# Food Delivery App

# A Project Report for Industrial Internship/Major Project/Minor Project

### Submitted by

Indronil Chatterjee, Debanjan Roy, Sayan Dirghangi,
Dipankar Guha, Avishek Chakraborty

In the partial fulfillment for the award of the degree of

**B.Tech** 

In the

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at

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# Ardent® Computech Pvt. Ltd.

Module – 132, Ground Floor, SDF Building, Sector V, Salt Lake, Kolkata – 700091. ☎+91 33 40073507

#### **CERTIFICATE FROM SUPERVISOR**

This is to certify that **Debanjan Roy** have successfully completed the project titled **Food Delivery App** under my supervision during the period from **17**<sup>th</sup> **May 2021** to **24**<sup>th</sup> **July 2021** which is in partial fulfilment of requirements for the award of the **B.Tech** degree and submitted to the Department of **CSE** of **Sur Institute of Technology**.

Signature of the Supervisor

Date:

Name of the Project Supervisor: PALLABI SAH











# **Acknowledgement**

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We take this opportunity to express our deep gratitude towards our project mentor, *Ms. PALLABI SAHA* for giving such valuable suggestions, guidance and encouragement during the development of this project work.

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# **Chapter 1. INTRODUCTION**

Amidst the 21st century, Android is quite possibly the most moving theme in the present innovative industry. For being an open-source and free stage, Android partakes in the trust of a considerable client base whose number is expanding step by step. Android PDAs clients like the similarity, standard free application dispatches, and refreshes, which makes it the best desire to challenge the iPhone's invasion, which now orders an enormous base of utilizations.

The account of Android traces back to 2003 when some American software engineers Andy. Rubin, Rich Miner, Nick Sears, and Chris White helped establish a beginning up Android Inc. in Palo Alto, California. The organization was subsequently confronted with the inadequacy of assets, bringing the global tech goliath Google into the image. Google could detect the potential the item conveyed inside and did what needs to be done worth \$50 Million to gain Android in 2005. Before long, every one of the four Co-authors moved to the Googleplex to keep on fostering the OS further under their new proprietors. The primary public Android Beta Version 1.0 was at last distributed on fifth November 2007.

Android is an open-source working framework dependent on an adjusted variant of the Linux bit and another open-source programming, planned basically for touchscreen cell phones, for example, cell phones and tablets. Its source code is Android Open-Source Project (AOSP), which is essentially authorized under the Apache License. Android has been the top-of-the-line OS worldwide on cell phones since 2011 and tablets since 2013. As of May 2017, it has more than two billion month-to-month dynamic clients, the enormous introduced base of any working framework. As of January 2021, the Google Play Store highlights more than 3 million applications. The main business form, Android 1.0(API level 1), was delivered on September 23, 2008, and the current stable adaptation is Android 11(API level 30), born on September 8, 2020 [1].

Since Android is open source and unreservedly accessible to makers for customization, there are no fixed equipment or programming setups. Furthermore, since the day it was dispatched, Android has been accessibly liberated from cost, and Google clarified that it would be accessible in the future. The OS grabbed the eye of producers worldwide, and numerous at first embraced it for minimal expense advanced mobile phones. Android upholds numerous sound/video/still media designs like MP3, MIDI, WebM, H.263, AAC, MPEG-4. Most Android gadgets incorporate microSD card openings and peruse microSD cards arranged with

the FAT32, Ext3, or Ext4 document frameworks. Android upholds various dialects. Performing multiple uses, with the special treatment of memory allotment, is additionally accessible in Android.

Android has consistently been on the highest point of the hustle when engineers ponder versatile application improvement. An enormous number of Android App Development Companies expect to get high advantages to the extent of \$6.3 trillion going before 2021. This shows Android Mobile Apps will be the trendiest applications later on. Fortuitously all the Android Mobile Apps will have the best UI and better exercises.

#### 1.1 OBJECTIVE

The primary goal of the Online Food Ordering System is to deal with the subtleties of Item Category, Food, Delivery Address, Order, Shopping Cart. It deals with all the data about Item Category, Customer, Shopping Cart, Item Category. The undertaking is completely worked at the regulatory end, and subsequently, just the director has ensured the entrance. The motivation behind the project is to construct an application program to decrease the manual work for dealing with the Item Category, Food, Customer, Delivery Address. It tracks every one of the insights concerning the Delivery Address, Order, Shopping Cart.

#### 1.2 SCOPE

The platform and current demand for food allow many fresh apps to the food market, also apps that are available hits success. Food is a most required thing, this on-demand food delivery app provides delicious foods people ordered, without making them skip a meal.

### Chapter 2. Study

# 2.1 Feasibility Study

At the present moment, the system is entirely functional, save the few minor bugs which are bound to present themselves during more extensive testing. A user is currently able to register and log in to the website and place an order. That order is then displayed, correctly and completely, and all details are stored in google firebase database.

### 2.4 Functional requirements

- **User registration:** User must be able to register for the application through a email id. On installing the application, user must be first register their email and set password.
- Ordering Food: User can easily select any food item from the search option and order it after login to the system.
- **User Profile**: User Can see their details by clicking profile option and change their profile picture if they want to.

### 2.6 Hardware and Software Requirement

#### 2.6.1 From Developers Perspective

To develop the application the developers require some essential software and hardware, they are listed below

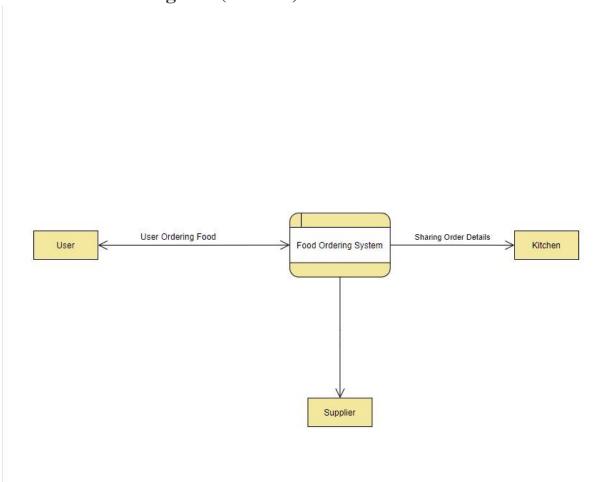
- i. A working laptop or desktop (with minimum 4GB RAM, recommended 8GB or above)
- ii. An Android phone. iii.JDK version 8 or above
- iv. Android Studio Software
- v. A Google account

### 2.6.2 From Users Perspective

For using this application the users need an android phone with API version 29 or above and internet connection. By having these the users can register in the application and use it.

# Chapter 3. System Design

# **3.1 Data Flow Diagram (Level 0)**



## **Chapter 4. Coding and Implementation**

#### **4.1 Codes**

### 4.1.1 MainActivity/login.java

```
pl.setVisibility(View.VISIBLE);
    private void login(String email, String pass) {
Intent(MainActivity.this, fooddelivery.class));
Toast.LENGTH SHORT).show();
        this.finish();
```

#### 4.1.2 MainActivity/Login.java

```
app:layout constraintTop toTopOf="parent
<LinearLayout
    android:layout width="390dp"
        <com.google.android.material.textfield.TextInputEditText</pre>
            android:inputType="textEmailAddress"/>
    </com.google.android.material.textfield.TextInputLayout>
</LinearLayout>
<LinearLayout
        <com.google.android.material.textfield.TextInputEditText</pre>
            android:inputType="numberPassword"/>
    </com.google.android.material.textfield.TextInputLayout>
</LinearLayout>
   android:layout width="95dp"
   android:layout height="48dp"
    android:text="@string/login"
```

```
app:layout constraintBottom toBottomOf="parent"
       app:layout constraintEnd toEndOf="parent"
   <ProgressBar
</androidx.constraintlayout.widget.ConstraintLayout>
```

#### 4.1.3 Registration.java

```
package com.dr.test_project;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import android.app.Activity;
import android.content.Context;
import android.content.Intent;
```

```
FirebaseAuth auth;
protected void showing(String msg)
        pass in = String.valueOf(pass input.getText()).trim();
        name lay.setError(null);
```

```
email input.setError("Email Cannot Be Empty");
documentReference.set(user).addOnCompleteListener(task1 -> {
Intent(getApplicationContext(), MainActivity.class());
    public void login page(View view)
        startActivity(in);
        this.finish();
```

}

### 4.1.4 Registration.xml

```
<LinearLayout
    android:orientation="vertical"
   app:layout constraintBottom toBottomOf="parent"
   app:layout constraintEnd toEndOf="parent"
    <TextView
    <TextView
        android:textColor="@color/black"
    <com.google.android.material.textfield.TextInputLayout</pre>
        <com.google.android.material.textfield.TextInputEditText</pre>
```

```
app:startIconDrawable="@drawable/ic baseline email 24">
<com.google.android.material.textfield.TextInputEditText</pre>
<com.google.android.material.textfield.TextInputLayout</pre>
    <com.google.android.material.textfield.TextInputLayout</pre>
            android:inputType="numberPassword" />
        <TextView
```

### 4.1.5 Fooddelivery.java

```
import androidx.navigation.ui.AppBarConfiguration;
   protected void onCreate(Bundle savedInstanceState) {
       setContentView(binding.getRoot());
```

```
setSupportActionBar(binding.appBarFooddelivery.toolbar1);
View.OnClickListener() {
                       .setAction("Action", null).show();
        mAppBarConfiguration = new AppBarConfiguration.Builder(
R.id.nav Order, R.id.nav Payment, R.id.nav offers)
    public boolean onCreateOptionsMenu(Menu menu) {
headerView.findViewById(R.id.name dis);
            public void onEvent(@Nullable
```

```
public boolean onSupportNavigateUp() {
            || super.onSupportNavigateUp();
public boolean onOptionsItemSelected(@NonNull MenuItem item) {
       callLogoutDialog();
private void callLogoutDialog() {
AlertDialog.Builder alertBuilder = new
    alertBuilder.setPositiveButton("Yes",((dialog, which) -> {
        finishAffinity();
```

#### 4.1.6 app barFooddelivery.xml

### 4.1.7 contentFooddelivery.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    app:layout_behavior="@string/appbar_scrolling_view_behavior"
    tools:showIn="@layout/app_bar_fooddelivery">

    <fragment
        android:id="@+id/nav_host_fragment_content_fooddelivery"
        android:name="androidx.navigation.fragment.NavHostFragment"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        app:defaultNavHost="true"
        app:layout_constraintHorizontal_bias="0.0"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintLeft_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:navGraph="@navigation/mobile_navigation2" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

#### 4.1.8 Nav\_headerFooddelivery.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:layout_width="match_parent"
    android:layout_height="@dimen/nav_header_height"
    android:background="@drawable/theme_darkmode"
    android:gravity="bottom"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:theme="@style/ThemeOverlay.AppCompat.Dark">

<TextView
    android:layout_width="wrap_content"
    android:id="@+id/name_dis"
    android:text="User-Name"/>

<TextView
    android:id="@+id/useremail_add"
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"</pre>
```

```
android:text="@string/abcd_gmail_com"/>
</LinearLayout>
```

### 4.1.9 Fooddelivery.xml

### 4.1.9 mobile\_navigation.xml

#### 4.1.10 Home.java

```
savedInstanceState) {
                new ViewModelProvider(this).get(HomeViewModel.class);
    public void onDestroyView() {
```

} }

### 4.1.10 fragment\_Home.xml

#### 4.1.11 HomeViewModel.java

```
package com.dr.test_project.ui.home;
import androidx.lifecycle.LiveData;
import androidx.lifecycle.MutableLiveData;
import androidx.lifecycle.ViewModel;
public class HomeViewModel extends ViewModel {
    private MutableLiveData<String> mText;
    public HomeViewModel() {
        mText = new MutableLiveData<>();
        mText.setValue("I Dont know");
    }
    public LiveData<String> getText() {
        return mText;
    }
}
```

#### 4.1.12 Search.java

```
package com.dr.test_project.ui.Search;
import androidx.lifecycle.ViewModelProvider;
```

```
import androidx.annotation.Nullable;
import android.view.LayoutInflater;
import com.google.firebase.firestore.QuerySnapshot;
   private SearchFragmentBinding binding;
                             @Nullable Bundle savedInstanceState) {
      fetchdata();
   private void fetchdata() {
       firestore = FirebaseFirestore.getInstance();
                .addOnCompleteListener(task -> {
```

### 4.1.13 fragment\_Search.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".ui.Search.Search"
    android:background="@drawable/kip">

    <androidx.recyclerview.widget.RecyclerView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/food_list"
        android:layout_margin="5dp"/>

</FrameLayout>
```

#### 4.1.14 foodmodel.java

```
package com.dr.test_project;

public class FoodModel {
   // private String id;
   private final String name;
   private final String price;
```

```
private String imgurl;
   this.EST=EST;
public String getCategory() {
public String getEST() {
public String getName() {
public String getDescription() {
```

#### 4.1.16 Food\_details.java

```
package com.dr.test_project;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.TextView;
import com.dr.test_project.adapter.Constants;
import com.dr.test_project.databinding.ActivityFoodDetailsBinding;
import com.dr.test_project.ui.Search.Search;
import com.dr.test_project.ui.order.order;
```

```
.mport com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.auth.FirebaseUser;
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
       name = bundle.getString(Constants.Food title);
                auth = FirebaseAuth.getInstance();
                Fstore = FirebaseFirestore.getInstance();
Fstore.collection("Order").document(id);
```

### 4.1.17 Food\_details.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
   <FrameLayout</pre>
    <LinearLayout
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintTop toTopOf="parent">
        <ImageView</pre>
            android:cropToPadding="true" />
        </androidx.cardview.widget.CardView>
```

```
android:layout margin="5dp"
        android:textSize="20dp"
        android:textColor="@color/white"
        android:text="tile" />
    <TextView
    <TextView
</androidx.constraintlayout.widget.ConstraintLayout>
```

#### 4.1.18 order.java

```
package com.dr.test_project.ui.order;
import androidx.cardview.widget.CardView;
import androidx.fragment.app.FragmentManager;
import androidx.fragment.app.FragmentTransaction;
import androidx.lifecycle.ViewModelProvider;
```

```
import androidx.annotation.Nullable;
import androidx.fragment.app.Fragment;
   FirebaseAuth auth;
   CardView c;
   public static order newInstance() {
       return new order();
                             @Nullable Bundle savedInstanceState) {
               new ViewModelProvider(this).get(OrderViewModel.class);
```

```
binding = OrderFragmentBinding.inflate(inflater, container, false);
        View root = binding.getRoot();
        db = FirebaseFirestore.getInstance();
EventListener<DocumentSnapshot>() {
            public void onEvent(@Nullable
        confirm.setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
Navigation.findNavController(v).navigate(R.id.action nav Order to nav offer
    public void onDestroyView() {
}4.1.18 order.xml
```

#### 4.1.19 fragment\_order.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
```

```
</TextView>
    <LinearLayout
        <ImageView</pre>
            android:textColor="@color/white"/>
        <TextView
            android:text="price"
```

</LinearLayout>

```
</mndroidx.cardview.widget.CardView>

</mndroid:id="@+id/order_total"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="end"
    android:textSize="16sp"
    android:textColor="@color/white"
    android:padding="15dp"
    android:text="Total" />

</mndroid:id="@+id/confirm_order"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Pay"
    android:layout_gravity="center"
    android:layout_marginTop="50dp"
    android:textColor="@color/white"/>

</linearLayout>

</frameLayout>
</frameLayout>
```

### 4.1.20 Address.java

```
package com.dr.test_project.ui.Offers;
import androidx.lifecycle.ViewModelProvider;
import android.content.Intent;
import android.os.Bundle;
import androidx.annotation.NonNull;
import androidx.annotation.Nullable;
import androidx.fragment.app.Fragment;
import androidx.navigation.Navigation;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.view.ViewGroup;
import android.widget.Button;
import com.dr.test_project.databinding.OfferFragmentBinding;
import com.dr.test_project.ui.order.OrderViewModel;
import com.dr.test_project.ui.order.OrderViewModel;
import com.dr.test_project.ui.payment.payment;
import com.dr.test_project.ui.payment.payment;
import com.google.android.material.snackbar.Snackbar;
import com.google.android.material.textfield.TextInputEditText;
import com.google.android.material.textfield.TextInputLayout;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.firestore.FirebaseFirestore;
public class offer extends Fragment {
    private OfferViewModel mViewModel;
}
```

```
OfferFragmentBinding binding;
FirebaseFirestore database;
    return new offer();
        public void onClick(View v) {
```

#### 4.1.21 address.xml

```
android:inputType="text"
          <com.google.android.material.textfield.TextInputLayout</pre>
                      android:inputType="textPostalAddress"/>
          <com.google.android.material.textfield.TextInputEditText</pre>
                android:inputType="text"/>
    </com.google.android.material.textfield.TextInputLayout>
          <com.google.android.material.textfield.TextInputLayout</pre>
                android:text="Confirm" />
    </LinearLayout>

<
```

### 4.1.22 userprofile.java

```
import android.media.MediaPlayer;
com.google.android.material.floatingactionbutton.FloatingActionButton;
import com.google.firebase.storage.FirebaseStorage;
          FirebaseFirestore db;
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
```

```
setContentView(binding.getRoot());
        auth = FirebaseAuth.getInstance();
        flt.setOnClickListener(v -> modalDialogue());
EventListener<DocumentSnapshot>() {
            public void onEvent(@Nullable
"+value.getString("Name").toUpperCase());
    private void modalDialogue() {
BottomSheetDialog(user prof.this);
            Intent openintent = new Intent(Intent.ACTION GET CONTENT);
            openintent.setType("image/*");
            Picasso.get().load(R.drawable.login 1).into(img);
    protected void onActivityResult(int requestCode, int resultCode,
```

```
Bitmap bit = (Bitmap) data.getExtras().get("data");
        Uri galuri = data.getData();
private void uploadgal(Uri galuri) {
                             .addOnSuccessListener(uri -> {
                                String uploaduri = galuri.toString();
                               Updatedb(uploaduri);
            }).addOnFailureListener(e -> {
        Log.d("Error:", e.toString());
private void Updatedb(String uploaduri) {
            .addOnCompleteListener(task -> {
```

### 4.1.23 user\_profile.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".user_prof"
    android:background="@drawable/new_theme">
```

```
<LinearLayout
        <ImageView</pre>
            android:cropToPadding="true"/>
        <LinearLayout
            android:orientation="vertical"
            <TextView
                android:layout height="41dp"
                android:text="name"
                android:textColor="@color/black"
```

<FrameLayout</pre>

#### 4.1.24 constatnt.java

```
package com.dr.test_project.adapter;

public class Constants {
    public static String Food_price="price";
    public static String Food_des="description";
    public static String id="id";
    public static String Food_img="pic";
    public static String Food_est="Est";

    public static String Food_id="Est";
    public static String Food_title="name";
}
```

#### 4.1.25 home\_adapter.java

```
import android.content.Context;
import android.content.Intent;
import android.os.Bundle;
import android.provider.SyncStateContract;
import android.view.LayoutInflater;
import android.view.LayoutInflater;
import android.view.View;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
import android.widget.CardView;
import androidx.constraintlayout.solver.state.State;
import androidx.recyclerview.widget.RecyclerView;
import com.dr.test_project.FoodModel;
import com.dr.test_project.Food_details;
import com.dr.test_project.R;
import com.dr.test_project.R;
import com.dr.test_project.Atate.State;
import com.dr.test_project.R;
import com.dr.test_project.R;
import com.dr.test_project.R;
import com.squareup.picasso.Picasso;
import org.jetbrains.annotations.NotNull;
```

```
oublic class home adapter extends
RecyclerView.Adapter<home adapter.InnerClass> {
    List<FoodModel> foodModelList;
    public home adapter(List<FoodModel> foodModelList, Context ctx) {
parent, int viewType) {
    public void onBindViewHolder(@NonNull @NotNull InnerClass holder, int
                bundle.putString(Constants.Food est, food.getEST());
               bundle.putString(Constants.Food id, String.valueOf(id));
    public int getItemCount() {
```

```
return foodModelList.size();
}
// this class will help to define the objects used in the layout
public class InnerClass extends RecyclerView.ViewHolder {
    FoodListBinding itemBinding;
    CardView cardView;
    ImageView image;
    TextView name;
    TextView des;
    TextView time;
    TextView price;
    public InnerClass(@NonNull @NotNull View itemView) {
        super(itemView);
        itemBinding = FoodListBinding.bind(itemView);
        cardView = itemBinding.cardViewFood;
        image = itemBinding.foodPic;
        name = itemBinding.itemTitle;
        // des = itemBinding.des;
        // time= itemBinding.time;
        price = itemBinding.price;
    }
}
}
```

#### 4.1.26 Oder\_details.java

```
package com.dr.test_project.adapter;
public class Order_details {
    public static String Food_img;
    public static String Food_price;
    public static String Food_title;
}
```

#### 4.1.27 payment.java

```
package com.dr.test_project.ui.payment;
import androidx.lifecycle.ViewModelProvider;
import android.os.Bundle;
import androidx.annotation.NonNull;
import androidx.annotation.Nullable;
import androidx.fragment.app.Fragment;

import android.text.Layout;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.Button;
import android.widget.EditText;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;

import com.dr.test_project.R;
import com.dr.test_project.databinding.OrderFragmentBinding;
import com.dr.test_project.databinding.PaymentFragmentBinding;
import com.dr.test_project.registration;
```

```
import com.google.firebase.auth.FirebaseAuth;
    public View onCreateView(@NonNull LayoutInflater inflater, @Nullable
                             @Nullable Bundle savedInstanceState) {
               new ViewModelProvider(this).get(PaymentViewModel.class);
EventListener<DocumentSnapshot>() {
            public void onEvent(@Nullable
            String card = String.valueOf(Card.getText()).trim();
```

```
reference.delete();
public void onDestroyView() {
```

#### 4.1.28 fragment\_payment.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".ui.payment.payment">

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:orientation="vertical"
        android:padding="20dp"
        android:layout_margin="20dp"
        android:id="@+id/layli">

        <EditText</pre>
```

```
android:ems="10"
                        <EditText
                        <EditText
               </LinearLayout>
               <EditText
                       android:inputType="text" />
               <EditText
                       android:inputType="number" />

<
```

4.1.29 activity\_drawer\_menu.xml

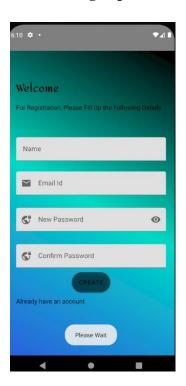
```
</group>
        android:title="Cart" />
    </menu>
</item>
```

# **4.2 Screenshots as Outputs**

4.2.1 Login Screen



4.2.2 SignUp Screen



## 4.2.3 Home Screen



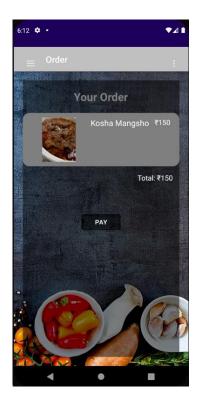
### 4.2.4 Search Screen



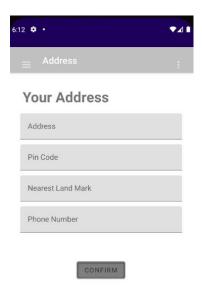
### 4.2.5 Food Details Screen



#### 4.2.6 Order Screen

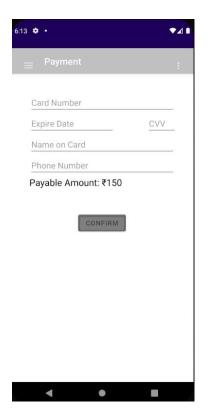


#### 4.2.7 Address screen





### 4.2.8 Payment screen



## **Chapter 5. Testing and Maintenance**

#### **5.1** Objective of testing

Software Testing has different goals and objectives. The major objectives of Software testing are:

- i. Finding defects which may get created by the programmer while developing the software.
- ii. Gaining confidence in and providing information about the level of quality.
- iii. To prevent defects.
- iv. To make sure that the end result meets the business and user requirements.
- v. To ensure that it satisfies the BRS that is Business Requirement Specification and SRS that is System Requirement Specifications.
- vi. To gain the confidence of the customers by providing them a quality product.

#### 5.2 Test cases

#### 5.2.1

Test Case Number	1
Test Case Name	Log In Page
Test Case Description	For login user has to register first if they havent registered they will not get the access to the home screen.
Test performed by	Debanjan Roy

#### Items to be tested:

#### Sucessful login

Input	Expected output
Tap on the Log In button	1. Login error message
	2. Sucessful login
	3.Directed to proper page

Output received: Sucessful LogIn, Login error, Directed to proper page







## 5.2.2

Test Case Number	2
Test Case Name	Blank credential in Log In screen
Test Case Description	For log in, user has to provide registered
	phone number.
Test performed by	Debanjan Roy

### Items to be tested:

# Blank Log In details

Input	Expected output
-------	-----------------

Tap on the Sign In button	1.Error message

## Output received: Error message





### 5.2.3

Test Case Number	3
Test Case Name	Registration
Test Case Description	If user already registered/registering using already registered email id
Test performed by	Debanjan Roy

### Items to be tested:

## Blank Log In details

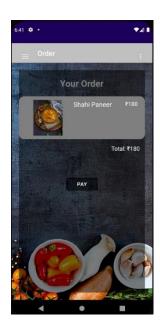
Input	Expected output
Tap on the Create button	1.Error message



#### 5.2.4

Test Case Number	4
Test Case Name	Order
Test Case Description	If selected item placed in order screen
Test performed by	Debanjan Roy





## **Chapter 6. Security Measures**

#### **6.1 Database Security measures**

In this project we have used Google Firebase as our database. In addition, several Firebase services also encrypt their data at rest, like Cloud Firestore, Cloud Functions for Firebase, Cloud Storage for Firebase, Firebase Crashlytics, Firebase Authentication, Firebase Cloud Messaging, Firebase Realtime Database, Firebase Test Lab. Firebase services encrypt data in transit using HTTPS and logically isolate customer data. To keep personal data safe, Firebase employs extensive security measures to minimize access, Firebase restricts access to a select employees who have a business purpose to access personal data. Firebase logs employee access to systems that contain personal data. Firebase only permits access to personal data by employees who sign in with Google Sign-In and 2-factor authentication.

## **Chapter 7. Limitation**

#### 7.1 Limitation

- i. This application cannot run without internet.
- ii. Order status is not updated and user cannot see their already ordered items
- iii. Only one order can be placed at a time.

### **Chapter 8. Conclusion**

Nowadays one of the most important principles of designing a software is to keep the interface simple yet effective and absolutely user-friendly. This has been the guiding force behind making our app. The interface that we provide is no exception. Against the backdrop of this ideology we design a simple yet very effective interface. Testing is also necessary for the failures and problems that arise during the operation of an application. Our testing and maintenance activity included a post implementation of the application features to ensure that the newly implemented app meets the objective. Bug fixing has been done to implement the app effectively.

# **Chapter 9. References**

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