

Dine In!

Kotlin App for Zense Recruitment
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(Video demo link at the end of the report.)

(Instructions on how to run are in the github readme file.)

Purpose of the App: Helps the Managerial staff of a restaurant to keep track of items ordered at various tables and generate bills when someone has finished dining, all with the simplicity of using a smartphone, and not the various desktop applications needed to do so otherwise.

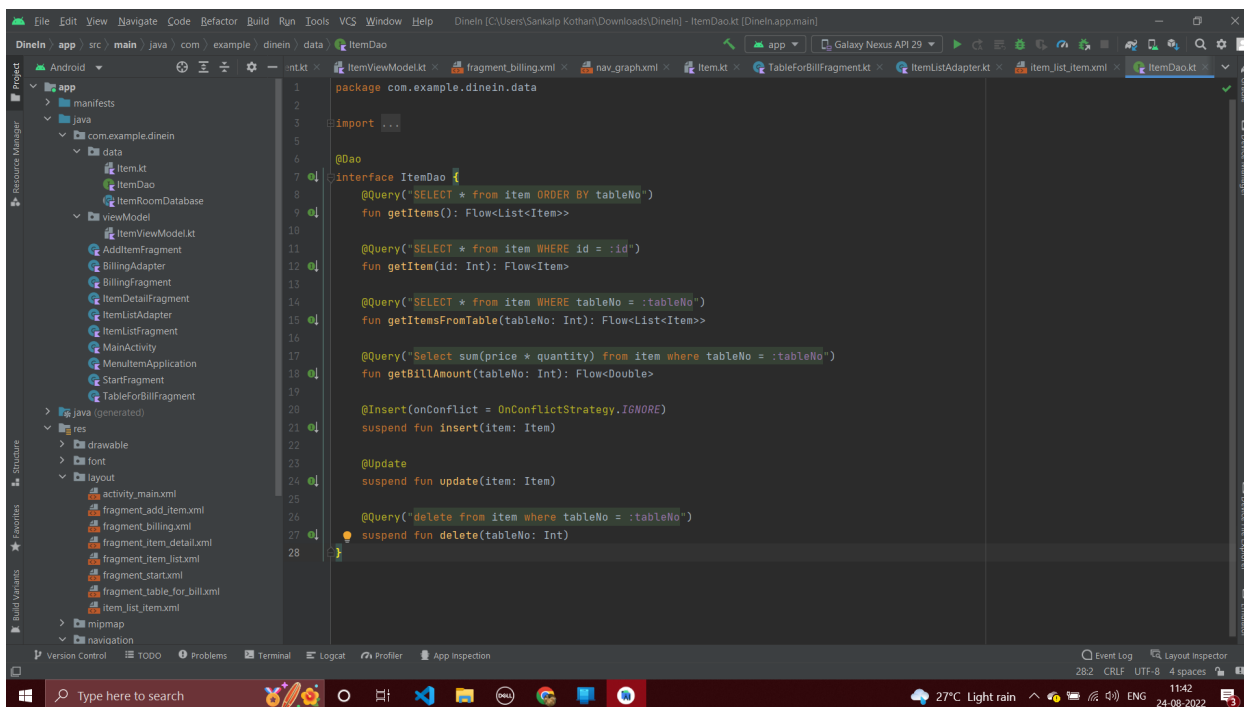
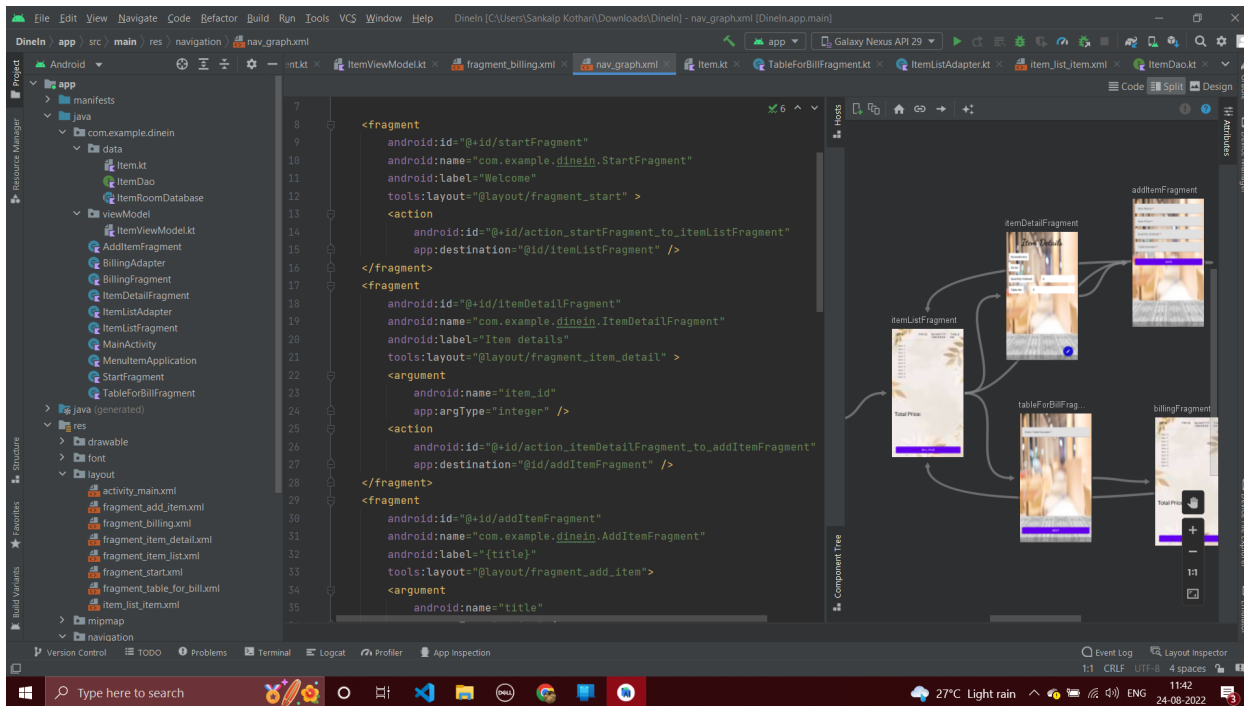
Technologies used: Android Studio, Kotlin, XML

Working and Layout:

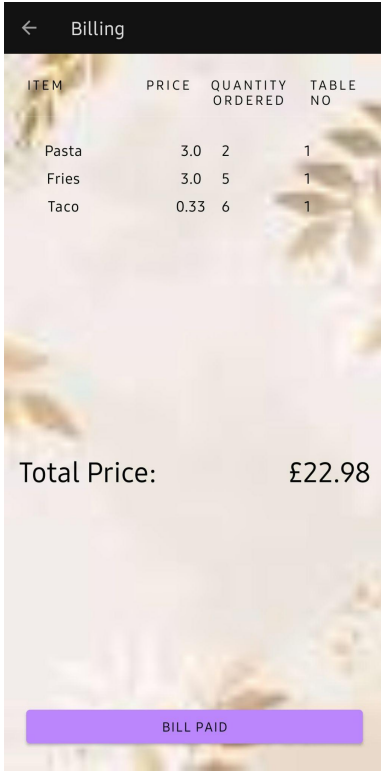
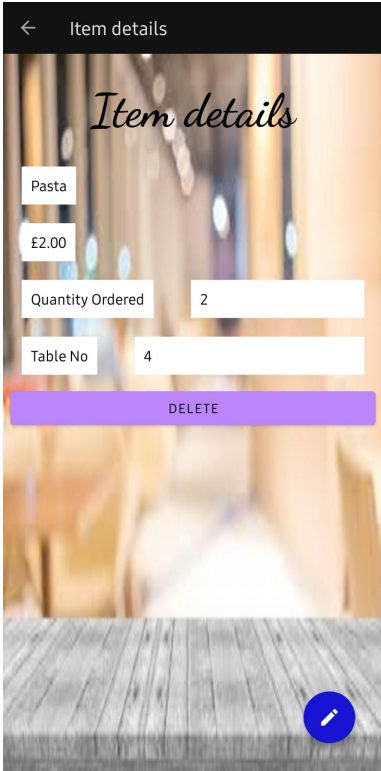
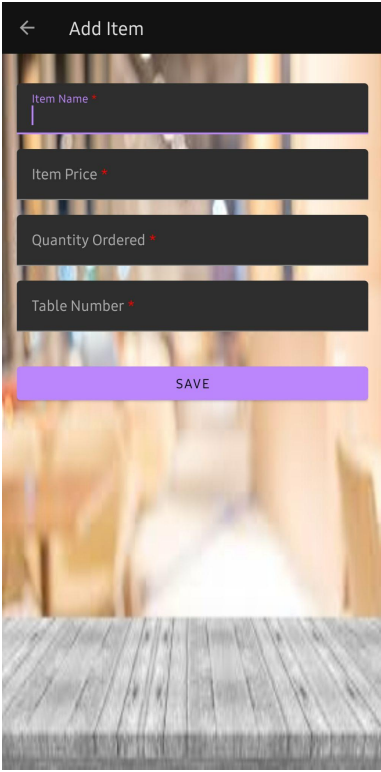
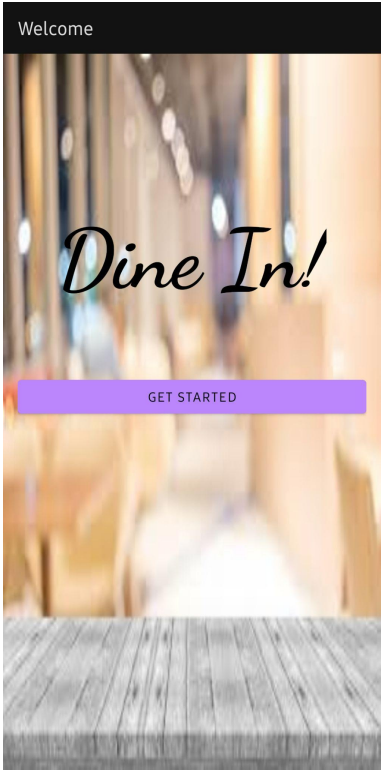
The app mainly consists of 6 screens/fragments :

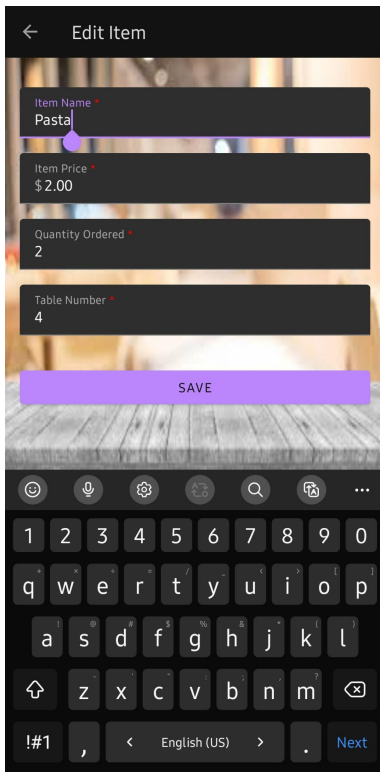
1. Start/Welcome fragment: The first screen that is displayed when you open the app.
2. Item List fragment : This screen shows all the items ordered at all the tables, with the quantity and price of each individual item.
3. Item Detail fragment : When you click on an item name from the list, it loads in this fragment. There is an edit button, which leads us to the Add/Edit fragment and there we can update a record or add a new one.
4. Add / Edit fragment : When you click the add item button in the item list fragment, it loads this fragment to add a new item (all entries are blank), but when you click the edit button in the item detail fragment, it leads us to this fragment with all columns having the data of the item that was selected, and we can change whatever we like.
5. Table for Billing fragment : in the item list fragment, if we click on the generate bill button, this screen loads. Here you enter the table number for which we want the bill to be generated, which leads us to the next screen that displays all the items ordered at the table and the total amount.
6. Billing fragment: Here, all the items ordered at the table are displayed here along with the final amount.

Code snippets:



App working:





As visible in the item list fragment, all the items consist of 4 things: name, price, quantity ordered and the table number at which the item was ordered. If we click on any individual row, it takes us to item details fragment, and clicking the edit button takes us to the edit item screen, which is just the add item fragment, but all the values have been filled in the input text boxes and are ready to be edited.

The item details screen also has a delete button that helps delete any item (customer may have ordered something but changed their mind later).

The generate bill button in the item list fragment leads us to the table for bill fragment. Entering table number for which bill is to be generated, and clicking next will display the bill in the billing fragment. Clicking on the bill paid button deletes all the records corresponding to the table number for which the bill was generated.

Motivation:

The app provides a simple way to deal with all the orders that come in at various tables in a restaurant, provides a better interface and design than other such apps that are currently in use.

Future Scope of the Project:

This can make the dining experience much more seamless by eliminating the need to use desktops in dine in restaurants.

Functionality that can be added includes a button that links to a payment gateway, generation of a printable/sendable copy of the bill in the form of a document.

- Link for video demo :

<https://drive.google.com/file/d/12wanUa8gq3r5rLpBguYSm2U0IzwcXIuh/view?usp=sharing>