Aplikacja mobilna - „Sklep"

1. General provisions:

The project was created for the purpose of obtaining credit and assessment during classes entitled: "Mobile Applications Workshop". The project contains code written in Java in the Android Studio environment. The graphics were scaled and modified in Paint.

2. Participants:

Application scheme: Maciej Brzóska, Jan Kapuściński, Michał Faryn
Graphics: Olaf Karaś, Jan Kapuściński, Robert Pazurkiewicz
Page appearance (.fxml files): Maciej Piotrowski, Karol Becker, Dawid Leśniewski, Oliwier Kisiel
Scripts: Daniel Nowacki, Kamil Janowski, Jakub Kowalski

3. Principle of operation:

a) After applying the application on top "Shop" will be displayed under the inscription placed three product sections: dania, napoje, przekaski.

b) When applied in sections e.g. described, described products with the description of this product.

c) After use in the product
be on order
and the order code will appear
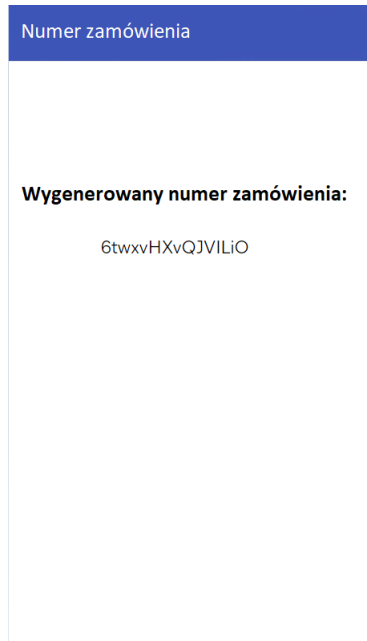
4. Design elements
a) Graphics: 12 graphic files, 3 section icons and 9 product icons
b) Scripts: 4 Java files with application functionality
c) .fxml files: 4 files with the visual part of the application

5. Place of project placement:
The project has been made available on Github in the repository titled "sklep"

6. Application tests:
The tests were performed while creating an application using the Pixel 5 emulator with the API 34 system in the Android Studio environment.

7. Final Provisions:
The application was provided for educational purposes aimed at presenting group work, work to completion and communication between project participants. addition to preparation for preparation inf.04.