National University of Computer and Emerging Sciences, Lahore Campus				
	Course:	**Software for Mobile Devices**	**Course Code:**	**CS 0439**
	Section:	A,B	**Marks:**	**50**
	Submission deadline:	**5-10-2025 (11:59 pm)**	**Weight**	
	Assignment:2		**Page(s):**	

Instruction/Notes:	1. **"Submit your app/src folder compressed as a .zip file" named as your roll number., i.e., 22L-1111.zip**
	2. **You are not allowed to copy solutions from other students. We will check your code for plagiarism using plagiarism checkers. If any sort of cheating is found, heavy penalties will be given to all students involved.**
	3. **Late submission of your solution is not allowed. After the deadline, no submission will be accepted.**

Assignment 2 – Fasty Bites Summary Screen

Objective:
To extend Assignment 1 by making the app functional with button actions, data passing from one activity to another using intents, and a splash screen.

What you will learn:

- Working with onClick listeners

- Getting and setting data in views

- Using Intent to pass data between screens and app

- Adding a splash screen with animation

Task:
Build on top of your Assignment 1.

Requirements:

1. Create a **Splash Screen** activity:

    a. Show a simple logo.

    b. Apply an animation (e.g., rotate or translate) to the logo.

    c. After 5 seconds, automatically open the menu screen (assignment 1 activity).

Note: Make the splash screen the **launcher activity** (first activity shown when the app opens) and In AndroidManifest.xml, remove the launcher intent filter from the menu screen activity since it is no longer our launcher activity.

2. Menu Screen (from Assignment 1, now functional)

- Implement **"+" and "–" buttons** for each item to increase/decrease quantity.

- The **total bill** should be calculated dynamically = Σ(quantity × price) for all selected items.

- Add a **Clear button**:

  - On press, show a **confirmation dialog**:
    "Are you sure you want to reset your order?"

    - If **Yes** , reset all fields.

    - If **No** ,dismiss dialog.

3. Validation Rules

- If **Delivery** is selected , Address field **must not** be empty.

- If **Pickup** is selected , Address should automatically display **"N/A"**.

- If validation fails, show a **Dialog box** with an error message (e.g., "Please enter delivery address").
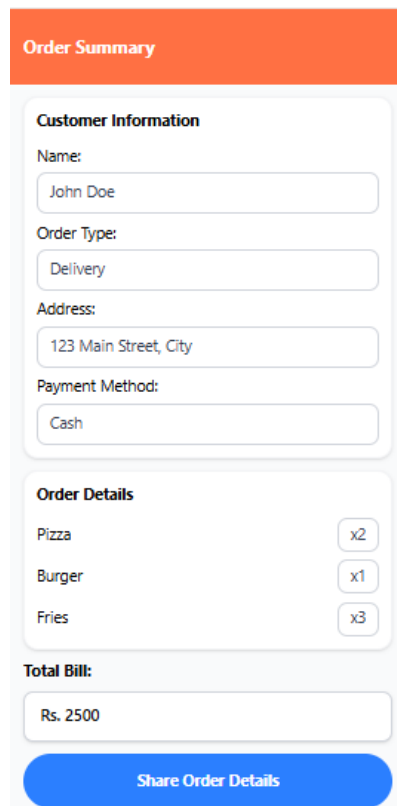
4. Order Now Button

- On click:

  - Collect all inputs:

    - Name

    - Order Type (Pickup/Delivery)

    - Address (validated)

    - Payment Method

    - Selected items with their quantities

    - Total bill (calculated)

  - Pass this data to the Summary screen using an **explicit intent**.

5. Summary Screen

- Display all the received information in a neat layout:

  - Customer Info (Name, Order Type, Address, Payment Method)

  - Order Details (each selected item and quantity)

- o Total Bill

- Add a **"Share Order" button**:

  - o On press, use an **implicit intent** to share the order details (Name, items, quantities, total bill) via WhatsApp, Gmail, or other apps.

Design for summary screen activity is attached.

 The main goal is to learn how to collect user input, pass it through an Intent, and display it properly on another screen.