

Vanier College Computer Science Department

420-431-VA Application Development 2

Assignment 2

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Task 1) Create a flutter application using Sqlite as per the following instructions:

Step 1) create an interface that reads value from the user: name, Contact Phone, SSN and address and button to insert into database

2:00 [icons]

ROOM DATABASE

Name

Contact Phone

SSN

Address

INSERT USER

[Android navigation bar]

Step 2) If an user tries to insert data without any value, warn the user as given below

The image shows a mobile application interface for a 'ROOM DATABASE'. At the top, there is a green header bar with the title 'ROOM DATABASE'. Below the header, there are four text input fields labeled 'Name', 'Contact Phone', 'SSN', and 'Address'. A green button labeled 'INSERT USER' is positioned below the input fields. At the bottom of the screen, there is a white warning message in a rounded rectangle that says 'Do not leave any field'. The entire interface is set against a light gray background. The top status bar shows the time as 2:00 and various icons. The bottom navigation bar is black with standard Android navigation icons.

Step 3) Insert the data and click the button

The screenshot shows a mobile application interface with a green header bar containing the title "ROOM DATABASE". Below the header, there is a form with four input fields and a button. The first field is labeled "Name" and contains the text "sakku". The second field is labeled "Contact Phone" and contains the text "123456". The third field is labeled "SSN" and contains the text "999999". The fourth field is labeled "Address" and contains the text "cote des neiges montreal". Below the form is a green button with the text "INSERT USER". The top status bar shows the time "2:02" and various icons. The bottom navigation bar shows standard Android navigation icons.

2:02

ROOM DATABASE

Name

sakku

Contact Phone

123456

SSN

999999

Address

cote des neiges montreal

INSERT USER

Step 4) Once clicked, the data should appear in the same activity as shown in the figure (put default picture for all the entered users in the item and small image to delete or update user info)

2:03

ROOM DATABASE

Name

Contact Phone

SSN

Address

INSERT USER

sakku




123456
999999

cote des neiges montreal

Android navigation bar

Step 5) After entering 2 entries

2:03



ROOM DATABASE


Name

Contact Phone



SSN


Address

INSERT USER





adi
111
2222
toronto






sakku
123456
999999
cote des neiges montreal

Step 6) By deleting the sakku user (it should be initiated by clicking the bin image)

2:04



ROOM DATABASE


Name

Contact Phone

SSN

Address

INSERT USER





adi

111

2222

toronto



Step 7) When I click the edit/update picture, the items should appear in the user interface where user can update the info (look at the button, now it is called update user)

2:04

ROOM DATABASE

Name

adi niranjan

Contact Phone

111

SSN

2222

Address

vancouver

UPDATE USER






adi

111

2222

toronto

Step 8) After updating the user info

2:05   •   

ROOM DATABASE


Name

Contact Phone

SSN

Address

INSERT USER





adi niranjan





111

2222

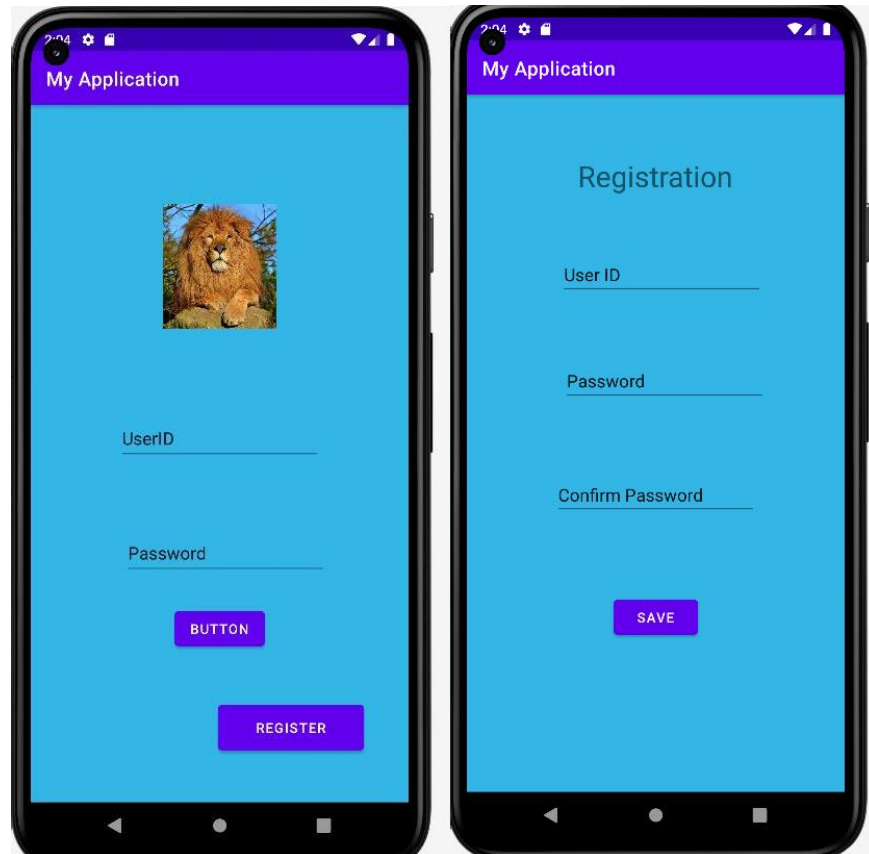
vancouver





Task 2) Design and develop a Pizza app with the following features:



- 1) In order to use the Pizza app, the user has to register his/her user id and password.
- 2) Once the user has registered, you can navigate the home page to login.
- 3) Make it sure that user id and password is validated before accessing the home screen.

- 4) Once landed to home screen, use Grid layout to display different Pizza pictures and username should be visible at all navigable interface
- 5) Each pic should be clickable.



- 6) Description page must display the name of the Pizza, userId, picture, description and options to choose the size, quantity and toppings
- 7) User can increase and decrease the quantity of corresponding pizza and also for toppings. The total cost must show the live value based on price as listed.

Veg Pizza

userId



Description for about 3 to 4 lines

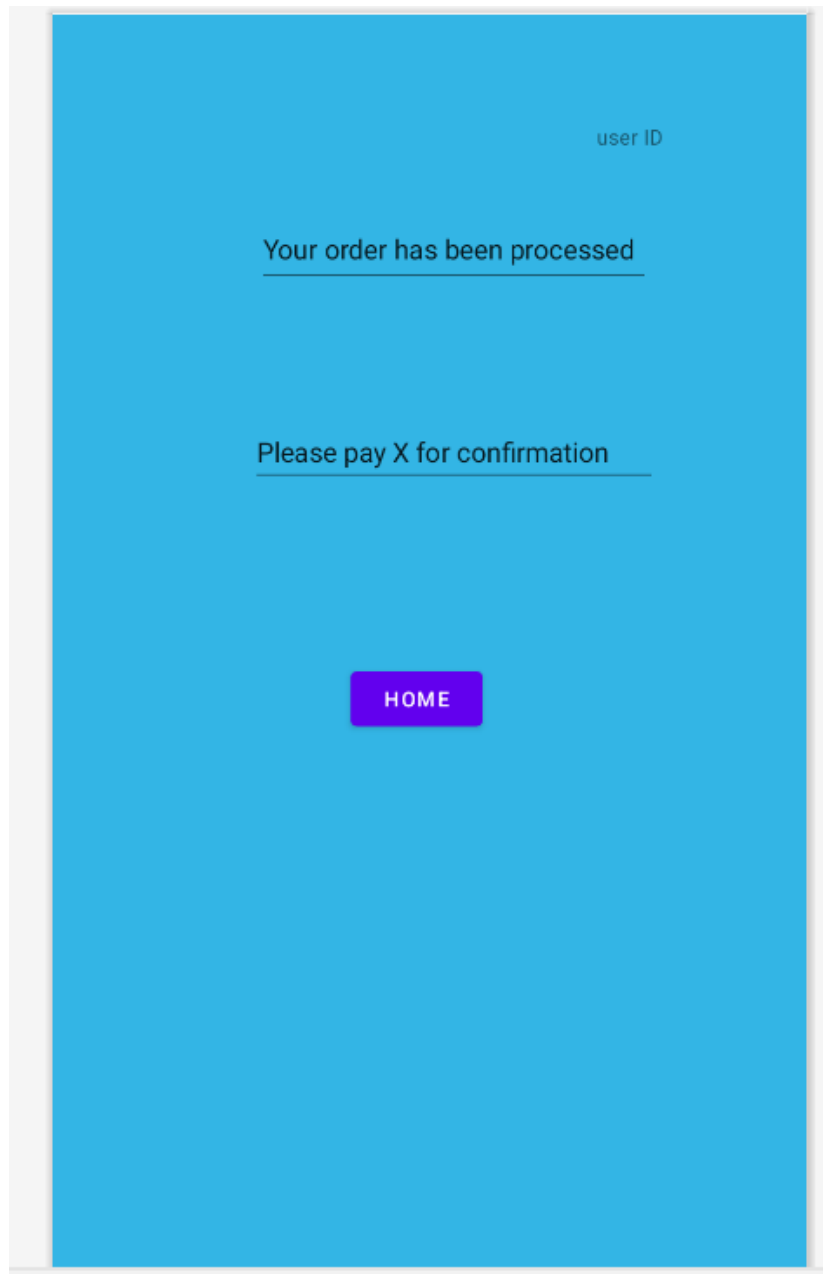
Size	Small	Medium	Big
Price	10CAD	20CAD	30CAD
Quantity	<div><div>+</div><div>-</div></div>	<div><div>+</div><div>-</div></div>	<div><div>+</div><div>-</div></div>

Toppings	Small 2 cad	Medium 3 cad	Big 5 cad
Quantity	<div><div>+</div><div>-</div></div>	<div><div>+</div><div>-</div></div>	<div><div>+</div><div>-</div></div>

Total cost

ORDER

- 8) Once the order button is clicked, display the price in new screen and design a home button that takes the user to home page as shown in the pic below.
- 9) Include scaffoldmessenger wherever you find appropriate



Important Note:

Once you complete the tasks, convert the app to apk format. Steps are

1. In the Android menu, go to **Build > Build Bundle(s) / APK (s) > Build APK(s)**.
2. Android Studio will start building the APK for you. Once done, a pop-up on the bottom right of studio will notify you of its completion. Click the **'locate'** button in this dialog.
3. The 'locate' button should open File Explorer with the debug folder open that contains a file called "app-debug.apk".
4. That's it. Rename this file and share!

Finally, copy the necessary files (app project folder and apk), zip it and submit on the Exam link.

PLAGIARISM IS HARMFUL
