

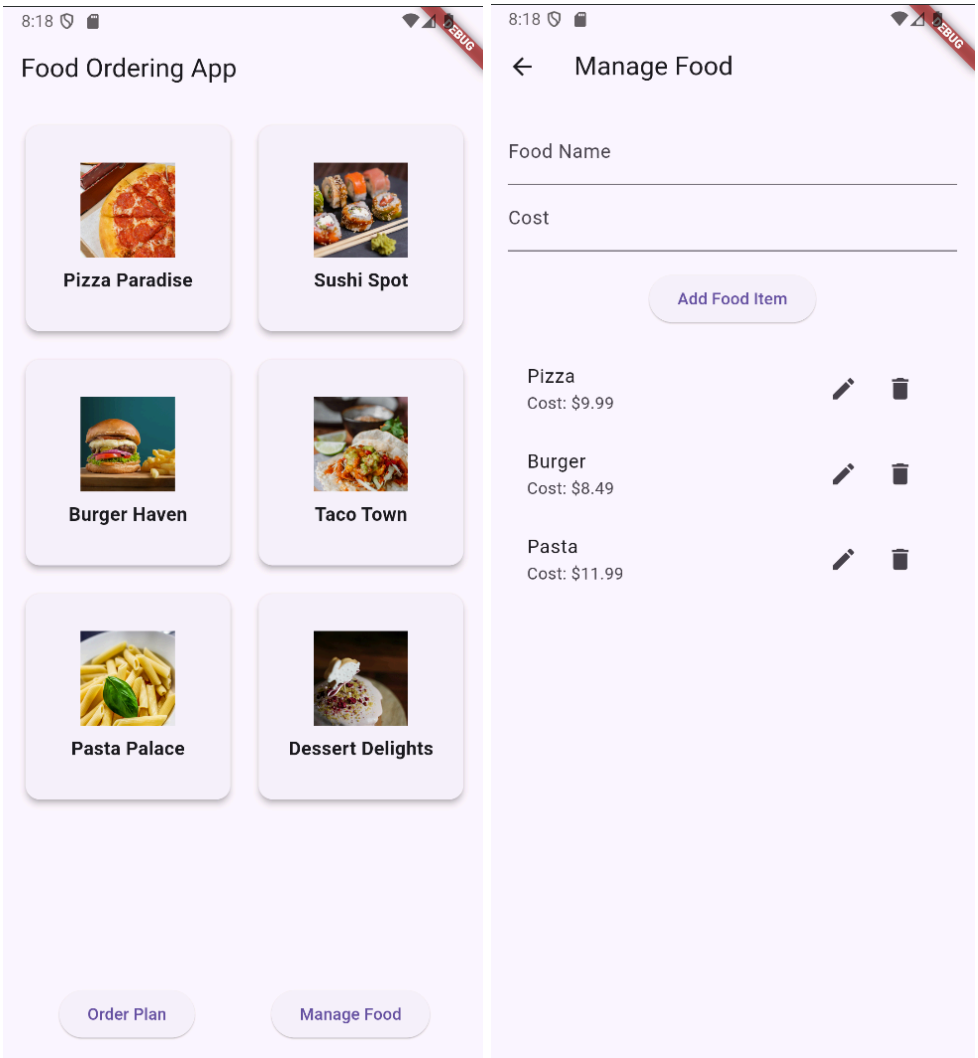
Martin Ceron - 100780488

Assignment 3
Food Ordering App

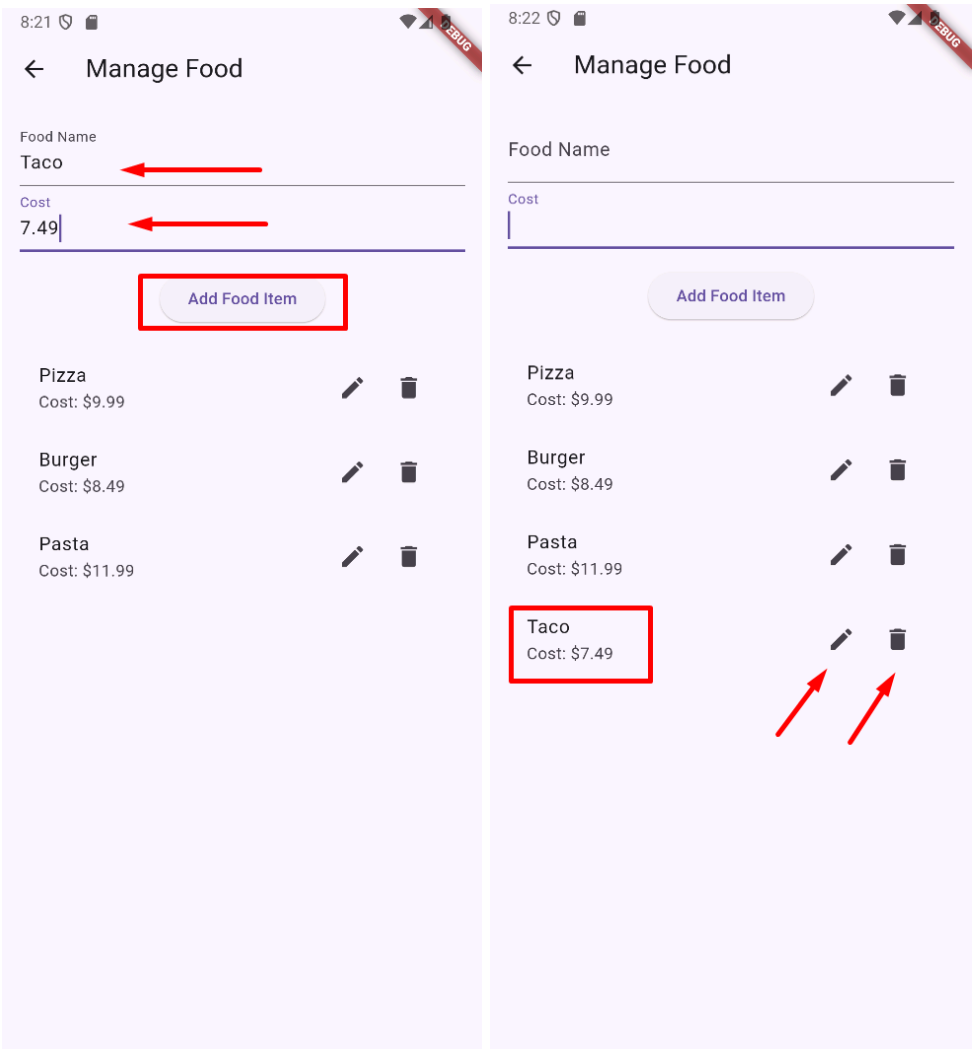
The objective of this app is to design and implement a food ordering application that allows users to browse, select, and manage food items from various places. The app enables users to create an order plan by selecting food items within a specified budget and target cost. It also provides the functionality to add, update, and delete food items from a database. The app integrates features such as displaying food options, viewing order plans, and managing food lists, providing a seamless experience for users to plan their meals and track their orders. Below are the screenshots showing the app's functionality and how each screen operates.

View of the app:

- Home page: displays several food locations to order food with the names and pictures
- Manage food page: page to add food items and to edit or delete food already added, the food is saved to the database

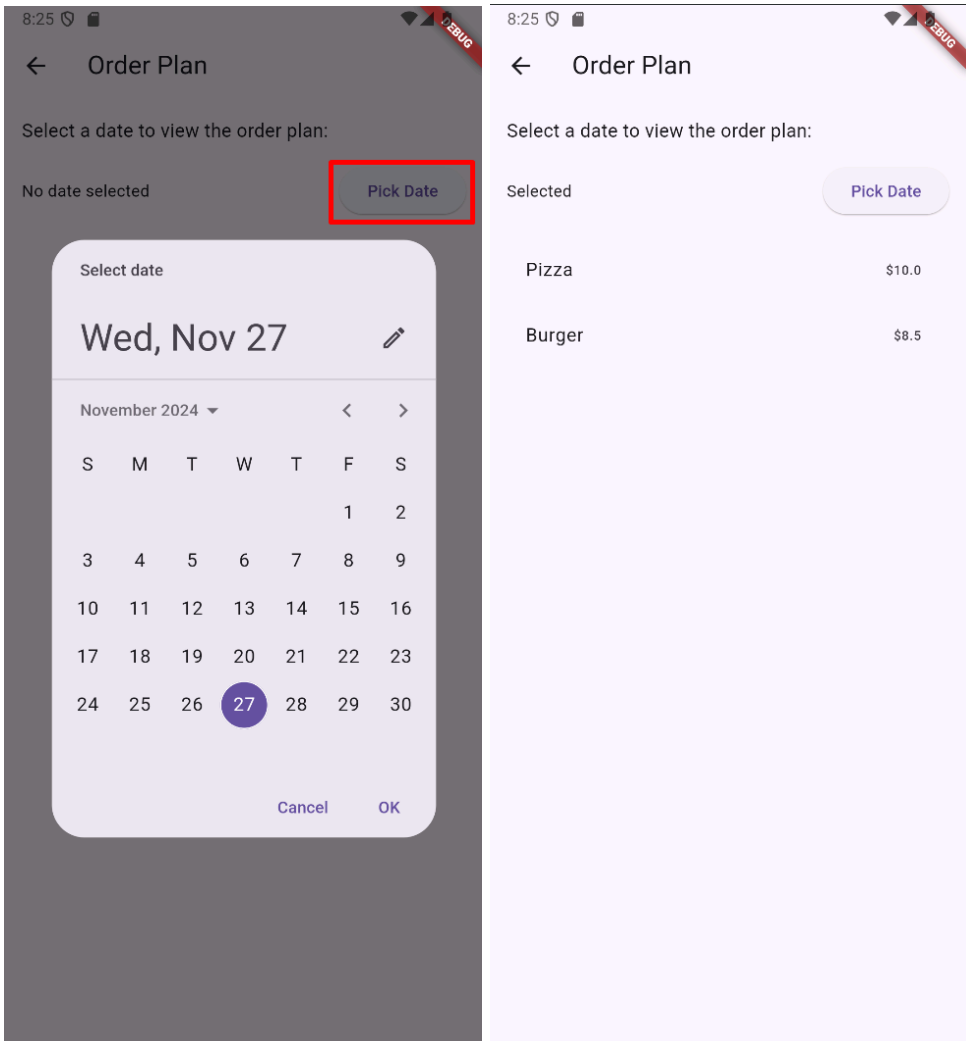


- Manage food screen prompts user to enter information to add a food and price to the database
- This page also asks the user to enter the information to edit / delete a previously added location to the database



- In this example, an entry for taco food is entered, after it is added, it is displayed on the screen with the other food
- As you can see, there are button for editing and deleting the food that was added to the database
- Notice that each screen has a back button for the user to easily navigate all the pages without any problems or having to restart the app, there is also implementation for the user to use the action bar on the android phone to go back to a previous screen if the user does not want to use the button.

- Order plan screen to select dates to view order plans



- Order plan is selected and displayed for the user to see

- Database: The database in this app stores location data with columns for id, address, latitude, and longitude. It uses an SQLiteDatabase to perform CRUD operations: adding new food, editing existing ones, deleting food, and retrieving info based on a given date. The app interacts with the database through methods in the DatabaseHelper class, which handles SQL queries to insert, update, delete, or fetch data. Each activity in the app interacts with the database to manage location information based on user input.

Github repository link:
https://github.com/MartinCeron/Assignment-3---Mobile-App-Development.git