# SNACK SQUAD

S.no	Contents	Page No
	CHAPTER-1	1
	INTRODUCTION	1
	1.1 Overview	1
	1.2 Purpose	2
	CHAPTER-2	3
	PROBLEM DEFINITION AND DESIGN THINKING	i 3
	2.1 Empathy Mapping	3
	2.2 Ideation & Brainstorming Map	5
	CHAPTER- 3	6
	RESULT	6
	3.1 Screenshots	6
	CHAPTER- 4	11
	PROPOSED SYSTEM	11
	4.1 Advantages	11
	4.2 Disadvantages	11
	CHAPTER- 5	12
	APPLICATIONS	12
	CHAPTER- 6	13
	CONCLUSION	13
	CHAPTER- 7	14
	FUTURE ENHANCEMENT	14
	CHAPTER- 8	15
	APPENDIX	15
	8.1 Coding	15

### **INTRODUCTION**

#### 1.1 Overview

In our current reality where time is a significant product, individuals are dependably watching out for helpful and effective arrangements. Snacking is one industry that has seen a rise in demand for such solutions. Whether you're in a bustling business day or partaking in a sluggish end of the week at home, eating is something we as a whole enjoy. But it can be hard to find the time and energy to go shopping for your favourite snacks.

Welcome to our app for snack ordering and delivery. Customers will be able to order and receive their favourite snacks without having to leave the comfort of their homes with the help of this app, which is designed to be both convenient and effective. With only a couple of taps on your Smartphone, you can peruse a broad menu of delightful tid bits and have them conveyed right to your doorstep quickly.

Customers can quickly register and begin placing orders for their favourite snacks right away thanks to our user-friendly and straightforward app. The registration procedure is straightforward and only requires basic information like your name, email address, and password. Customers can look through the main page, which include a wide range of snacks like popcorn, sandwich, burger, once they register.

Our app is made to offer a delivery service that is both dependable and effective. We have collaborated with neighbourhood conveyance organizations to guarantee that clients accept their snacks in an ideal and helpful way. Through the app, customers can monitor their order status in real time, ensuring that their snacks are on their way.

#### Modules:

- 1. Registration Page Here the user create they accounts
- 2. Login Page Here the user login using they account

- 3. Admin Page Here the administrator can see amount of request and conveyance area
- 4. Ordering Page Here the user can order snacks by quantity and specify the delivery location
- 5. Snacks Page Here the user can scroll through wide variety of snacks and order they favourite snacks

### 1.2 Purpose

The snack ordering and delivery app was created to meet the growing demand in the snacking industry for convenient and effective solutions. Customers will be able to order and receive their preferred snacks from the convenience of their own homes with the help of the app, which is intended to facilitate a streamlined and stress-free snacking experience. Customers will be able to easily navigate the menu, customize their orders with the app's user-friendly interface. Additionally, the app aims to offer a dependable and effective delivery service, ensuring that customers receive their snacks promptly and in a way that is convenient for them. The app is anticipated to increase customer satisfaction and loyalty while also providing a valuable revenue stream for the company. By offering customers a one-of-a-kind and satisfying experience, the snacks ordering and delivery app aims to gain a competitive advantage in the snacks delivery market. In the end, the app's goal is to offer customers a profitable business opportunity while also making snacking more accessible and enjoyable for them.

### PROBLEM DEFINITION AND DESIGN THINKING

## 2.1 Empathy Mapping

#### PROBLEM

How might we differ from other system of ordering and delivering

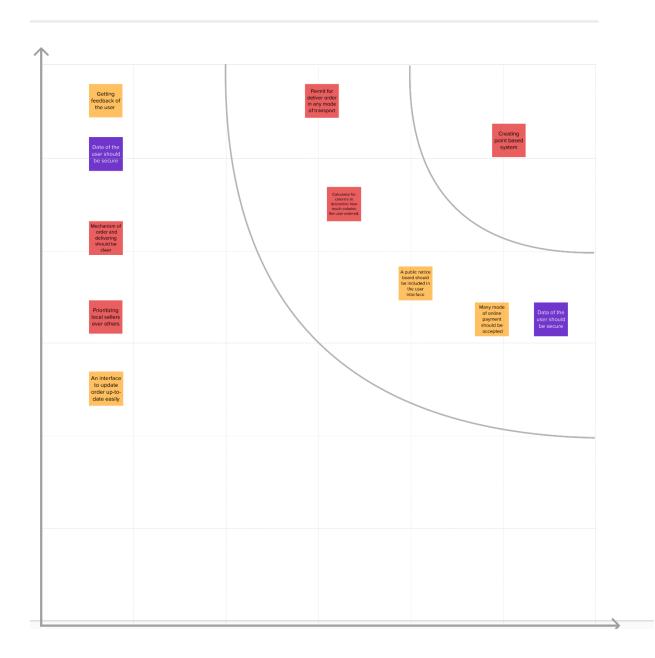
### **Brain Storming**

Gokul	a Krishnan		Guru			Nandhak	umar		Dhinesh		
Creating point based system	Getting feedback of the user	Prioritizing local sellers over others	Creating user- friendly interface	Permit for deliver order in any mode of transport	Many mode of online payment should be accepted	Data of the user should be secure	Mechanism of order and delivering should be clear	A public notice board should be included in the user interface	Calculator for calories to determine how much colories the user ordered.	An interface to update order up-to- date easily	To avoid collect user's personal data

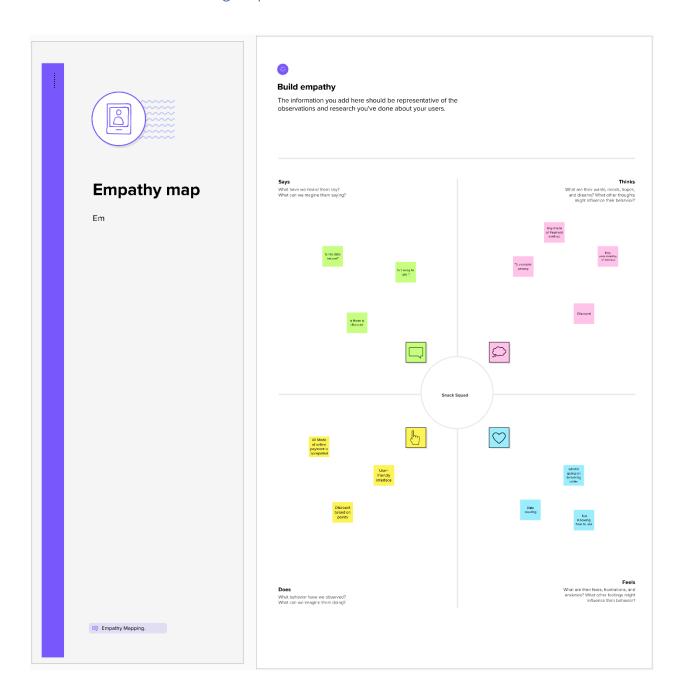
### **Group ideas**



### Prioritize



# 2.2 Ideation & Brainstorming Map

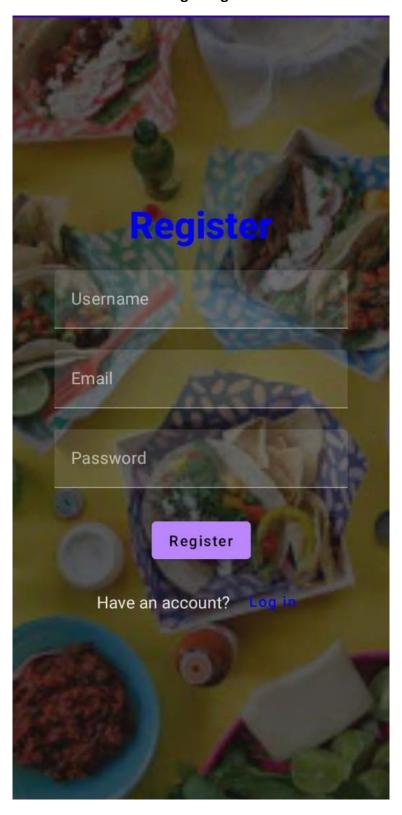


# RESULT

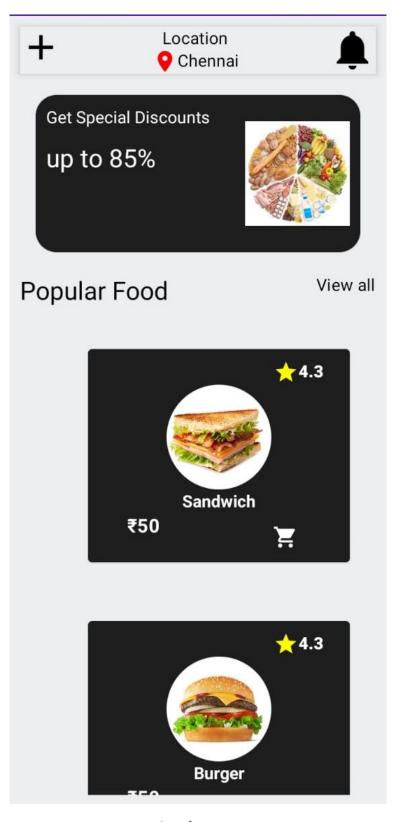
## 3.1 Screenshots



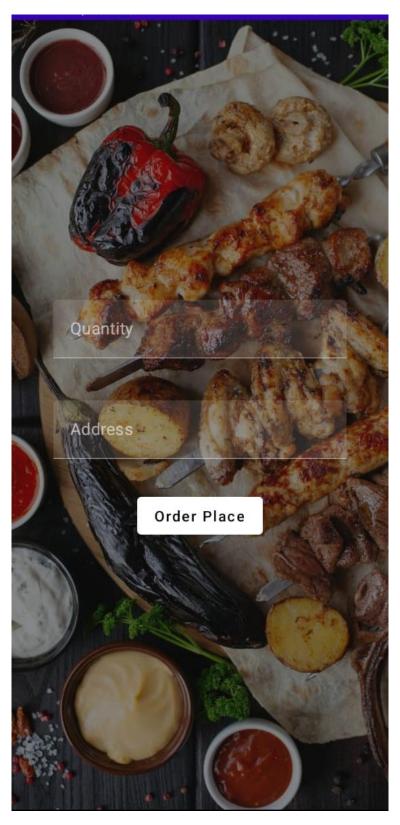
Login Page



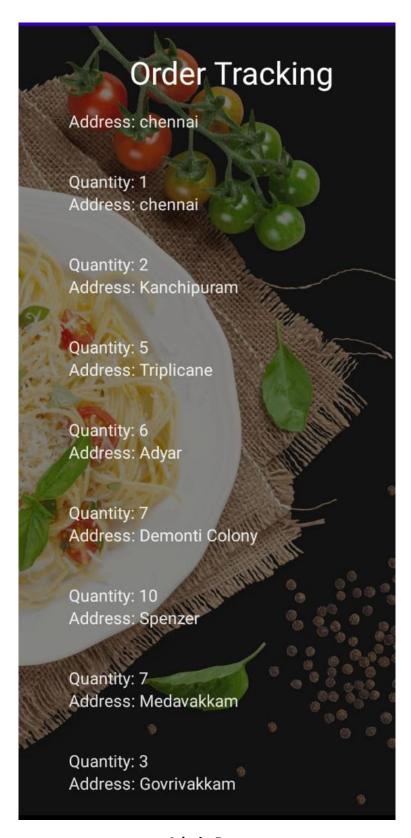
Registration Page



**Snacks Page** 



**Snacks Ordering Page** 



**Admin Page** 

### PROPOSED SYSTEM

#### 4.1 Advantages

- 1. Convenience: Customers can order food from anywhere and at any time with snacks ordering, making it very convenient for them.
- 2. Time-saving: Clients can save a great deal of time by requesting food online as opposed to going to an actual store.
- 3. Customization: Customers' overall experience is enhanced when online ordering systems let them tailor their orders to their preferences.
- 4. Error reduction: Online ordering makes the ordering process more accurate and reduces the likelihood of miscommunication-related errors.
- 5. Increase in sales: Because customers are able to place orders online from any location, sales rise and revenue rise as a result.

### 4.2 Disadvantages

- 1. Problems with the technology: Orders can be delayed or canceled when online ordering systems encounter technical issues.
- 2. Reliance on innovation: The success of online ordering systems is dependent on the technology's dependability, which can be detrimental in the event of its failure.
- 3. Personal interaction is limited: There is less personal interaction with customers when they order online, which can hurt their experience.
- 4. Security concerns: If not properly secured, online ordering systems may result in customer data theft or misuse, posing security risks.
- 5. An additional cost: The initial investment in technology and staff training required to implement an online ordering system can be costly.

### **APPLICATIONS**

The Snacks Ordering app can be used in a lot of different fields. The app can be used by businesses in the food and beverage industry to offer their products to customers in a way that is both convenient and effective. Customers are able to place orders and make payments directly through the app, which can be customized to feature the products of a specific business.

The Snacks Ordering app can be integrated into existing platforms in the e-commerce industry to offer snack products as an additional product category, particularly for platforms that focus on food and beverage products. The app can also be used by retail stores to sell snacks to customers, and convenience stores can offer more snack options.

Corporate workplaces can utilize the application to furnish their representatives with an assortment of nibble choices. Employees can place orders and have the snacks delivered directly to their office using the app, which can be customized to feature the products of a specific company or a variety of snack options from various brands.

Occasion coordinators can likewise use the Bites Requesting application to offer nibble items to participants. The app can be made to show products from a specific brand or a variety of snack options from different brands. This lets people order snacks and have them delivered to the event location.

Food truck owners can use the snacks ordering app to sell snacks and food to customers. The application can assist them with advancing their business, deal with their orders and installments, and speak with clients.

### CONCLUSION

It is possible to draw the conclusion that the goal of the project was to create a user-friendly online ordering platform for popular snacks.

Android Studio and Kotlin were the technology and Language utilized during the development process. The agile development methodology was followed by the development team, allowing them to complete the project on time and within budget.

The Learning process is tough. The platform used to learn was naanmudhalvan. Working on this project improved team spirit between teammates. Improved the knowledge about kotlin language and the basic idea of how to use android studio. Slight knowing of github and how it works.

Improved the ideation, time management, typing skills and an outline of how a project works. Achieved many things and experienced pleasure of working in a project

The Snacks ordering app is a successful and useful tool for people who love snacks and want to order their favorite snacks online. The app's features and capabilities make it simple to use, and the development process adhered to industry best practices, resulting in a high-quality final product.

### **FUTURE ENHANCEMENT**

- 1. Groups: An group chat room where the customer and they partner recommend they favourite snacks.
- 2. Rewards programs: A program that offers discounts or free products to repeat customers could be included in the app.
- 3. Recommendations: The application could utilize client request information to give customized nibble proposals in view of their past orders or interests.
- 4. Online entertainment incorporation: Customers could be able to share their orders or reviews with friends and followers by integrating the app with social media platforms like Facebook, Instagram etc.
- 5. Tracking in real time: Customers would be able to see when their snack order is being prepared, when it is on its way for delivery, and when it has been delivered if the app included real-time tracking.
- 6. Voice control: Customers might be able to place orders through the app with the help of voice commands if it includes voice recognition technology like Google assistant and Amazon's Alexa.
- 7. Chatbot powered by AI: An AI-powered chatbot could be included in the app to answer common snack-related questions and provide customer support.

### **APPENDIX**

### 8.1 Coding

LoginActivity.kt

package com.example.snackordering

import android.content.Context

import android.content.Intent

import android.os.Bundle

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import androidx.compose.foundation.Image

import androidx.compose.foundation.layout.\*

import androidx.compose.material.\*

import androidx.compose.runtime.\*

import androidx.compose.ui.Alignment

import androidx.compose.ui.Modifier

import androidx.compose.ui.graphics.Color

import androidx.compose.ui.layout.ContentScale

import androidx.compose.ui.res.painterResource

import androidx.compose.ui.text.font.FontFamily

```
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.core.content.ContextCompat
import\ com. example. snack ordering. ui. the me. Snack Ordering Theme
class LoginActivity : ComponentActivity() {
  private lateinit var databaseHelper: UserDatabaseHelper
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    databaseHelper = UserDatabaseHelper(this)
    setContent {
      SnackOrderingTheme {
        // A surface container using the 'background' color from the theme
        Surface(
          modifier = Modifier.fillMaxSize(),
          color = MaterialTheme.colors.background
        ) {
          LoginScreen(this, databaseHelper)
        }
      }
    }
```

```
}
}
@Composable
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
  Image(painterResource(id = R.drawable.feed), contentDescription = "",
    alpha = 0.3F,
    contentScale = ContentScale.FillHeight,
  )
  var username by remember { mutableStateOf("") }
  var password by remember { mutableStateOf("") }
  var error by remember { mutableStateOf("") }
  Column(
    modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally,
    verticalArrangement = Arrangement.Center
 ) {
    Text(
```

```
fontSize = 36.sp,
  fontWeight = FontWeight.ExtraBold,
  fontFamily = FontFamily.SansSerif,
  color = Color.Blue,
  text = "Login"
)
Spacer(modifier = Modifier.height(10.dp))
TextField(
  value = username,
  onValueChange = { username = it },
  label = { Text("Username") },
  modifier = Modifier.padding(10.dp)
    .width(280.dp)
)
TextField(
  value = password,
  onValueChange = { password = it },
  label = { Text("Password") },
  modifier = Modifier.padding(10.dp)
    .width(280.dp)
```

```
)
if (error.isNotEmpty()) {
  Text(
    text = error,
    color = MaterialTheme.colors.error,
    modifier = Modifier.padding(vertical = 16.dp)
  )
}
Button(
  onClick = {
    if (username.isNotEmpty() && password.isNotEmpty()) {
      val user = databaseHelper.getUserByUsername(username)
      if (user != null && user.password == password) {
         error = "Successfully log in"
         context.startActivity(
          Intent(
             context,
             MainPage::class.java
           )
```

```
}
         if (user != null && user.password == "admin") {
           error = "Successfully log in"
           context.startActivity(
             Intent(
                context,
                AdminActivity::class.java
             )
           )
         }
         else {
           error = "Invalid username or password"
         }
    } else {
      error = "Please fill all fields"
    }
  },
  modifier = Modifier.padding(top = 16.dp)
) {
  Text(text = "Login")
```

//onLoginSuccess()

```
}
    Row {
      TextButton(onClick = {context.startActivity(
        Intent(
           context,
           MainActivity::class.java
        )
      )}
      )
      { Text(color = Color.Blue,text = "Sign up") }
      TextButton(onClick = {
      })
      {
        Spacer(modifier = Modifier.width(60.dp))
        Text(color = Color.Blue,text = "Forget password?")
      }
    }
  }
}
private fun startMainPage(context: Context) {
  val intent = Intent(context, MainPage::class.java)
```

```
ContextCompat.startActivity(context, intent, null)
}
RegisterActivity.kt
package com.example.snackordering
import android.content.Context
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.lmage
import androidx.compose.foundation.layout.*
import androidx.compose.material.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
```

import androidx.compose.ui.unit.dp

```
import androidx.compose.ui.unit.sp
import androidx.core.content.ContextCompat
import\ com. example. snack ordering. ui. the me. Snack Ordering Theme
class MainActivity : ComponentActivity() {
  private lateinit var databaseHelper: UserDatabaseHelper
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    databaseHelper = UserDatabaseHelper(this)
    setContent {
      SnackOrderingTheme {
        // A surface container using the 'background' color from the theme
        Surface(
           modifier = Modifier.fillMaxSize(),
          color = MaterialTheme.colors.background
        ) {
           RegistrationScreen(this,databaseHelper)
        }
      }
    }
 }
```

```
}
@Composable
fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper) {
  Image(
    painterResource(id = R.drawable.trail), contentDescription = "",
    alpha = 0.3F,
    contentScale = ContentScale.FillHeight,
    )
  var username by remember { mutableStateOf("") }
  var password by remember { mutableStateOf("") }
  var email by remember { mutableStateOf("") }
  var error by remember { mutableStateOf("") }
  Column(
    modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally,
    verticalArrangement = Arrangement.Center
```

```
Text(
  fontSize = 36.sp,
  fontWeight = FontWeight.ExtraBold,
  fontFamily = FontFamily.SansSerif,
  color = Color.Blue,
  text = "Register"
)
Spacer(modifier = Modifier.height(10.dp))
TextField(
  value = username,
  onValueChange = { username = it },
  label = { Text("Username") },
  modifier = Modifier
    .padding(10.dp)
    .width(280.dp)
)
TextField(
```

) {

```
value = email,
  onValueChange = { email = it },
  label = { Text("Email") },
  modifier = Modifier
    .padding(10.dp)
    .width(280.dp)
)
TextField(
  value = password,
  onValueChange = { password = it },
  label = { Text("Password") },
  modifier = Modifier
    .padding(10.dp)
    .width(280.dp)
)
if (error.isNotEmpty()) {
  Text(
    text = error,
    color = MaterialTheme.colors.error,
```

```
modifier = Modifier.padding(vertical = 16.dp)
  )
}
Button(
  onClick = {
    if (username.isNotEmpty() && password.isNotEmpty() && email.isNotEmpty()) {
      val user = User(
         id = null,
         firstName = username,
         lastName = null,
         email = email,
         password = password
      )
       databaseHelper.insertUser(user)
      error = "User registered successfully"
      // Start LoginActivity using the current context
      context.startActivity(
         Intent(
           context,
           LoginActivity::class.java
         )
```

```
)
    } else {
      error = "Please fill all fields"
    }
  },
  modifier = Modifier.padding(top = 16.dp)
) {
  Text(text = "Register")
}
Spacer(modifier = Modifier.width(10.dp))
Spacer(modifier = Modifier.height(10.dp))
Row() {
  Text(
    modifier = Modifier.padding(top = 14.dp), text = "Have an account?"
  )
  TextButton(onClick = {
    context.startActivity(
       Intent(
         context,
         LoginActivity::class.java
```

```
)
        )
      })
      {
        Spacer(modifier = Modifier.width(10.dp))
        Text(color = Color.Blue,text = "Log in")
      }
    }
 }
}
private fun startLoginActivity(context: Context) {
  val intent = Intent(context, LoginActivity::class.java)
  ContextCompat.startActivity(context, intent, null)
}
MainPage.kt
package com.example.snackordering
import android.annotation.SuppressLint
import android.content.Context
import android.os.Bundle
```

import android.widget.Toast

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import androidx.annotation.DrawableRes

import androidx.annotation.StringRes

import androidx.compose.foundation.lmage

import androidx.compose.foundation.background

import androidx.compose.foundation.layout.\*

import androidx.compose.foundation.shape.CircleShape

import androidx.compose.foundation.shape.RoundedCornerShape

import androidx.compose.material.\*

import androidx.compose.material.icons.lcons

import androidx.compose.material.icons.filled.\*

import androidx.compose.runtime.Composable

import androidx.compose.ui.Alignment

import androidx.compose.ui.Modifier

import androidx.compose.ui.draw.clip

import androidx.compose.ui.graphics.Color

import androidx.compose.foundation.lazy.LazyColumn

import androidx.compose.foundation.lazy.items

import androidx.compose.material.Text

import androidx.compose.ui.unit.dp

```
import androidx.compose.ui.graphics.RectangleShape
import\ and roidx. compose. ui. layout. Content Scale
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.unit.sp
import androidx.core.content.ContextCompat.startActivity
import com.example.snackordering.ui.theme.SnackOrderingTheme
import android.content.Intent as Intent1
class MainPage : ComponentActivity() {
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContent {
      SnackOrderingTheme {
        // A surface container using the 'background' color from the theme
        Surface(
          modifier = Modifier.fillMaxSize(),
          color = Color.Green
```

```
) {
          FinalView(this)
          val context = LocalContext.current
          //PopularFoodColumn(context)
        }
      }
    }
  }
}
@Composable
fun TopPart() {
  val mContext = LocalContext.current
  Row(
    modifier = Modifier
      .fillMaxWidth()
      .background(Color(0xffeceef0)), Arrangement.SpaceBetween
  ) {
    Icon(
      imageVector = Icons.Default.Add, contentDescription = "Menu Icon",
      Modifier
```

```
.clip(CircleShape)
    .size(40.dp),
  tint = Color.Black,
)
Column(horizontalAlignment = Alignment.CenterHorizontally) {
  Text(text = "Location", style = MaterialTheme.typography.subtitle1, color = Color.Black)
  Row {
    Icon(
      imageVector = Icons.Default.LocationOn,
      contentDescription = "Location",
      tint = Color.Red,
    )
    Text(text = "Chennai" , color = Color.Black)
  }
}
Icon(
  imageVector = Icons.Default.Notifications, contentDescription = "Notification Icon",
  Modifier
    .size(45.dp),
```

```
tint = Color.Black,
    )
  }
}
@Composable
fun CardPart() {
  Card(modifier = Modifier.size(width = 310.dp, height = 150.dp), RoundedCornerShape(20.dp))
{
    Row(modifier = Modifier.padding(10.dp), Arrangement.SpaceBetween) {
      Column(verticalArrangement = Arrangement.spacedBy(12.dp)) {
        Text(text = "Get Special Discounts")
        Text(text = "up to 85%", style = MaterialTheme.typography.h5)
      }
      Image(
        painter = painterResource(id = R.drawable.food_tip_im),
        contentDescription = "Food Image", Modifier.size(width = 100.dp, height = 200.dp)
      )
    }
  }
}
```

```
@Composable
fun PopularFood(
  @DrawableRes drawable: Int,
  @StringRes text1: Int,
  context: Context
) {
  Card(
    modifier = Modifier
      .padding(top=20.dp, bottom = 20.dp, start = 65.dp)
      .width(250.dp)
  ) {
    Column(
      verticalArrangement = Arrangement.Top,
      horizontalAlignment = Alignment.CenterHorizontally
    ) {
      Spacer(modifier = Modifier.padding(vertical = 5.dp))
      Row(
        modifier = Modifier
           .fillMaxWidth(0.8f), Arrangement.End
      ) {
```

```
Icon(
    imageVector = Icons.Default.Star,
    contentDescription = "Star Icon",
    tint = Color.Yellow
 )
 Text(text = "4.3", fontWeight = FontWeight.Black)
}
Image(
  painter = painterResource(id = drawable),
  contentDescription = "Food Image",
  contentScale = ContentScale.Crop,
  modifier = Modifier
    .size(100.dp)
    .clip(CircleShape)
)
Text(text = stringResource(id = text1), fontWeight = FontWeight.Bold)
Row(modifier = Modifier.fillMaxWidth(0.7f), Arrangement.SpaceBetween) {
 /*TODO Implement Prices for each card*/
  Text(
    text = "₹50",
    style = MaterialTheme.typography.h6,
    fontWeight = FontWeight.Bold,
```

```
fontSize = 18.sp
        )
        IconButton(onClick = {
          //var no=FoodList.lastIndex;
          //Toast.
           val intent = Intent1(context, TargetActivity::class.java)
           context.startActivity(intent)
        }) {
           Icon(
             imageVector = Icons.Default.ShoppingCart,
             contentDescription = "shopping cart",
          )
        }
      }
    }
  }
}
```

```
private val FoodList = listOf(
  R.drawable.sandwish to R.string.sandwich,
  R.drawable.burger to R.string.burgers,
  R.drawable.pack to R.string.pack,
  R.drawable.pasta to R.string.pasta,
  R.drawable.tequila to R.string.tequila,
  R.drawable.wine to R.string.wine,
  R.drawable.salad to R.string.salad,
  R.drawable.pop to R.string.popcorn
).map { DrawableStringPair(it.first, it.second) }
private data class DrawableStringPair(
  @DrawableRes val drawable: Int,
  @StringRes val text1: Int
@Composable
fun App(context: Context) {
```

```
Column(
  modifier = Modifier
    .fillMaxSize()
    .background(Color(0xffeceef0))
    .padding(10.dp),
  verticalArrangement = Arrangement.Top,
  horizontalAlignment = Alignment.CenterHorizontally
) {
  Surface(modifier = Modifier, elevation = 5.dp) {
    TopPart()
  }
  Spacer(modifier = Modifier.padding(10.dp))
  CardPart()
  Spacer(modifier = Modifier.padding(10.dp))
  Row(modifier = Modifier.fillMaxWidth(), Arrangement.SpaceBetween) {
    Text(text = "Popular Food", style = MaterialTheme.typography.h5, color = Color.Black)
    Text(text = "View all", style = MaterialTheme.typography.subtitle1, color = Color.Black)
  }
  Spacer(modifier = Modifier.padding(10.dp))
  PopularFoodColumn(context) // <- call the function with parentheses
}
```

```
}
@Composable
fun PopularFoodColumn(context: Context) {
  LazyColumn(
    modifier = Modifier.fillMaxSize(),
    content = {
      items(FoodList) { item ->
        PopularFood(context = context,drawable = item.drawable, text1 = item.text1)
        abstract class Context
      }
    },
    verticalArrangement = Arrangement.spacedBy(16.dp))
}
@SuppressLint("UnusedMaterialScaffoldPaddingParameter")
```

```
@Composable
fun FinalView(mainPage: MainPage) {
  SnackOrderingTheme {
    Scaffold() {
      val context = LocalContext.current
      App(context)
    }
  }
}
TargetActivity.kt
package com.example.snackordering
import android.content.Context
import android.content.Intent
import android.os.Bundle
import android.util.Log
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.lmage
import androidx.compose.foundation.background
```

import androidx.compose.foundation.layout.\* import androidx.compose.foundation.text.KeyboardActions import androidx.compose.foundation.text.KeyboardOptions import androidx.compose.material.\* import androidx.compose.runtime.\* import androidx.compose.ui.Alignment import androidx.compose.ui.Modifier import androidx.compose.ui.graphics.Color import androidx.compose.ui.layout.ContentScale import androidx.compose.ui.platform.LocalContext import androidx.compose.ui.platform.textInputServiceFactory import androidx.compose.ui.res.painterResource import androidx.compose.ui.text.input.KeyboardType import androidx.compose.ui.tooling.preview.Preview import androidx.compose.ui.unit.dp import androidx.core.content.ContextCompat import com.example.snackordering.ui.theme.SnackOrderingTheme class TargetActivity : ComponentActivity() { private lateinit var orderDatabaseHelper: OrderDatabaseHelper override fun onCreate(savedInstanceState: Bundle?) { super.onCreate(savedInstanceState)

```
orderDatabaseHelper = OrderDatabaseHelper(this)
    setContent {
      SnackOrderingTheme {
        // A surface container using the 'background' color from the theme
        Surface(
          modifier = Modifier
            .fillMaxSize()
            .background(Color.White)
        ) {
          Order(this, orderDatabaseHelper)
          val orders = orderDatabaseHelper.getAllOrders()
          Log.d("swathi", orders.toString())
        }
      }
    }
  }
@Composable
fun Order(context: Context, orderDatabaseHelper: OrderDatabaseHelper){
```

}

```
Image(painterResource(id = R.drawable.food), contentDescription = "",
  alpha =0.5F,
contentScale = ContentScale.FillHeight)
Column(
  horizontalAlignment = Alignment.CenterHorizontally,
  verticalArrangement = Arrangement.Center) {
  val mContext = LocalContext.current
  var quantity by remember { mutableStateOf("") }
  var address by remember { mutableStateOf("") }
  var error by remember { mutableStateOf("") }
  TextField(value = quantity, onValueChange = {quantity=it},
    label = { Text("Quantity") },
    keyboardOptions = KeyboardOptions(keyboardType = KeyboardType.Number),
    modifier = Modifier
      .padding(10.dp)
      .width(280.dp))
  Spacer(modifier = Modifier.padding(10.dp))
```

```
TextField(value = address, onValueChange = {address=it},
  label = { Text("Address") },
  modifier = Modifier
    .padding(10.dp)
    .width(280.dp))
Spacer(modifier = Modifier.padding(10.dp))
if (error.isNotEmpty()) {
  Text(
    text = error,
    color = MaterialTheme.colors.error,
    modifier = Modifier.padding(vertical = 16.dp)
 )
}
Button(onClick = {
  if( quantity.isNotEmpty() and address.isNotEmpty()){
    val order = Order(
      id = null,
```

```
quantity = quantity,
          address = address
        )
        orderDatabaseHelper.insertOrder(order)
      Toast.makeText(mContext, "Order Placed Successfully", Toast.LENGTH_SHORT).show()}
    },
      colors = ButtonDefaults.buttonColors(backgroundColor = Color.White))
    {
      Text(text = "Order Place", color = Color.Black)
    }
 }
}
private fun startMainPage(context: Context) {
  val intent = Intent(context, LoginActivity::class.java)
  ContextCompat.startActivity(context, intent, null)
}
User class
package com.example.snackordering
import androidx.room.ColumnInfo
```

```
import androidx.room.Entity
import androidx.room.PrimaryKey
@Entity(tableName = "user_table")
data class User(
  @PrimaryKey(autoGenerate = true) val id: Int?,
  @ColumnInfo(name = "first name") val firstName: String?,
  @ColumnInfo(name = "last_name") val lastName: String?,
  @ColumnInfo(name = "email") val email: String?,
  @ColumnInfo(name = "password") val password: String?,
  )
UserDao interface
package com.example.snackordering
import androidx.room.*
@Dao
interface UserDao {
  @Query("SELECT * FROM user_table WHERE email = :email")
  suspend fun getUserByEmail(email: String): User?
```

```
@Insert(onConflict = OnConflictStrategy.REPLACE)
  suspend fun insertUser(user: User)
  @Update
  suspend fun updateUser(user: User)
  @Delete
  suspend fun deleteUser(user: User)
}
UserDatabase
package com.example.snackordering
import android.content.Context
import androidx.room.Database
import androidx.room.Room
import androidx.room.RoomDatabase
@Database(entities = [User::class], version = 1)
abstract class UserDatabase : RoomDatabase() {
```

```
abstract fun userDao(): UserDao
  companion object {
    @Volatile
    private var instance: UserDatabase? = null
    fun getDatabase(context: Context): UserDatabase {
      return instance ?: synchronized(this) {
        val newInstance = Room.databaseBuilder(
          context.applicationContext,
          UserDatabase::class.java,
          "user_database"
        ).build()
        instance = newInstance
        newInstance
      }
    }
  }
}
UserDatabaseHelper class
package com.example.snackordering
```

```
import android.annotation.SuppressLint
import android.content.ContentValues
import android.content.Context
import android.database.Cursor
import android.database.sqlite.SQLiteDatabase
import android.database.sqlite.SQLiteOpenHelper
class UserDatabaseHelper(context: Context):
 SQLiteOpenHelper(context, DATABASE NAME, null, DATABASE VERSION) {
 companion object {
    private const val DATABASE_VERSION = 1
    private const val DATABASE NAME = "UserDatabase.db"
    private const val TABLE NAME = "user table"
    private const val COLUMN_ID = "id"
    private const val COLUMN_FIRST_NAME = "first_name"
    private const val COLUMN_LAST_NAME = "last_name"
    private const val COLUMN EMAIL = "email"
    private const val COLUMN_PASSWORD = "password"
 }
```

```
override fun onCreate(db: SQLiteDatabase?) {
  val createTable = "CREATE TABLE $TABLE NAME (" +
      "$COLUMN_ID INTEGER PRIMARY KEY AUTOINCREMENT, " +
      "$COLUMN FIRST NAME TEXT," +
      "$COLUMN LAST NAME TEXT," +
      "$COLUMN EMAIL TEXT, "+
      "$COLUMN PASSWORD TEXT" +
      ")"
  db?.execSQL(createTable)
}
override fun onUpgrade(db: SQLiteDatabase?, oldVersion: Int, newVersion: Int) {
  db?.execSQL("DROP TABLE IF EXISTS $TABLE_NAME")
  onCreate(db)
}
fun insertUser(user: User) {
  val db = writableDatabase
  val values = ContentValues()
  values.put(COLUMN_FIRST_NAME, user.firstName)
```

```
values.put(COLUMN LAST NAME, user.lastName)
    values.put(COLUMN EMAIL, user.email)
    values.put(COLUMN PASSWORD, user.password)
    db.insert(TABLE_NAME, null, values)
    db.close()
 }
  @SuppressLint("Range")
 fun getUserByUsername(username: String): User? {
    val db = readableDatabase
    val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
$COLUMN FIRST NAME = ?", arrayOf(username))
    var user: User? = null
    if (cursor.moveToFirst()) {
      user = User(
        id = cursor.getInt(cursor.getColumnIndex(COLUMN ID)),
       firstName = cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
        lastName = cursor.getString(cursor.getColumnIndex(COLUMN_LAST_NAME)),
        email = cursor.getString(cursor.getColumnIndex(COLUMN EMAIL)),
        password = cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
     )
    }
```

```
cursor.close()
    db.close()
    return user
  }
  @SuppressLint("Range")
  fun getUserById(id: Int): User? {
    val db = readableDatabase
    val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE_NAME WHERE $COLUMN_ID =
?", arrayOf(id.toString()))
    var user: User? = null
    if (cursor.moveToFirst()) {
      user = User(
        id = cursor.getInt(cursor.getColumnIndex(COLUMN_ID)),
        firstName = cursor.getString(cursor.getColumnIndex(COLUMN_FIRST_NAME)),
        lastName = cursor.getString(cursor.getColumnIndex(COLUMN LAST NAME)),
        email = cursor.getString(cursor.getColumnIndex(COLUMN_EMAIL)),
        password = cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
      )
    }
    cursor.close()
    db.close()
    return user
```

```
}
@SuppressLint("Range")
fun getAllUsers(): List<User> {
  val users = mutableListOf<User>()
  val db = readableDatabase
  val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE_NAME", null)
  if (cursor.moveToFirst()) {
    do {
      val user = User(
        id = cursor.getInt(cursor.getColumnIndex(COLUMN ID)),
        firstName = cursor.getString(cursor.getColumnIndex(COLUMN_FIRST_NAME)),
        lastName = cursor.getString(cursor.getColumnIndex(COLUMN_LAST_NAME)),
        email = cursor.getString(cursor.getColumnIndex(COLUMN EMAIL)),
        password = cursor.getString(cursor.getColumnIndex(COLUMN_PASSWORD)),
      )
      users.add(user)
    } while (cursor.moveToNext())
  }
  cursor.close()
  db.close()
  return users
```

```
}
  }
Build gradle
buildscript {
  ext {
    compose_ui_version = '1.2.0'
  }
}// Top-level build file where you can add configuration options common to all sub-
projects/modules.
plugins {
  id 'com.android.application' version '7.4.2' apply false
  id 'com.android.library' version '7.4.2' apply false
  id 'org.jetbrains.kotlin.android' version '1.7.0' apply false
}
plugins {
  id 'com.android.application'
  id 'org.jetbrains.kotlin.android'
}
android {
  namespace 'com.example.snackordering'
  compileSdk 33
```

```
defaultConfig {
    applicationId "com.example.snackordering"
    minSdk 24
    targetSdk 33
    versionCode 1
    versionName "1.0"
    testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
    vectorDrawables {
      useSupportLibrary true
    }
 }
  buildTypes {
    release {
      minifyEnabled false
      proguardFiles
                       getDefaultProguardFile('proguard-android-optimize.txt'),
                                                                                 'proguard-
rules.pro'
    }
  }
  compileOptions {
```

```
sourceCompatibility JavaVersion.VERSION_1_8
    targetCompatibility JavaVersion.VERSION_1_8
 }
  kotlinOptions {
   jvmTarget = '1.8'
 }
  buildFeatures {
    compose true
 }
  composeOptions {
    kotlinCompilerExtensionVersion '1.2.0'
 }
  packagingOptions {
    resources {
      excludes += '/META-INF/{AL2.0,LGPL2.1}'
    }
 }
dependencies {
  implementation 'androidx.core:core-ktx:1.7.0'
```

}

```
implementation 'androidx.lifecycle:lifecycle-runtime-ktx:2.3.1'
  implementation 'androidx.activity:activity-compose:1.3.1'
  implementation "androidx.compose.ui:ui:$compose ui version"
  implementation "androidx.compose.ui:ui-tooling-preview:$compose_ui_version"
  implementation 'androidx.compose.material:material:1.2.0'
  implementation 'androidx.room:room-common:2.5.0'
  implementation 'androidx.room:room-ktx:2.5.0'
  testImplementation 'junit:junit:4.13.2'
  androidTestImplementation 'androidx.test.ext:junit:1.1.5'
  androidTestImplementation 'androidx.test.espresso:espresso-core:3.5.1'
  androidTestImplementation "androidx.compose.ui:ui-test-junit4:$compose ui version"
  debugImplementation "androidx.compose.ui:ui-tooling:$compose ui version"
  debugImplementation "androidx.compose.ui:ui-test-manifest:$compose ui version"
Settings.gradle
pluginManagement {
  repositories {
    google()
    mavenCentral()
    gradlePluginPortal()
  }
```

}

}

```
dependencyResolutionManagement {
 repositoriesMode.set(RepositoriesMode.FAIL ON PROJECT REPOS)
 repositories {
   google()
    mavenCentral()
 }
}
rootProject.name = "SnackOrdering"
include ':app'
AndroidManifest.xml
pluginManagement {
  repositories {
    google()
    mavenCentral()
   gradlePluginPortal()
 }
}
dependencyResolutionManagement {
 repositoriesMode.set(RepositoriesMode.FAIL_ON_PROJECT_REPOS)
  repositories {
    google()
```

```
mavenCentral()
  }
}
rootProject.name = "SnackOrdering"
include ':app'
AndroidManifest.xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools">
  <application
    android:allowBackup="true"
    android:dataExtractionRules="@xml/data_extraction_rules"
    android:fullBackupContent="@xml/backup_rules"
    android:icon="@drawable/fast food"
    android:label="@string/app_name"
    android:supportsRtl="true"
    android:theme="@style/Theme.SnackOrdering"
    tools:targetApi="31">
    <activity
      android:name=".AdminActivity"
```

```
android:exported="false"
  android:label="@string/title_activity_admin"
  android:theme="@style/Theme.SnackOrdering" />
<activity
  android:name=".LoginActivity"
  android:exported="true"
  android:label="SnackSquad"
  android:theme="@style/Theme.SnackOrdering">
  <intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
  </intent-filter>
</activity>
<activity
  android:name=".TargetActivity"
  android:exported="false"
  android:label="@string/title_activity_target"
  android:theme="@style/Theme.SnackOrdering"/>
<activity
  android:name=".MainPage"
  android:exported="false"
```

```
android:label="@string/title_activity_main_page"
android:theme="@style/Theme.SnackOrdering" />
<activity
android:name=".MainActivity"
android:exported="false"
android:label="MainActivity"
android:theme="@style/Theme.SnackOrdering" />
</application>
```