FINAL PROJECT REPORT

SEMESTER 2, ACADEMIC YEAR: 2024-2025

CT312H: MOBILE PROGRAMMING

- Project/Application name: Pizza Shop
- GitHub link: https://github.com/24-25Sem2-Courses/ct312hm03-project-Tanchuoi
- Link demo: https://www.youtube.com/watch?v=R9LpXpX4jbs
- Student ID 1: B2111950
- Student Name 1: Đinh Hồ Thanh Tân
- Student ID 2: B2111923
- Student Name 2: Lê Tào Quốc Hải
- Class/Group Number (e.g, CT312HM01): CT312HM03

I. Introduction

- Project/application description: A selling pizza application.
- A task assignment sheet for each member if working in groups:

Đinh Hồ Thanh Tân	Home page, login/signup page, product list page, product
	detail page
Lê Tào Quốc Hải	Cart page, order page, order detail page, settings page

- 1. Feature / Application page 1:
- Description: What is this feature/application page? What is it used for?
- Screenshots: some screenshots of this feature/application page.
- Implementation details: students should answer the following questions:
- + List the widgets used for this feature/page. Is there any special widget (not introduced in the lesson) used? If so, state them.
- + Does the feature use any libraries or plugins? If so, state them and state the role of those libraries/plugins.
- + Does this feature use a shared state management solution? If so state briefly how your solution works and describe the code architecture.
- + Does this feature read or store any data? Locally or remotely? If so, state the data table structure. If you are using a REST API, briefly describe that API (how to call, input, output).

II. Details of implemented features

1. Login page

- **Description:** User login page

- Screenshots:



- Implementation details:

+Widgets used: Scaffold, AppBar, SingleChildScrollView, Padding, Column, Row, Image.asset, Lottie.asset, SizedBox, TextField, InputDecoration, OutlineInputBorder, ElevatedButton, Text, TextButton, Navigator.pushNamed

+ libraries or plugins:

- lottie – For displaying animated login illustrations.

+ Shared state management:

- LoginPage accesses UserManager using Provider.
- Upon successful login, the page navigates to /main.

+ Data Storage and Retrieval:

- **Remote Data**: This feature interacts with an authentication system UserManager.
- **Data table**: Users(id, email, username, phoneNumber, address, birthday, fullName)

2. Signup page

- **Description:** User signup page

- Screenshots:



Implementation details

• Widgets used:

Scaffold, AppBar, SingleChildScrollView, Padding, Column, Row, Image.asset, SizedBox, TextField, InputDecoration, OutlineInputBorder, IconButton, ElevatedButton, Text, TextButton, Navigator.pushNamed, SnackBar.

• Libraries or plugins:

- provider For state management (UserManager for handling user registration).
- RegisterPage accesses UserManager using Provider.
- Upon successful registration, the page navigates to /login.

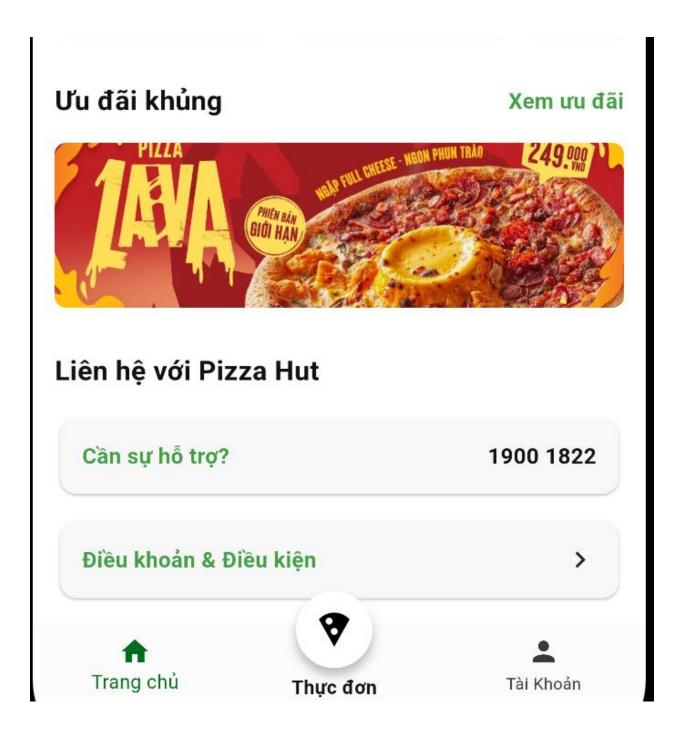
Data Storage and Retrieval

- **Remote Data**: This feature interacts with an authentication system via UserManager.
- **Data table**: Users(id, email, username, phoneNumber, address, birthday, fullName)

3. Home Page

- **Description:** This is the Home Page of the user, which contains banner, items you may like section, advertising...





Implementation details:

Widgets used:

 SingleChildScrollView, Column, CarouselSlider, Align, Text, Card, Padding, Row, Expanded, IconButton, TextField, GestureDetector, PageView, ClipRRect

• Libraries or plugins:

carousel_slider (for image carousel)

o provider (for state management)

Shared state management

- The app uses **Provider** for managing user-related data through UserManager.
- The HomePage retrieves the logged-in user's information (userManager.user) and updates the delivery address.

Data Storage and Retrieval:

Remote Data:

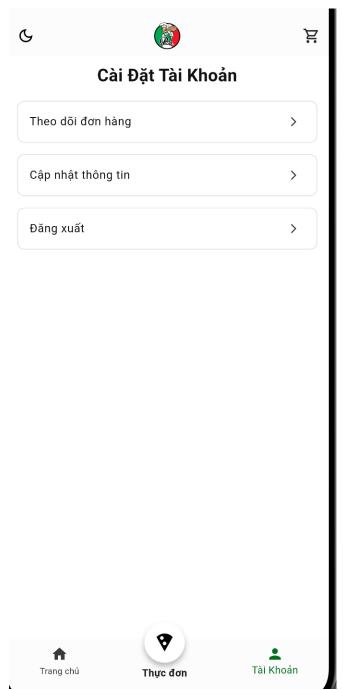
- ProductService().getRandomProducts() is used to fetch a random selection of products from the backend.
- userManager.updateAddress(newAddress) updates the user's delivery address.

Data table: Users(id, email, username, phoneNumber, address, birthday, fullName)

4. Profile Page

Description: This is the Profile Page contains logout, update profile, track order.

Screenshots



Implementation details:

• Widgets used:

 Column, SizedBox, Center, Expanded, ListView, Container, ListTile, Text, Icon

• Libraries or plugins:

o flutter/material.dart (Core UI library)

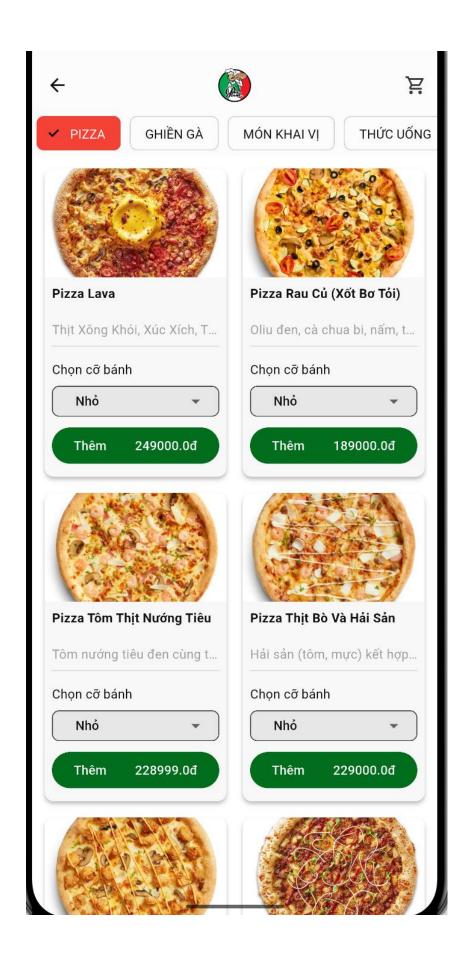
Data Storage and Retrieval:

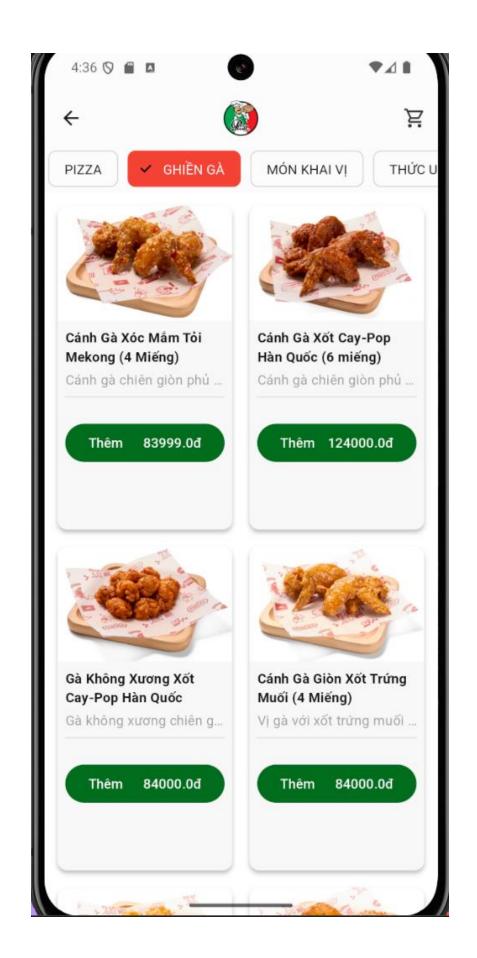
- Remote Data: Not used in this widget.
- **Data table:** No database integration in this snippet. However, if user information is retrieved from a backend, it could be stored in a User model and fetched via an API.

5. Product list Page

Description: This page show all products in shop filter by category

Screenshots





Implementation details:

• Widgets used:

 Scaffold, AppBar, Image, IconButton, ChoiceChip, GridView.builder, CircularProgressIndicator, ProductCard, Padding, Center, Text

• Libraries or plugins:

provider (State management for product fetching)

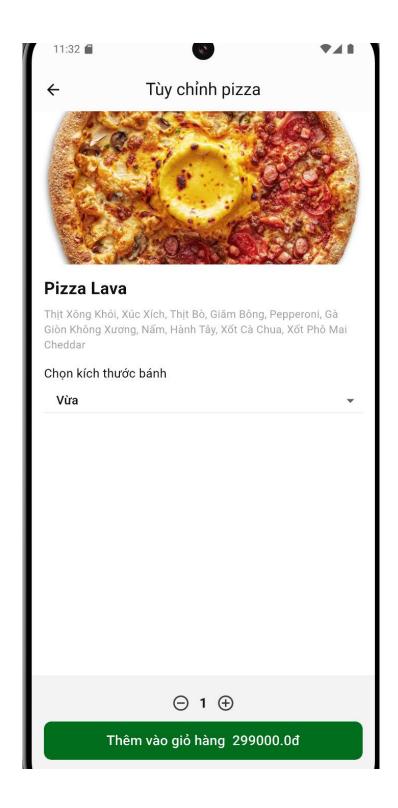
Shared state management:

- The app uses Provider (ProductManager) to manage product data.
- getProductsByCategory(category) updates products based on the selected category. **Data Storage and Retrieval:**
- Remote Data: Products are fetched dynamically by category via ProductManager
- **Data table:** Products(id, name, description, price, featureImage, category, user)

6. Product detail Page

Description: This page show product detail and quantity selection.

Screenshots



Implementation details:

• Widgets used:

 Scaffold, AppBar, Hero, Image.network, Column, DropdownButton, DropdownMenuItem, IconButton, FilledButton, Text, Padding, SizedBox, BottomAppBar, SnackBar.

• Libraries or plugins:

- o flutter/material.dart
- o provider (for CartManager).

Shared state management:

- Provider (CartManager) manages the cart state.
- setState is used for:
 - o selectedSize updates.
 - o quantity updates.
- ScaffoldMessenger provides user feedback when an item is added.

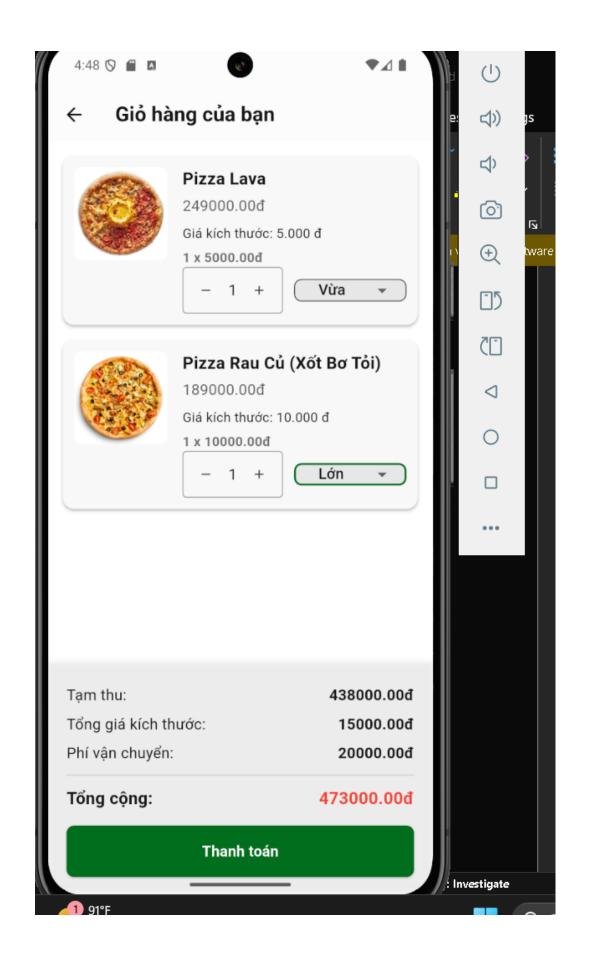
Data Storage and Retrieval:

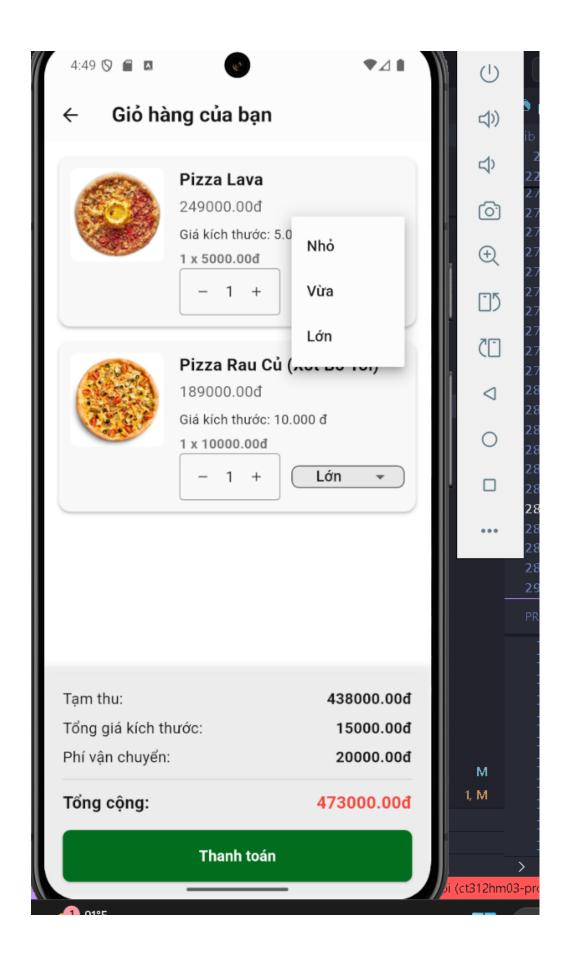
- **Remote Data:** Product details passed as a parameter.
- Data table: Products(id, name, description, price, featureImage, category, user)

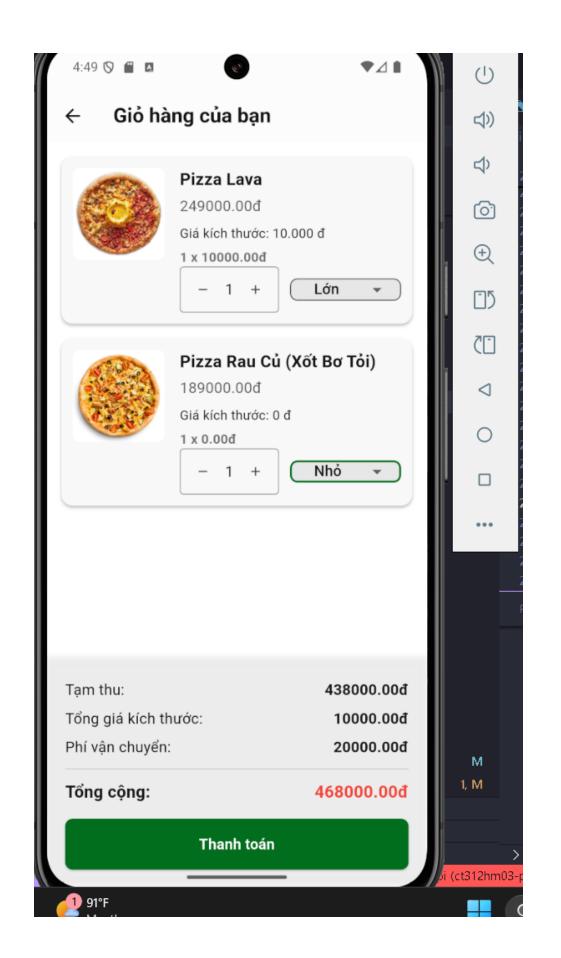
7. Cart Page

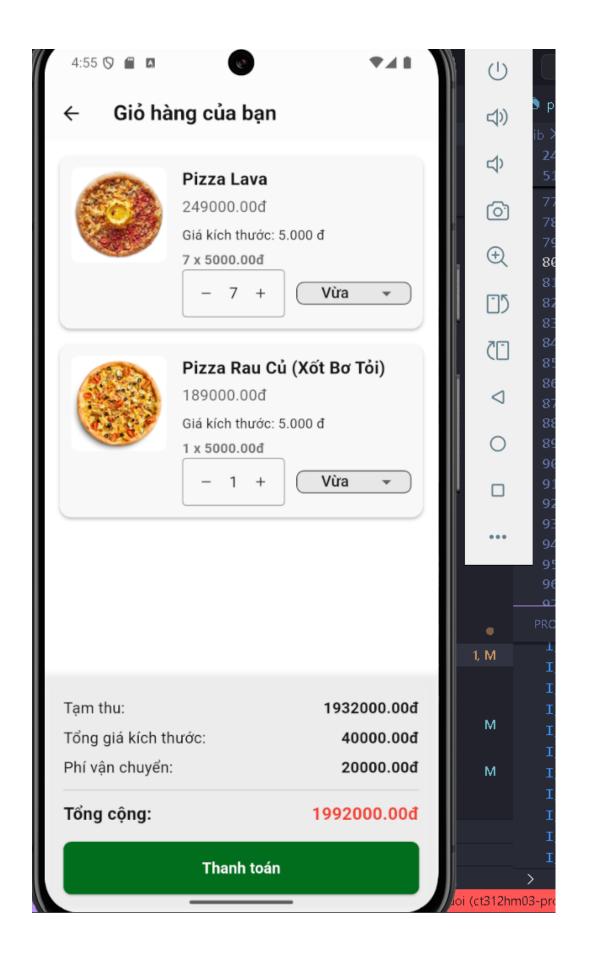
Description: This page cart item that was added by user, user can change quantity and size in this page and process to checkout

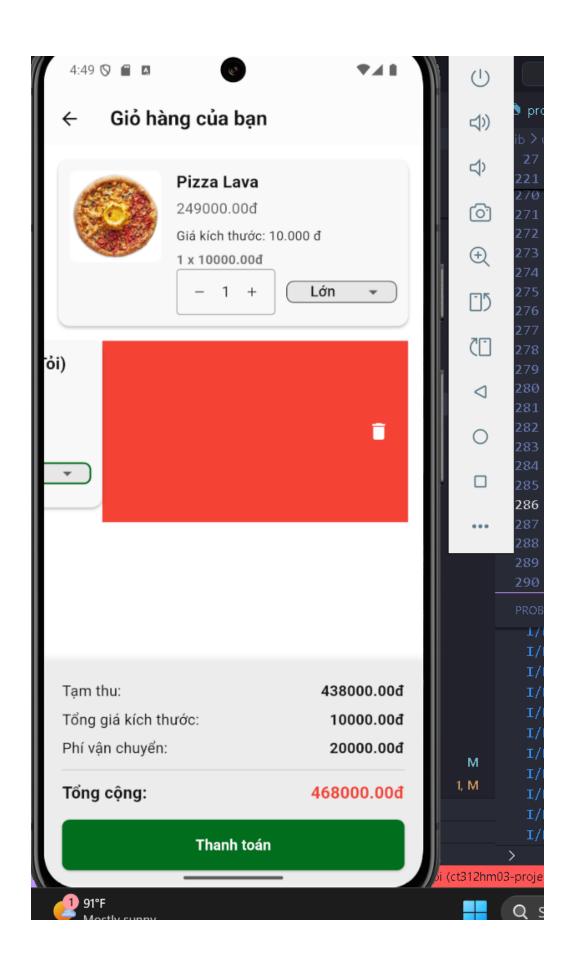
Screenshots:

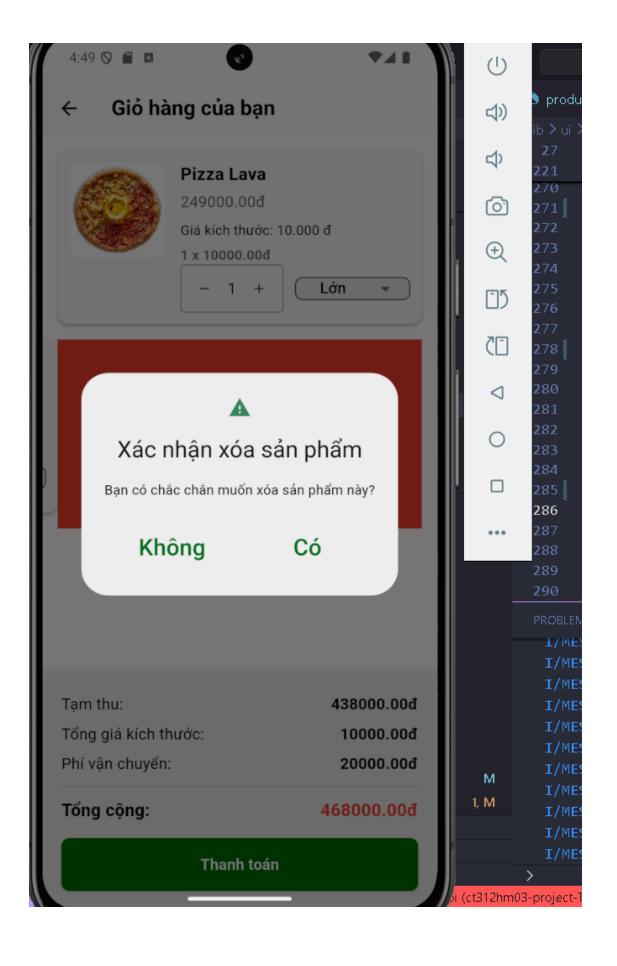


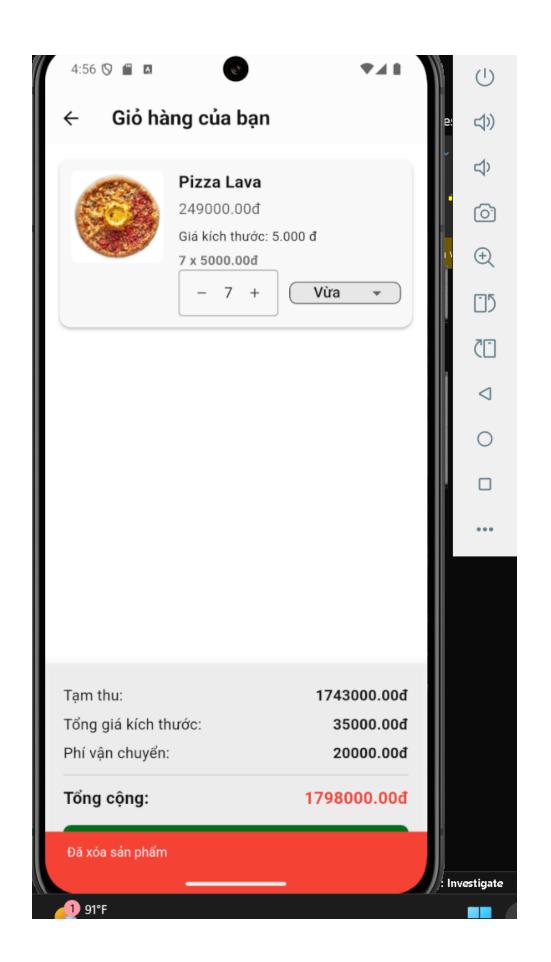


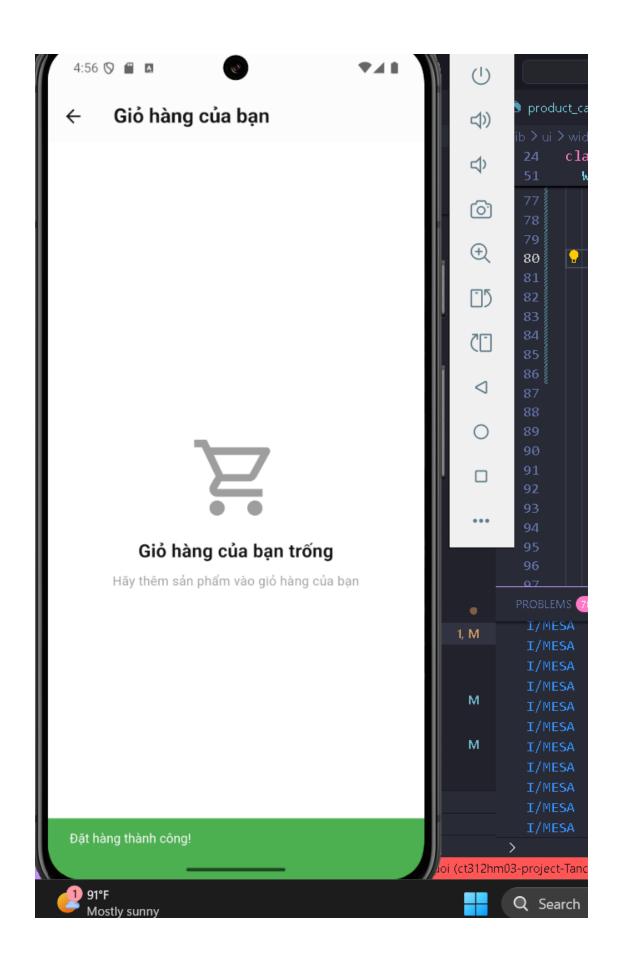




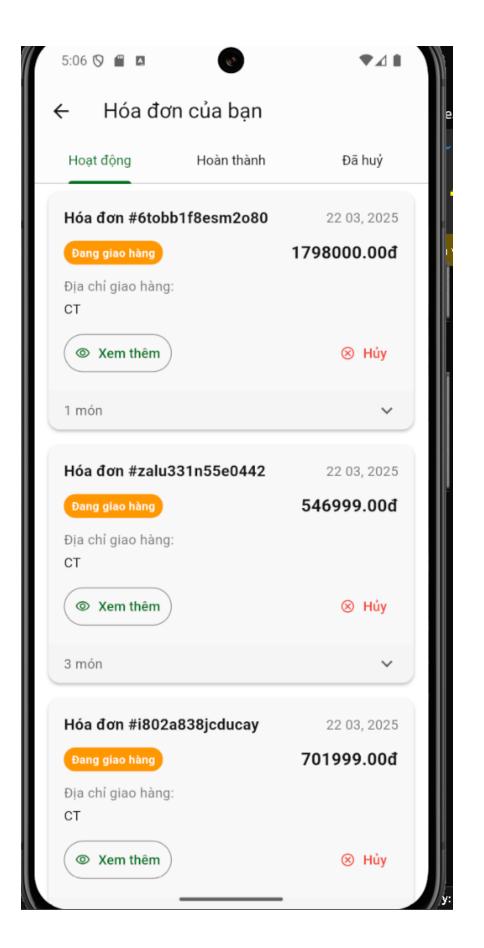


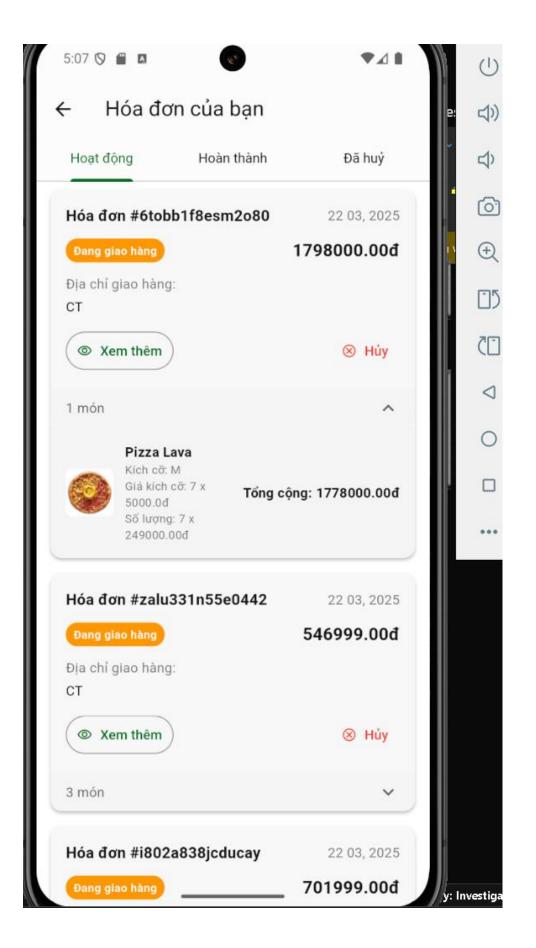


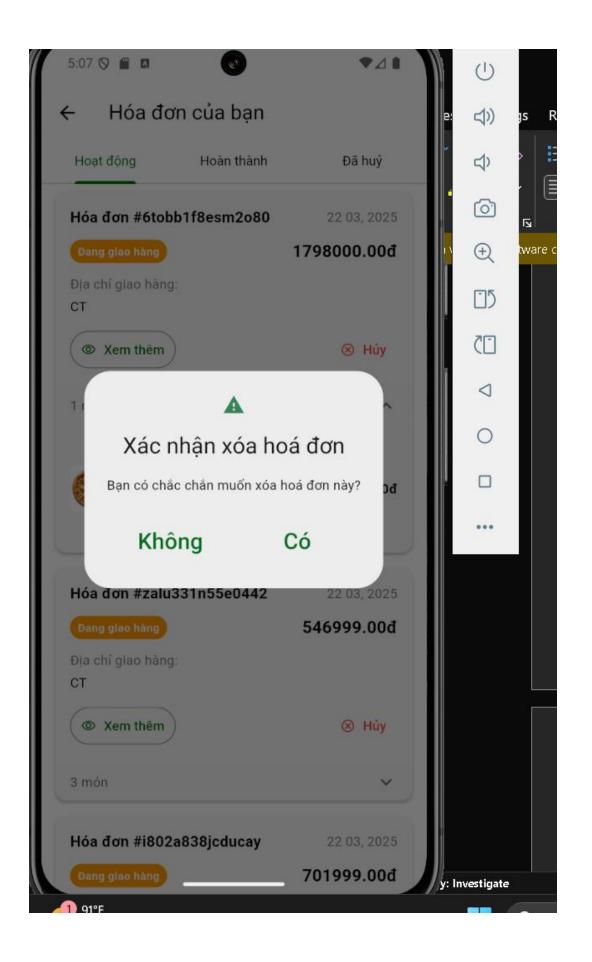


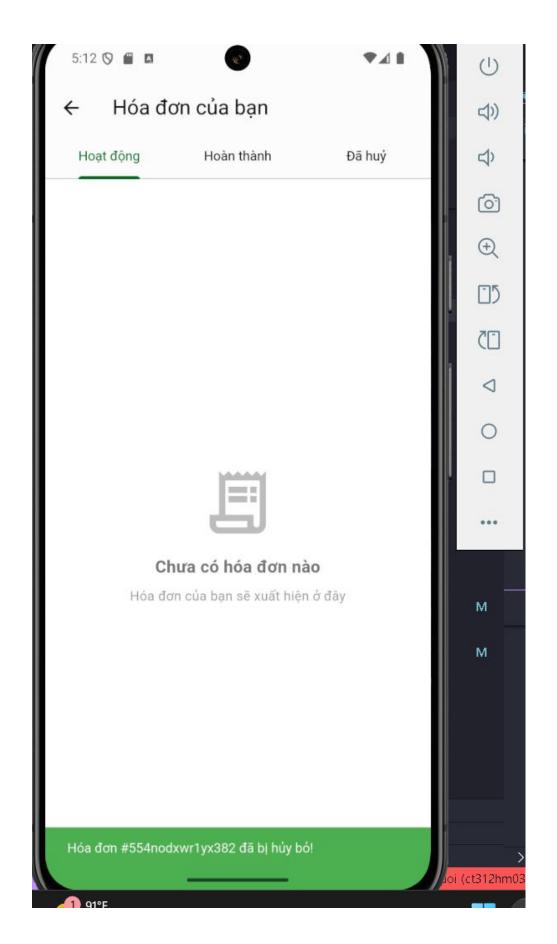


- **Implementation details:** students should answer the following questions:
 - + Widget: Scaffold, AppBar, Column, Row, Expanded, Container, SizedBox, Divider, Text, Icon, ListView, FutureBuilder, Consumer, BoxDecoration, BoxShadow, ElevatedButton, SnackBar, ScaffoldMessenger, StatefulWidget, DropdownButtonFormField, Dismissible, Card, ClipRRect, Image, IconButton, DropdownMenuItem, OutlineInputBorder, InputDecoration, ScaffoldMessenger, EdgeInsets, BorderRadius, SizedBox, Expanded, Row, Column
 - + **Libraries:** intl, provider
 - + State Manager and Code Structure:
 - State Manager:
 - Provider(use for quantity change and size change)
 - setState: on update quantity and size
 - Code Structure:
 - Models/cart.dart: store cart class
 - Page/cart.dart: Cart Page
 - Widget/cart_item_card.dart: Card of Item
 - Manager/cart_manager.dart: Store cart item model data and cart item data function
 - Service/cart service.dart: Cart Item Pocketbase function
- **Database/Rest API:** Cart Item(id, name, quantity, price, product, status, size)
- 8. Order Page
- **Description:** This is the Order of the user, where user could see all the orders that had made, the user can reorder in here, cancel the order or see order detail.
- Screenshots:

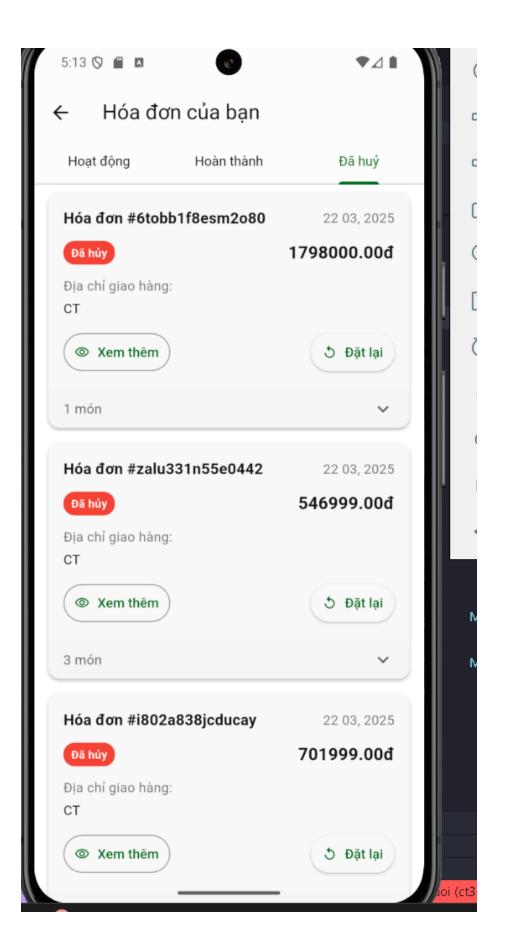


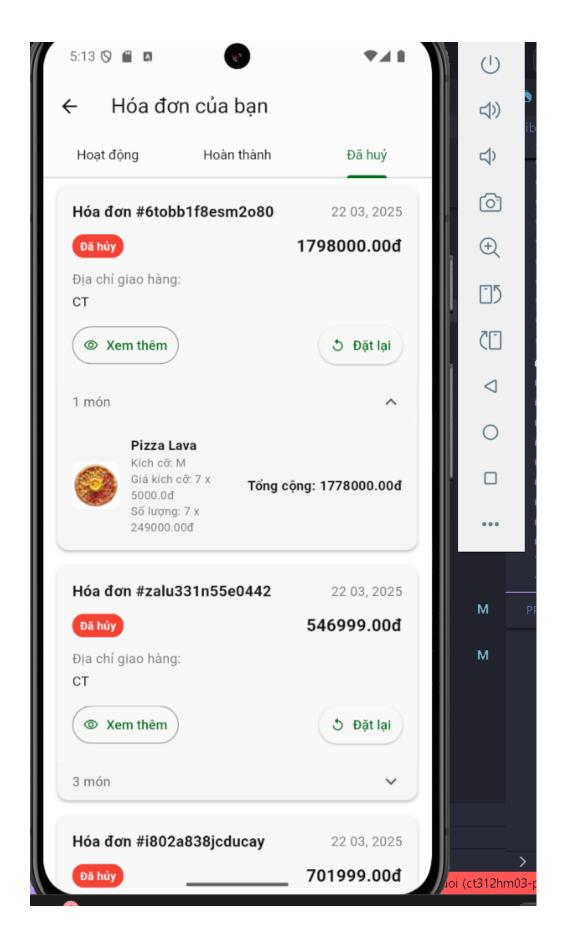


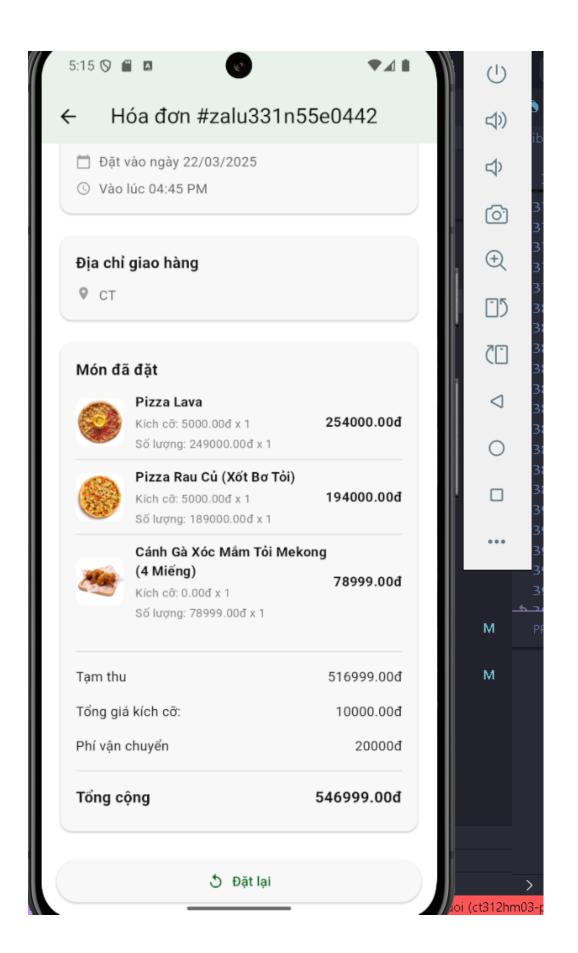


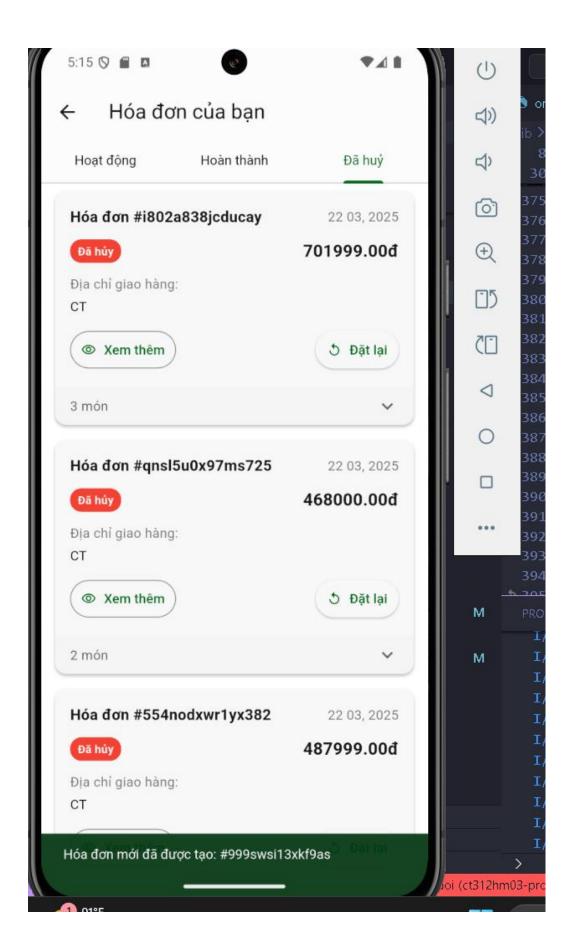


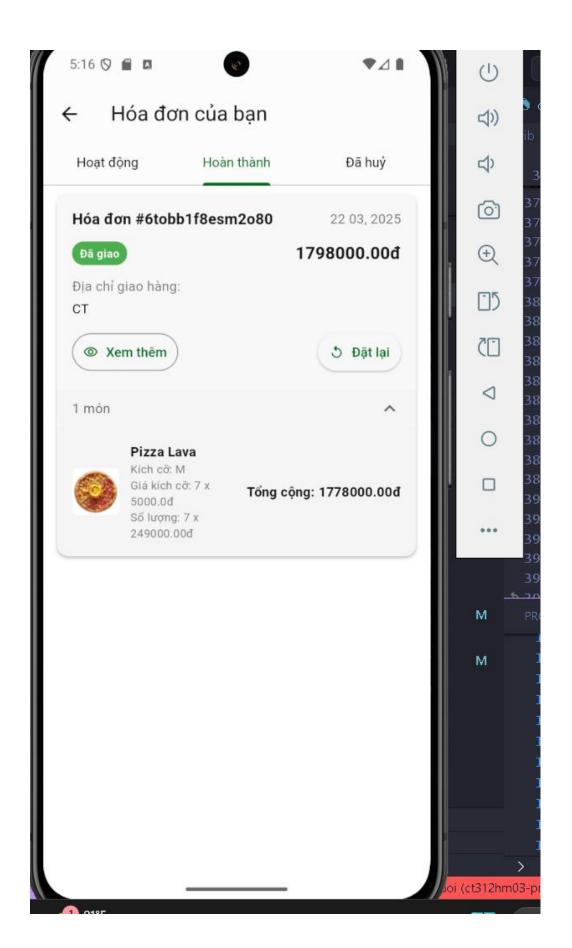












- **Implementation details:** students should answer the following questions:
 - + **Widget:** Scaffold, SingleChildScrollView, Padding, Column, SizedBox, EvaluatedButton, ScaffoldMessager, SnackBar, Navigator, Text, Row, Expanded, Container, ClipRRect, ListView, Card, FutureBuilder, Consumer, TabBarView, InkWell, Icon, TextButton, OutlinedButton
 - + **Libraries:** intl, provider
 - + State Manager and Code Structure:
 - State Manager:
 - Provider and ChangeNotifier to manager order state
 - Order Manager:
 - o Fetch Orders,
 - o Get Orders by ID to go to order detail
 - o Cancel an order
 - o Reorder

Code Structure:

- Models/order.dart: Store order class
- Page/order_page.dart: Order Page
- Page/order_detail_page.dart: Order Detail Page
- Widget/order_item.dart: Order Item
- Widget/order_list.dart: List of Order Item
- Manager/order_manager.dart: Store Order model data and state function
- Service/order service.dart: Order Pocketbase function
- **Database/Rest API:** orders(id, amount, dateTime, user(single), cart_items(multiple), deliveryAddress)