Visvesvaraya Technological University

Belagavi-590 014, Karnataka

A Mini Project Report on

"Food Ordering Application"

Submitted in partial fulfilment of the requirements for the award of

Bachelor of Engineering in
Computer Science and Engineering

Submitted By

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Academic Year 2020-21

Sri Bhagawan Mahaveer Jain Educational & Cultural Trust's

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Belagavi-590 014

Department of Computer Science and Engineering

Certificate

This is to certify that the mini-project entitled **"FOOD ORDERING APP"** is carried out by **Mr. PATIL SANKET SAMBHAJI,** bearing **USN-2JI18CS031,** a bonafide student of **Jain College of Engineering, Belagavi**, in partial fulfilment for the award of **Bachelor of Engineering** in **Computer Science and Engineering** from **Visvesvaraya Technological University, Belagavi**, during the academic year **2020-21.** It is certified that all corrections/suggestions indicated for internal assessment have been incorporated in the report. The mini project report has been approved as it satisfies the academic requirements in respect of **Mobile Application Laboratory with Mini Project** prescribed for the said degree.

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Prof. Pavan Ughade	**Prof. Pavan Ughade**
Guide	**HOD, CSE**
Name of Examiner	**Signature of Examiner**
1._____	**1.**_____
2._____	**2.**_____

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1._____	**1._____**
2._____	**2._____**

ACKNOWLEDGEMENT

The satisfaction and euphoria that accompany the progress and completion of any task would be incomplete without the mention of the people who made it possible, whose constant guidance and encouragement ground my efforts with success.

I consider it is a privilege to express my sincere gratitude and respect to all those who guided and inspired me.

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I am thankful to ***Dr. K. G. Vishwanath***, Principal, JCE, Belagavi for providing us with the necessary facilities for carrying out this project work successfully.

ABSTRACT

The main objective of the Online Food Ordering App is to manage the details of Item Category, Food and Order. It manages all the information about Item Category, Customer and Orders. The purpose of the project is to build an application program to reduce the manual work for managing the Item Category, Food, Customer. It tracks all the details about the Orders. In this report we deliberate about the design and execution of automated food ordering app with database. The Orders details from the customer would be stored in My Orders.

Furthermore, the system is a cross platform system which involve mobile phone based which is in Android operating system. It is also the highlighted feature of the system which does not limit the ordering procedures to mobile based as portable and mobility is the current trend. Besides that, with this feature it also provide a degree of level of self service for targeted users consumers, as they can place order themselves through using the mobile application.

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1.INTRODUCTION

1.1 Android studio

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development.

Android Studio was announced on May 16, 2013 at the Google I/O conference. It was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014.The first stable build was released in December 2014, starting from version 1.0.

On May7,2019, Kotlin replaced Java as Google's preferred language for Android app development. Java is still supported, as is C++.

1.2 Features

A specific feature of the Android Studio is an absence of the possibility to switch autosave feature off.

The following features are provided in the current stable version:

Gradle-based build support

Android-specific refactoring and quick fixes

Lint tools to catch performance, usability, version compatibility and other problems

Pro Guard integration and app-signing capabilities

Template-based wizards to create common Android designs and components

A rich layout editor that allows users to drag-and-drop UI components, option to preview layouts on multiple screen configurations

Support for building Android Wear apps

Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine

Android Virtual Device (Emulator) to run and debug apps in the Android studio

1.3 System Requirements

The Android Emulator has additional requirements beyond the basic system requirements for Android Studio, which are described below:[30]

- SDK Tools 26.1.1 or higher;
- 64-bit processor;
- Windows: CPU with UG (unrestricted guest) support;
- Intel Hardware Accelerated Execution Manager (**HAXM**) 6.2.1 or later (HAXM 7.2.0 or later recommended).

The use of hardware acceleration has additional requirements on Windows and Linux:

- Intel processor on Windows or Linux: Intel processor with support for Intel VT-x, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality;
- AMD processor on Linux: AMD processor with support for AMD Virtualization (AMD-V) and Supplemental Streaming SIMD Extensions 3 (SSSE3);
- AMD processor on Windows: Android Studio 3.2 or higher and Windows 10 April 2018 release or higher for Windows Hypervisor Platform (WHPX) functionality.

To work with Android 8.1 (API level 27) and higher system images, an attached webcam must have the capability to capture 720p frames

2.SOFTWARE REQUIREMENT SPECIFICATION

2.1 Software Requirements

- Operating System : Windows 10 or Higher
- Programming Language : JAVA
- Microsoft Visual Studio 2005 or higher: The Software used here is Android Studio.

2.2 Android Phone or Tablets

- Android v5.0 or higher

2.3 Hardware Requirements

This package has been developed on:

- Processor : Intel Core
- Processor Speed : 2.50GHz
- RAM : 32 MB or Higher

3.OVERVIEW OF PROJECT

The main motto of this Food Ordering App Source Code project is to solve the problems faced by food service providers and consumers. Smart food app system is intended to save time of waiting in the cafeteria or in front of the food providers.

The main scope of the mobile app is that customer/user should search eating place, order food through mobile app. In addition to this features, we can update the ordered food items from menu in the order list. User friendly and simple GUI is necessary to use mobile app by uneducated peoples.

The user can first select the food item which they want to order then while placing order

They need to add the name and phone number in order to place the order. Then if they want to update the order it can be easily done using the app.

AIM OF THE PROJECT

The scope of project is to enable the User to select the food items from the menu and later updation can be made in order list. Here in this project, you have to first reserve number of orders that you want to order.

The Project “FOOD ORDERING APP” is developed using Android Studio. Here java programming language is used for the field validation and also XML language for the transferring of data. This project keeps asking you about the plugins update so keep your internet alive. And moreover, you will need to update your SDK version and also you have to update your instant run plugins.

4.MODULES DESCRIPTION

4.1 Food Items:

This module contains the food names along with its short description.

In addition to this it also has the item discount and image.

The User can select the food items from the order list which is provided.

For Ex:- Burger, Pizza, Portobello Mushroom, Pizza Burger, Chicken Burger.

4.2 Details Module:

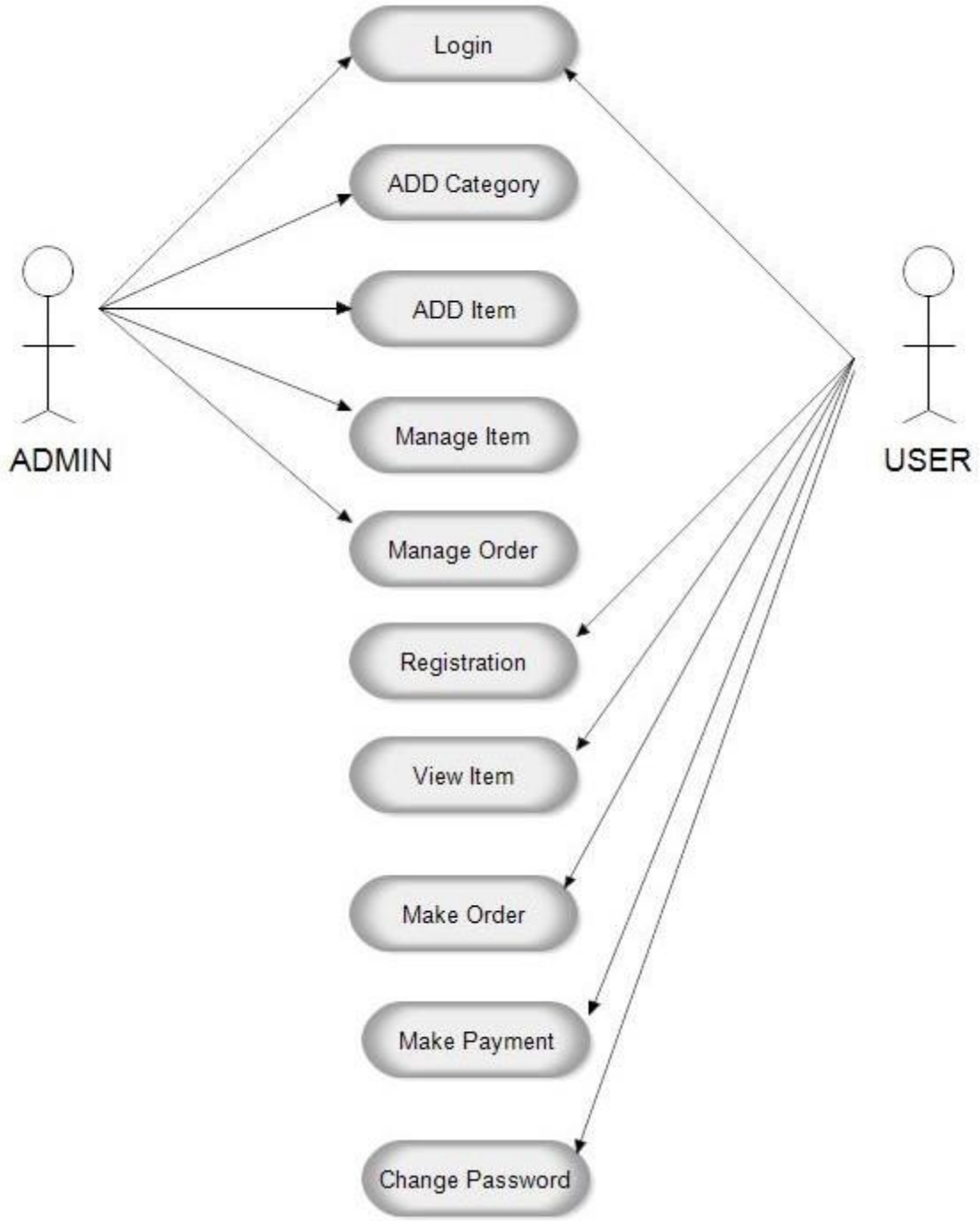
This module contains the food description and user input fields for user to key in username and mobile number along with the food item quantity.

The user can first select the food item which they want to order then while placing order They need to add the name and phone number in order to place the order. Then if they want to update the order it can be easily done using the app.

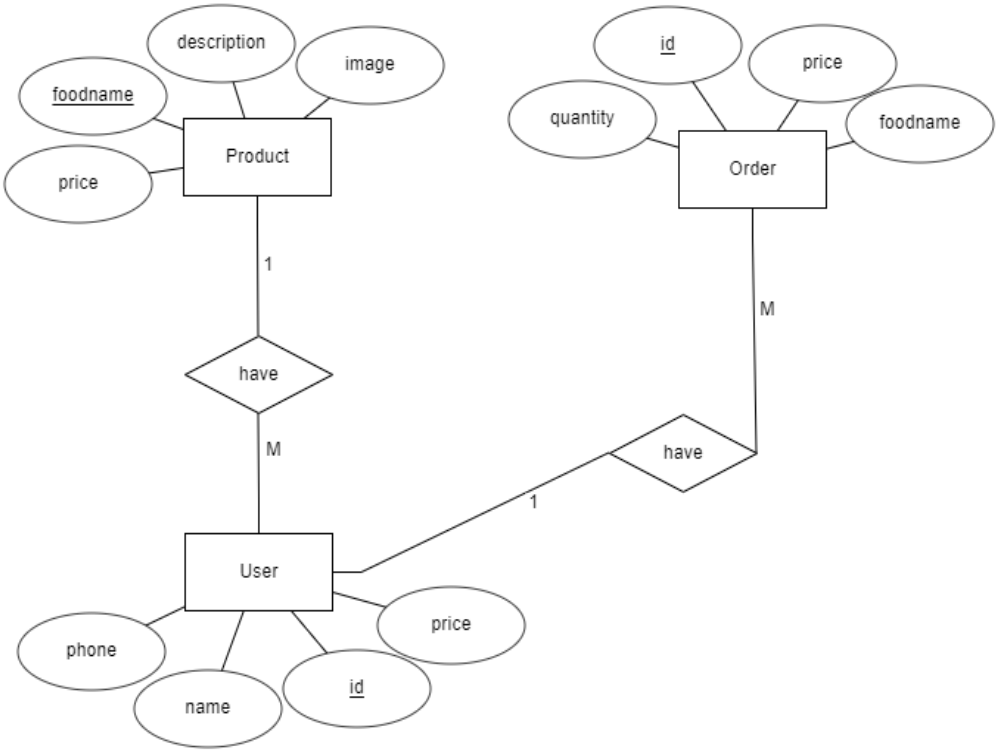
4.3 Order list Module:

This item contains user information for item ordered along with its cost price and this section is flexible with updation and relation under user control.

5. Use Case Diagram for Food Ordering App



6. ER Diagram for Food Ordering App



This gives all the information of user, product and order Activity.

7.FUNCTIONS:

- View Binding:

Android Binding is a new Open Source Framework for Android-Java providing XML layout view binding mechanism. It helps development of Android Application by decoupling the View widgets and backend Activities. It works best with MVP or MVVM patterns.

An instance of a binding class contains direct references to all views that have an ID in the corresponding layout. In most cases, view binding replaces findViewById.

- Adapters:

An adapter acts as a bridge between an AdapterView and the underlying data for that view. The adapter provides access to the data items and is responsible for creating a view for each item in the data set. Adapters are a smart way to connect a View with some kind of data source.

- ViewHolder:

A ViewHolder is an implementation that stores Views (per row in a ListView usually) for a larger area, so it is a sort of helper class and cache mechanism.

- onCreate():

When an Activity first call or launched then onCreate(Bundle savedInstanceState) method is responsible to create the activity.

When ever orientation(i.e. from horizontal to vertical or vertical to horizontal) of activity gets changed or when an Activity gets forcefully terminated by any Operating System then savedInstanceState i.e. object of Bundle Class will save the state of an Activity.

- view.findViewById(R.id.something):

view means a class where all the widgets are defined. In the view class a method defined findViewById finds the view having Id **something** .

R.id.something means a view that is defined in any layout having id name **something.**

R is a Class in android that are having the id's of all the view's. findViewById is a method that finds the view from the layout resource file that are attached with current Activity.

- setOnClickListener Method:

One of the most usable methods in android is setOnClickListener method which helps us to link a listener with certain attributes.

setOnClickListener is a method in Android basically used with buttons, image buttons etc. You can initiate this method easily like.

- LayoutInflator:

Inflating means reading the XML file that describes a layout (or GUI element) and to create the actual objects that correspond to it, and thus make the object visible within an **Android** app.

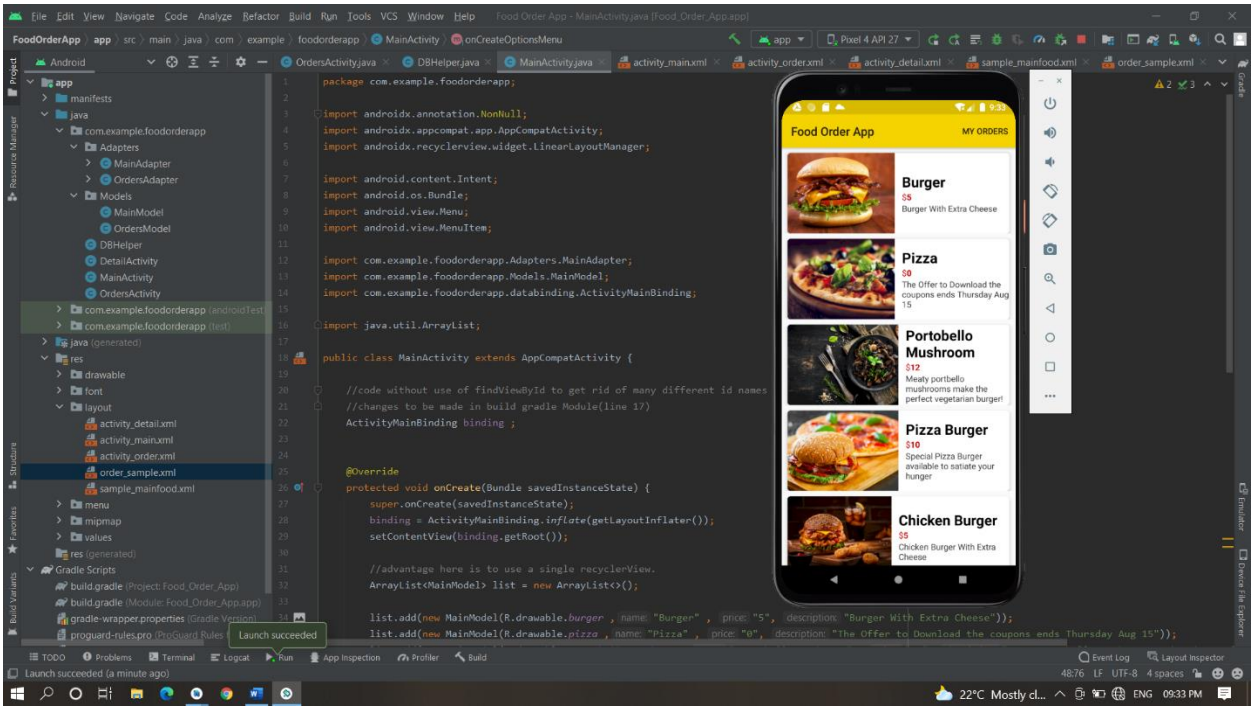
- onLongClick and onClick Method:

This returns a boolean to indicate whether you have consumed the event and it should not be carried further. That is, return true to indicate that you have handled the event and it should stop here; return false if you have not handled it and/or the event should continue to any other on-click listeners.

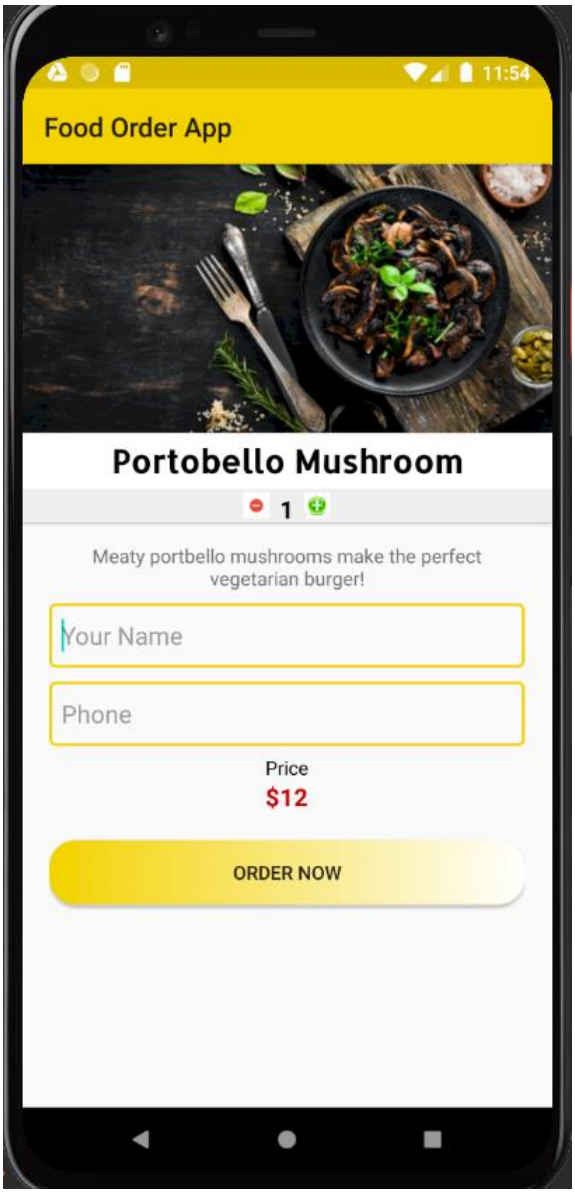
onClick() is called when a Context Menu is being built (as the result of a sustained "long click"). onClick () callback does not return any value.

The Context is an abstract class provided by Android, and as such, its job is to bridge your application code with the Android System.

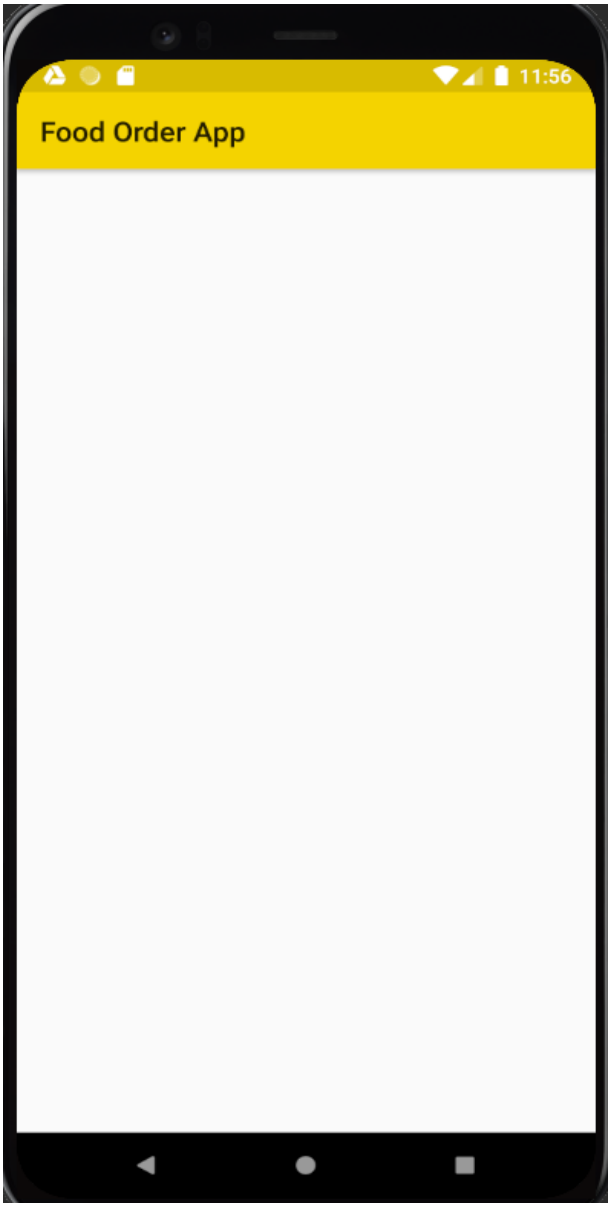
8.RESULTS



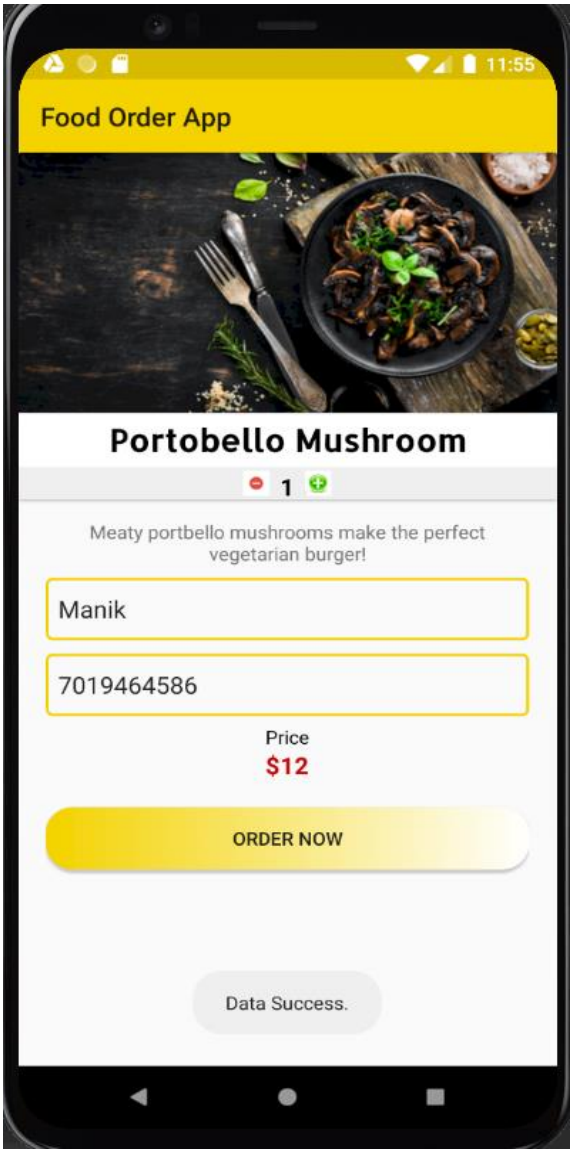
5.1 This is the output for login page .



Output for detail activity for the food item Selected by user.

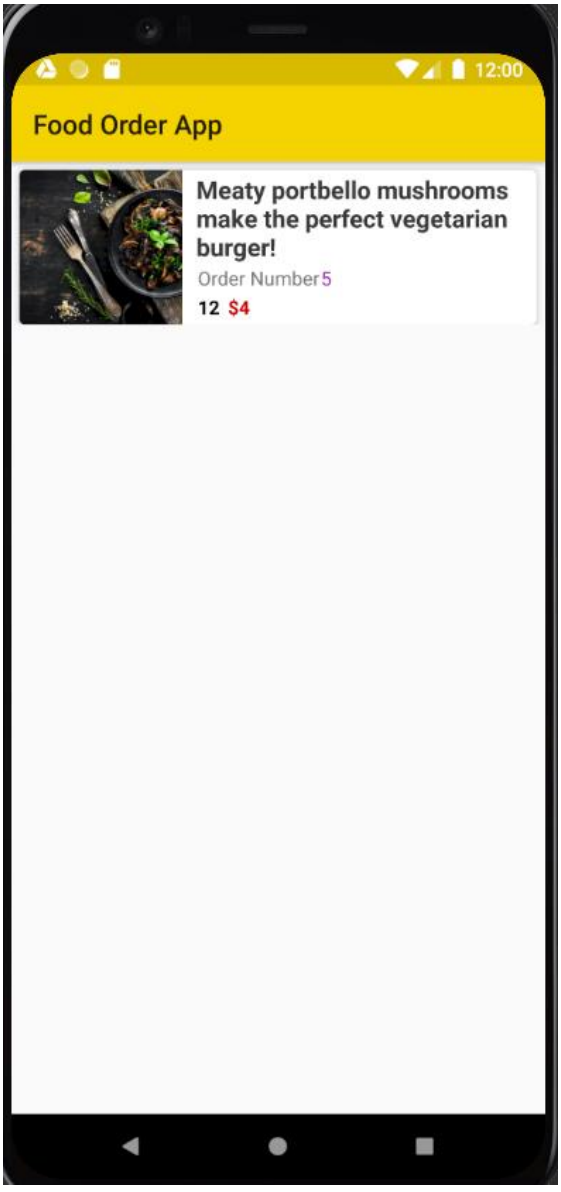


Output for "My Orders" activity before selecting the food item.

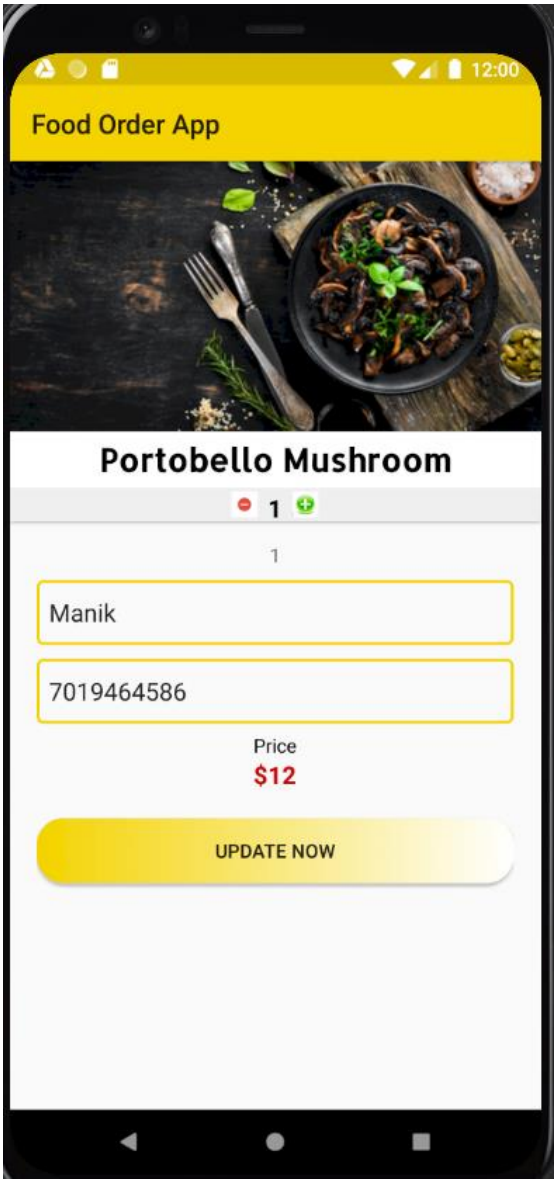


Entered user data Resistered successfully

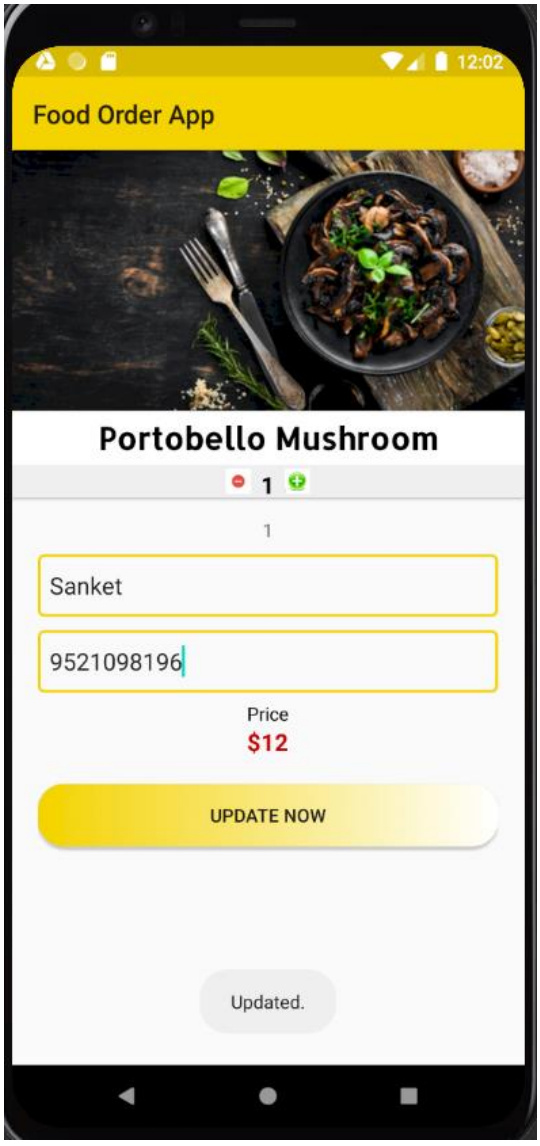
In the Database.



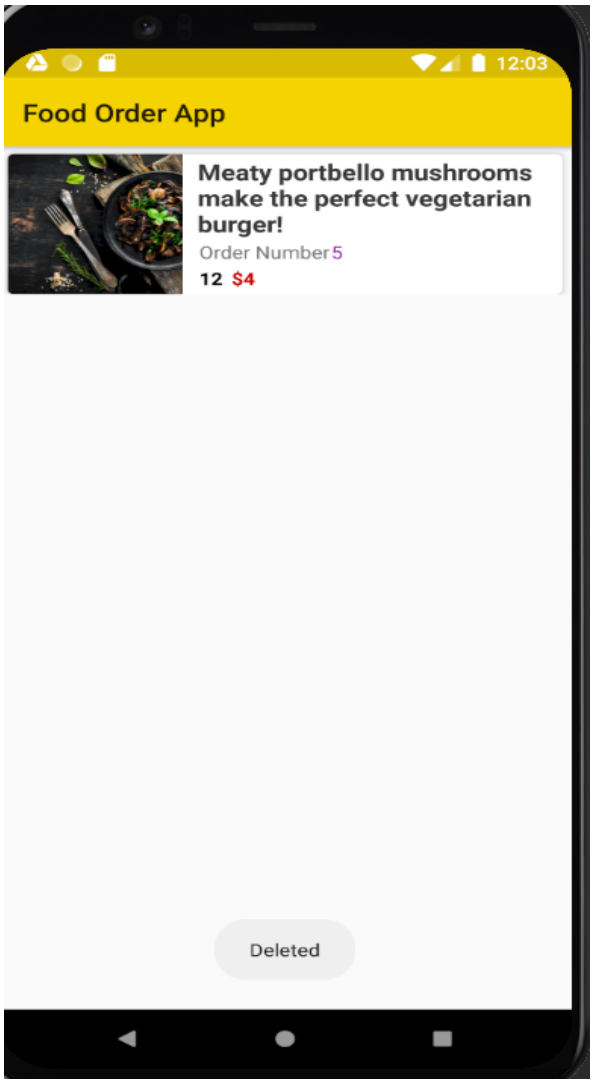
The Output of "My Orders" activity after placing the Order by User.



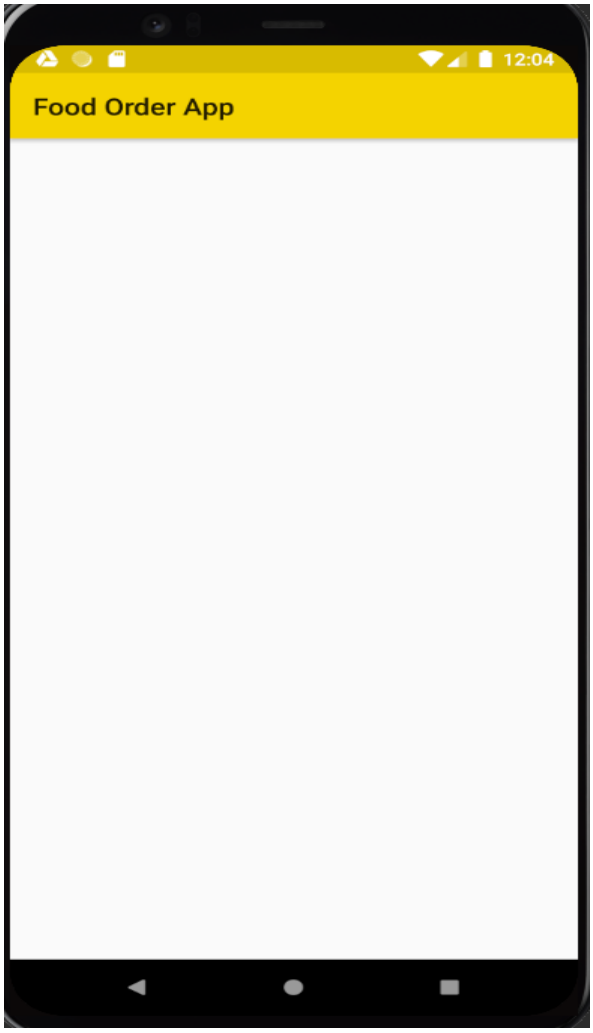
Output Before Updating the User Inputs



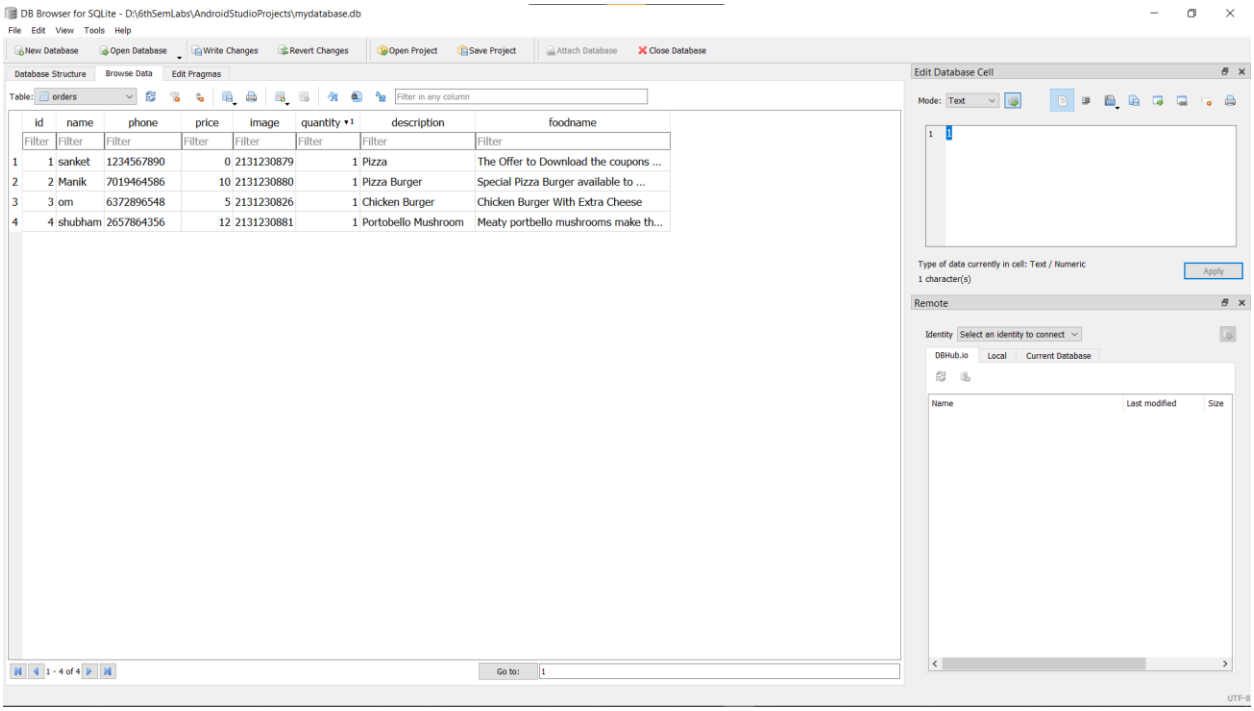
Output After Updating the User Fields in Database.



Output for deletion after long press on Ordered food item.



Output after deleting all orders from "My Orders" Activity.



Database for User Inputs.

9. Conclusion

The entire project has been developed and deployed as per the requirements stated by the user, it is found to be bug free as per the testing standards that is implemented. The system at present does not take care off the money payment methods, as the consolidated constructs need SSL standards and are critically to be initiated in the first face, the price displayed for selected food item can be dependent on total quantity selected by the user. The system needs more elaborative technicality for its inception and evolution.

An online food order app system is a comprehensive solution that will resolve your problems with organizing online orders.

10. References

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