

National University of Computer and Emerging Sciences, Lahore Campus



Course: Software for Mobile Devices Course

Program: BSCS Semester: Fall 2025 Due Date: 12 Sept 2025 at 11:59 pm

Total Marks: 50 marks Type: Assignment 1

Important Instructions:

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 1 – Fasty Bites Menu Screen

Objective:

To practice XML layouts and views by creating the front-end of a simple food ordering app.

What you will learn:

- Layouts (Linear, Relative)
- Views: TextView, EditText, Button, RadioButton, CheckBox, ImageView etc
- Styling with margin, padding, background colors

Task:


Recreate the **Menu Screen** of the Fasty Bites app (Design attached).


Fasty Bites


Order Type
☒ Pickup ☐ Delivery


Estimated Time: 30 mins

☒

**Margherita Pizza**
\$12.99

**Classic Burger**
\$8.99

**Crispy Fries**
\$4.99

**Club Sandwich**
\$7.99

☐ Cash ☐ Card

Requirements:

1. Create an header bar with the text **Fasty Bites**.
2. Add order type options (Pickup / Delivery) using RadioButtons.
3. Add EditTexts for **Name** and **Address** (with hints).
4. Show static text for **Estimated Time: 30 mins**.
5. Add 4 food items (Pizza, Burger, Fries, Sandwich). Each item should have:
 - a. Image
 - b. Checkbox
 - c. Name and Price
 - d. “−” button to decrease quantity, quantity of item, “+” button to increase quantity (no need to implement buttons in this assignment)
6. Add Payment Method section (Cash / Card).
7. Add two buttons at the bottom: **Order Now** and **Clear**.

8. Make sure to give **proper IDs** to all views, as this screen will be used again in Assignment 2.

Note: This assignment is **static only**. No functionality is required.

