COMP3275

# PIZZA FETCHER

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# Contents

# Application Description

## Application Overview

The application allows a user to order pizzas, the user can customize each pizza they order. Once the user checks out an SMS is sent to the pizzeria with the details of the user's order.

## Application Design

An onClick function is used to carry the application to new activities. In the snippet below the onClick function is used to open the OrderPage Activity.

```
@Override
public void onClick(View v) {
        switch (v.getId()) {
        case R.id.get_started_button:
        if (getName().equals("") || getName() == null) {
                        @Override
                        public void onClick(DialogInterface dialog, int which) {
                                dialog.dismiss();
                        }
                }).show();
        } else {
                Intent i = new Intent(this, OrderPage.class);
                startActivity(i);
        }
                break;
        }
}
```

There is an addToCart function which allow a user to add a pizza to their cart.

```
private void addToCart() {
        String toppingsWhole = "";
        String toppingsLeft = "";
        String toppingsRight = "";
        if (wList.size() > 0) {
                toppingsWhole = toppingsWhole + editString(wList);
```

```
        }
        if (lList.size() > 0) {
                toppingsLeft = toppingsLeft + editString(lList);
        }
        if (rList.size() > 0) {
                toppingsRight = toppingsRight + editString(rList);
        }
        updatePizza(toppingsWhole, toppingsLeft, toppingsRight);
}
```

The app utilizes SMS to send the details of the customers order to the pizzeria.

```
sendButton.setOnClickListener(new OnClickListener() {
        @Override
    public void onClick(View v) {
            String phoneNo = mPhoneNo.getText().toString();
        String sms = mSMSText.getText().toString();

        try {
                SmsManager smsManager = SmsManager.getDefault();
            smsManager.sendTextMessage(phoneNo, null, sms, null, null);
            Toast.makeText(getApplicationContext(), "SMS Message Successfully Sent!",
                    Toast.LENGTH_LONG).show();
            } catch (Exception e) {
            Toast.makeText(getApplicationContext(),
            "SMS Send Failed, error occurred!",
            Toast.LENGTH_LONG).show();
            e.printStackTrace();
        }
        }
});
```

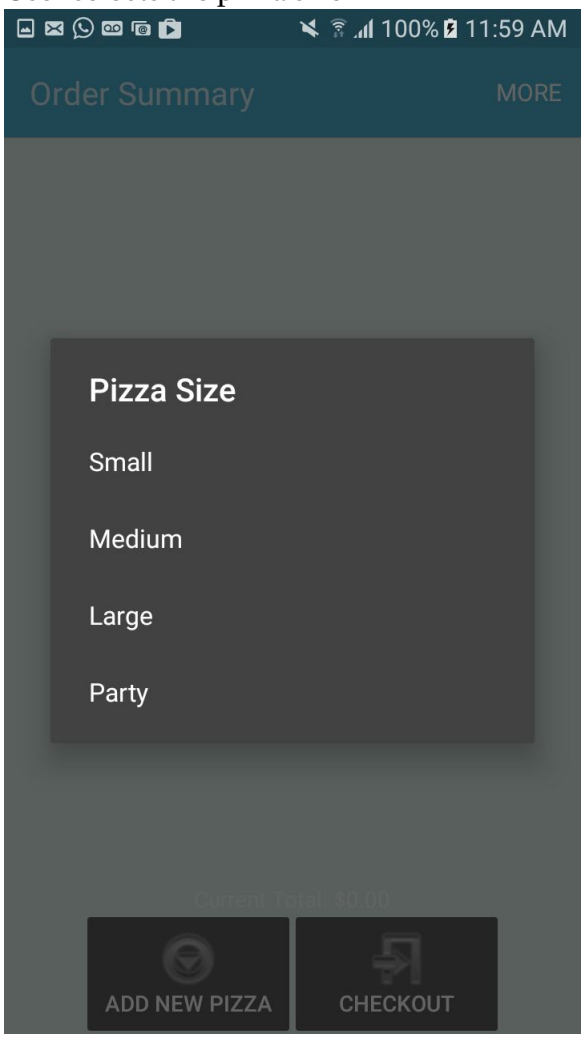
# INSTRUCTION MANUAL

The following is a navigation map of the path a user would take when ordering a pizza.

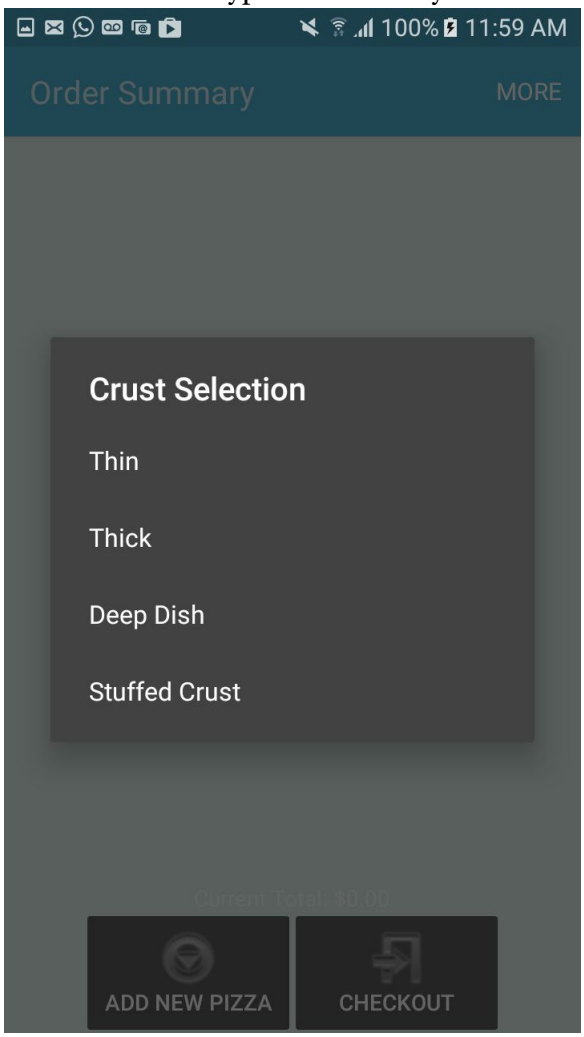
1. User is prompted for their name

2. User can view their current orders

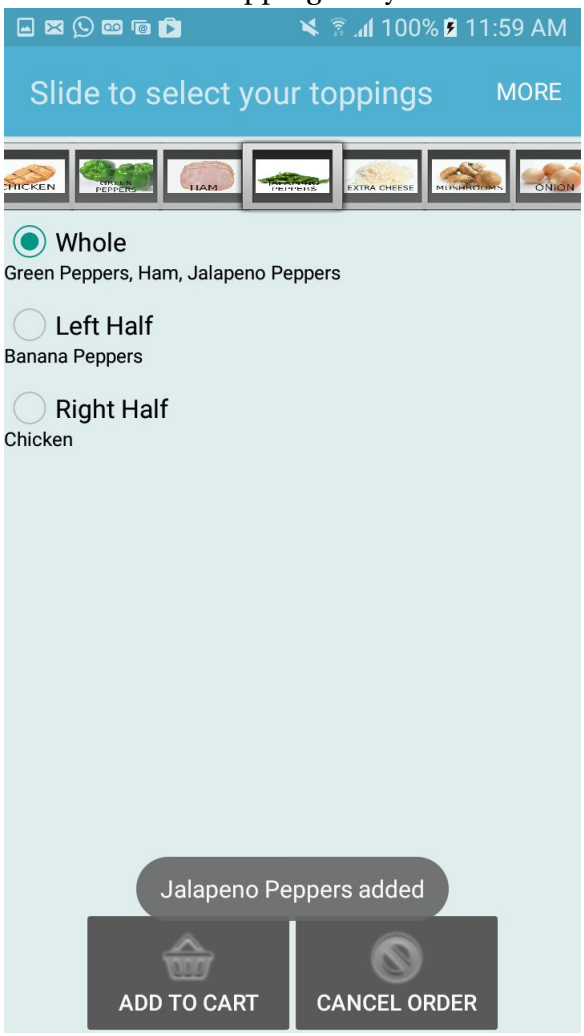
3. User selects the pizza size



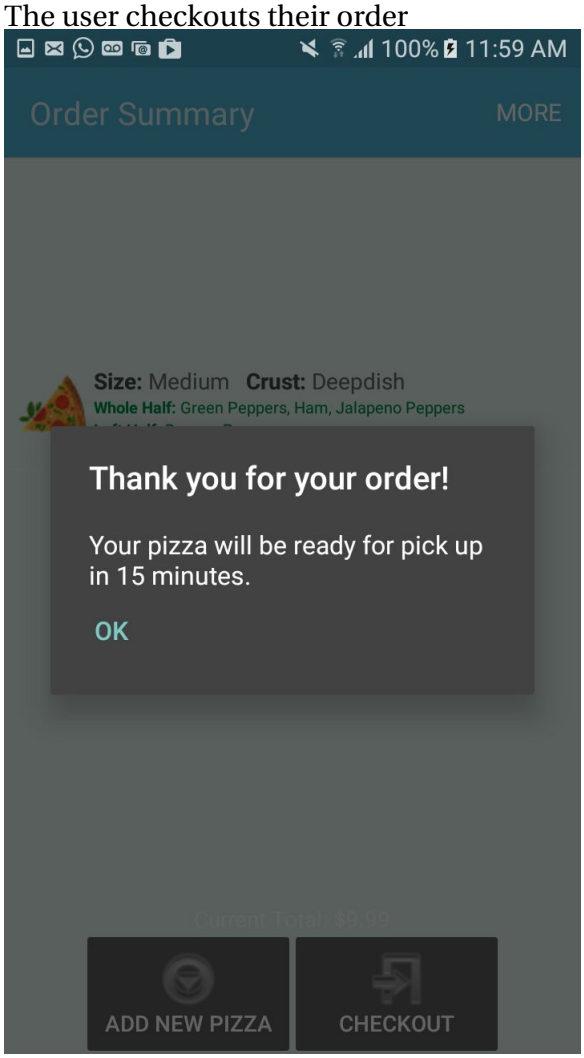
4. User selects the type of crust they want



5. User selects the toppings they want



6. The user checkouts their order



## FUTURE WORK

Future work would entail implementing a system for the pizzeria to respond to the user, giving them information on their order such as expected wait times. Another piece of future work would be to attach a delivery location and then give the delivery driver an app which gives him directions to the customer's house.