DeliverIt
An Android delivery application

CHRISTOPHER NEWPORT UNIVERSITY

Profile

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Motivation

Mobile development has always been an interest of mine and I wanted to see what kind of application I could create. I used many different services because I wanted to learn about them and what they could exactly do. I also wanted to use an API and see what information I could retrieve. The concept of the application came to me because a lot of these types of apps have been popular recently and I wanted to see if I could implement something similar.

Database Table

```
CREATE SCHEMA IF NOT EXISTS `mydb` DEFAULT CHARACTER SET utf8 ;
USE `mydb` ;

-- Table `mydb`.`Users`

CREATE TABLE IF NOT EXISTS `mydb`.`Users` (
  `id` INT NOT NULL AUTO_INCREMENT,
  `unique_id` VARCHAR(23) NOT NULL,
  `name` VARCHAR(50) NOT NULL,
  `email` VARCHAR(100) NOT NULL,
  `driver` VARCHAR(50) NOT NULL,
  `encrypted_password` VARCHAR(80) NOT NULL,
  `salt` VARCHAR(10) NOT NULL,
  `created_at` DATETIME NULL,
  `updated_at` DATETIME NULL,
  PRIMARY KEY (`id`))
ENGINE = InnoDB;
```

Users
- id INT
- unique_id VARCHAR(23)
- name VARCHAR(45)
- email VARCHAR(100)
- driver VARCHAR(50)
- encrypted_password VARCHAR(80)
- salt VARCHAR(10)
- created_at DATETIME
- updated_at DATETIME
- Indexes

Abstract

The goal of this project is to complete an Android application called DeliverIt. The app is used to place orders for deliveries and uses people to complete these orders. The app is very similar to Uber Eats and other delivery apps but the difference with DeliverIt is that the app could deliver any item the customer desires. Uber Eats and other food delivery apps only use restaurants that they are allowed to deliver from. This application has a user-friendly interface and a database to hold the drivers and customer's information.

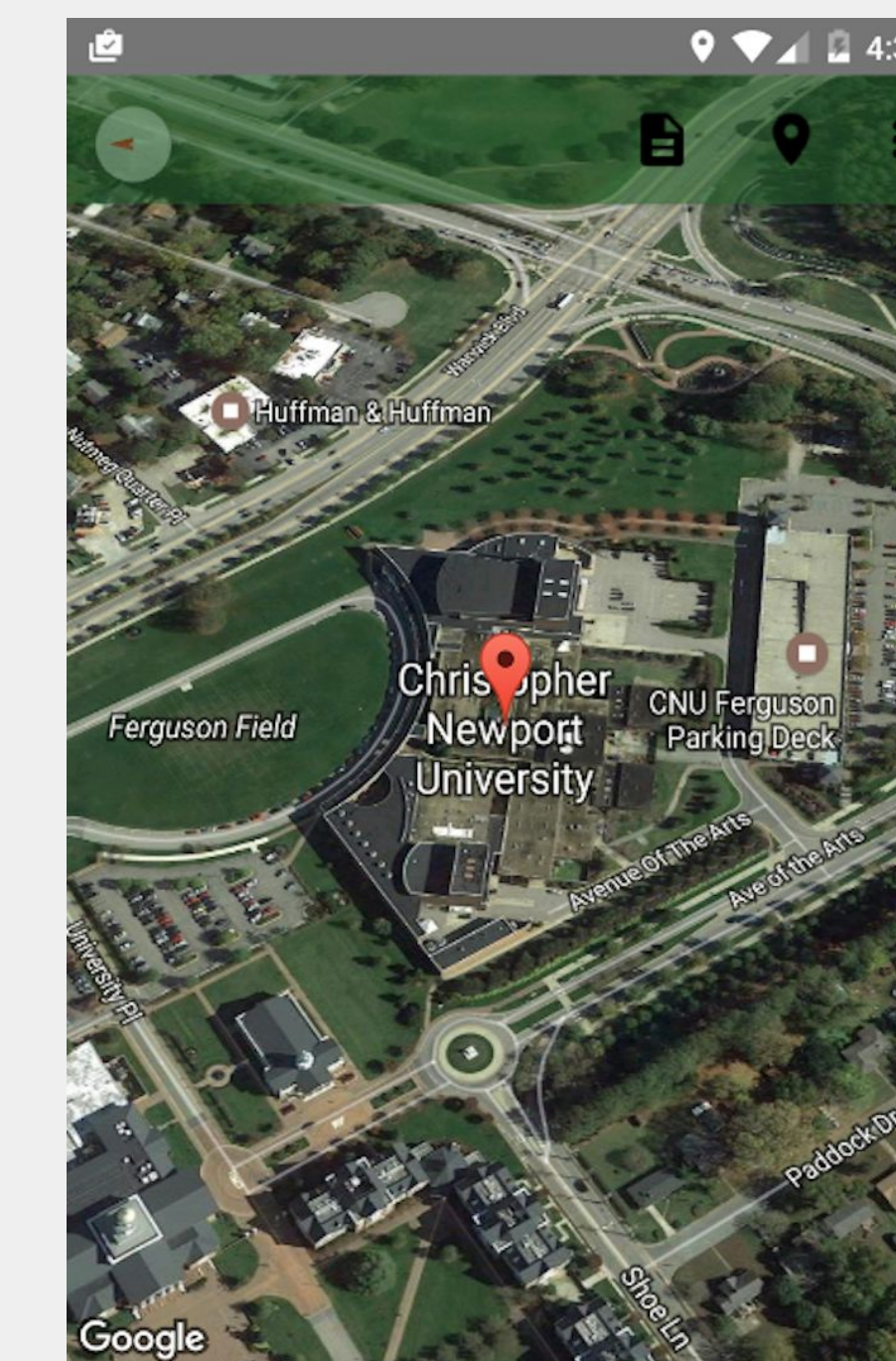## Project Details

Type: Mobile Application

Platform: Android

Languages Used: Java, PHP, XML, JSON
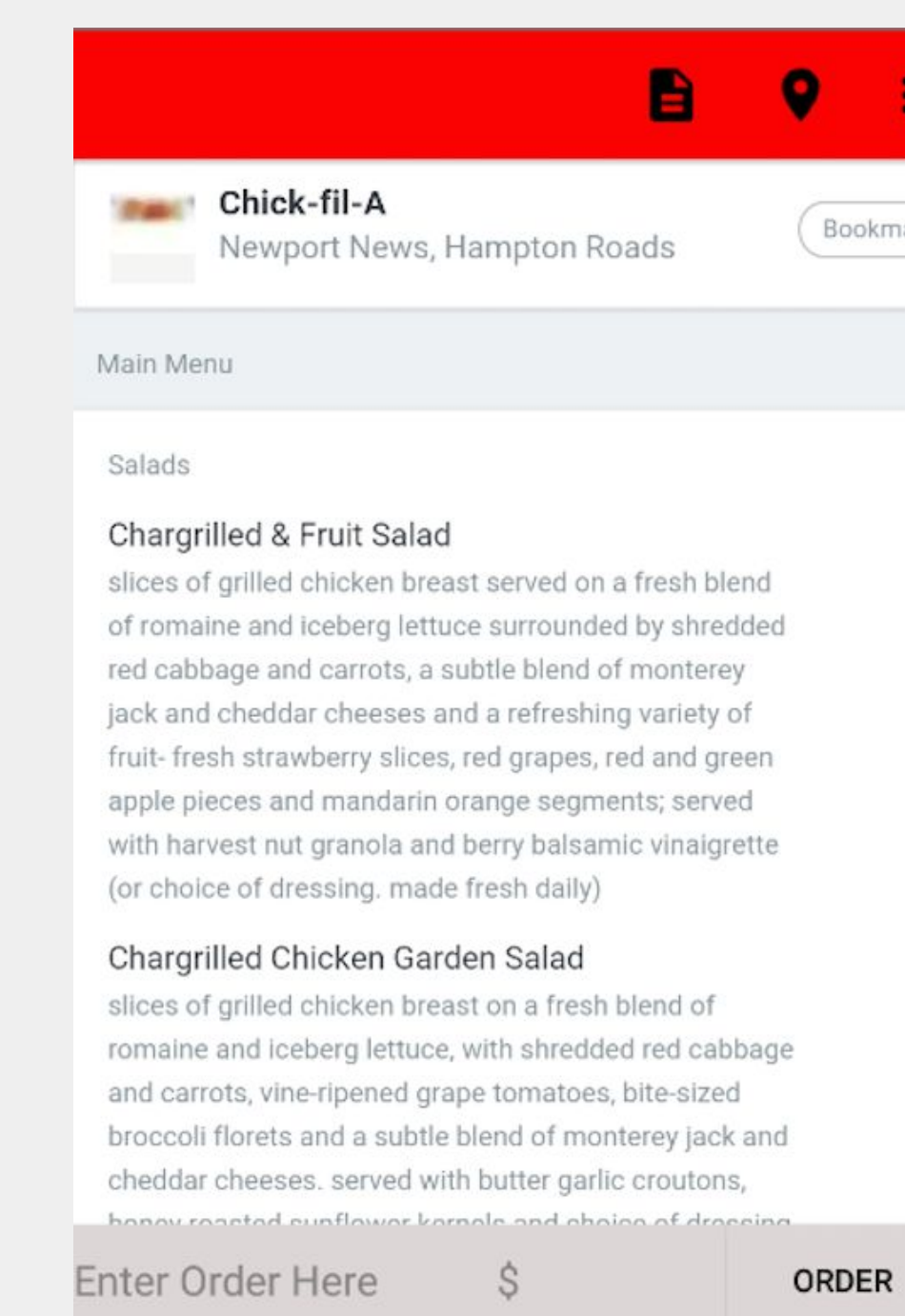
Backend: Local MySQL Database

Technologies Used: Android Studio, Genymotion, phpMyAdmin, MAMP

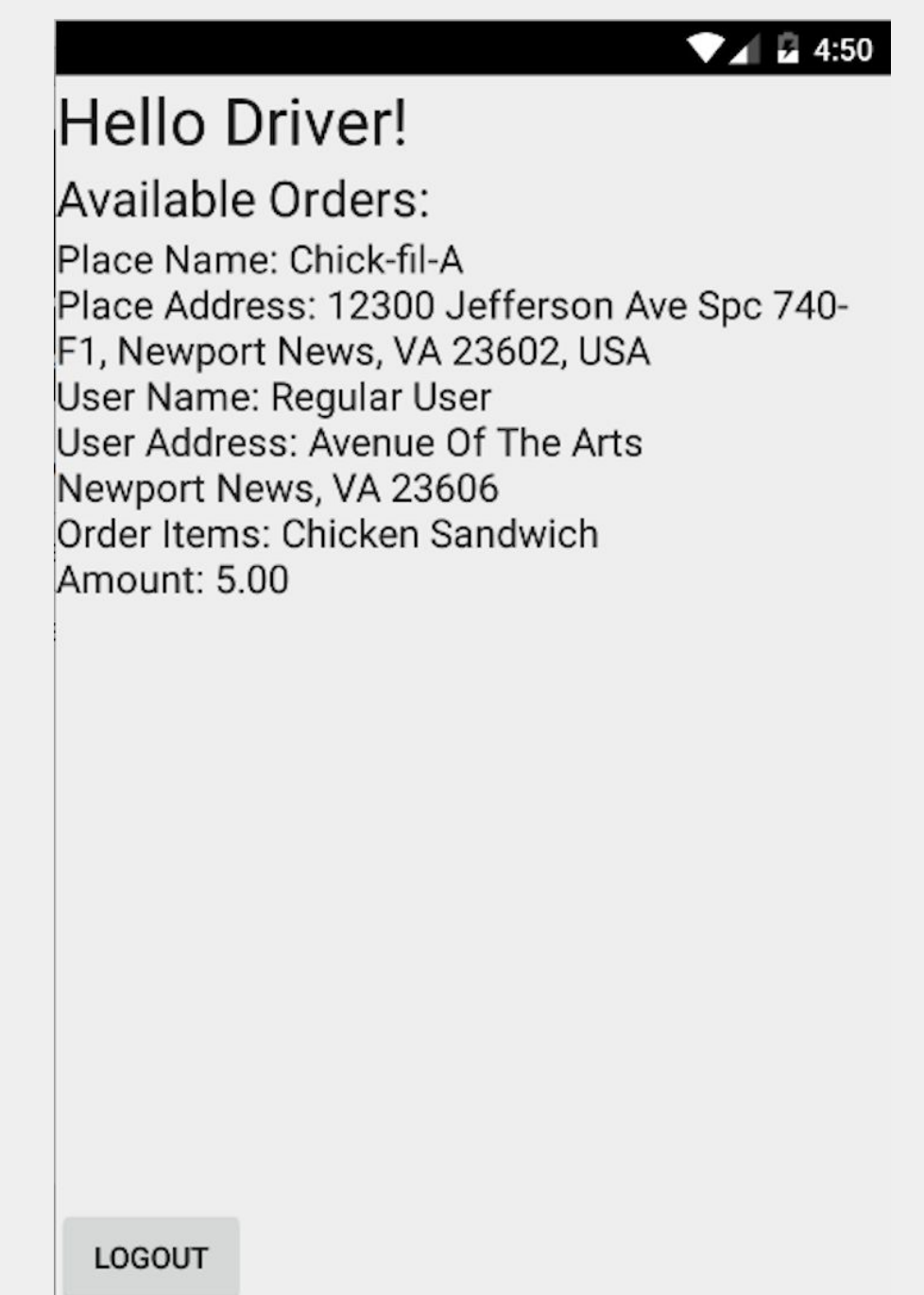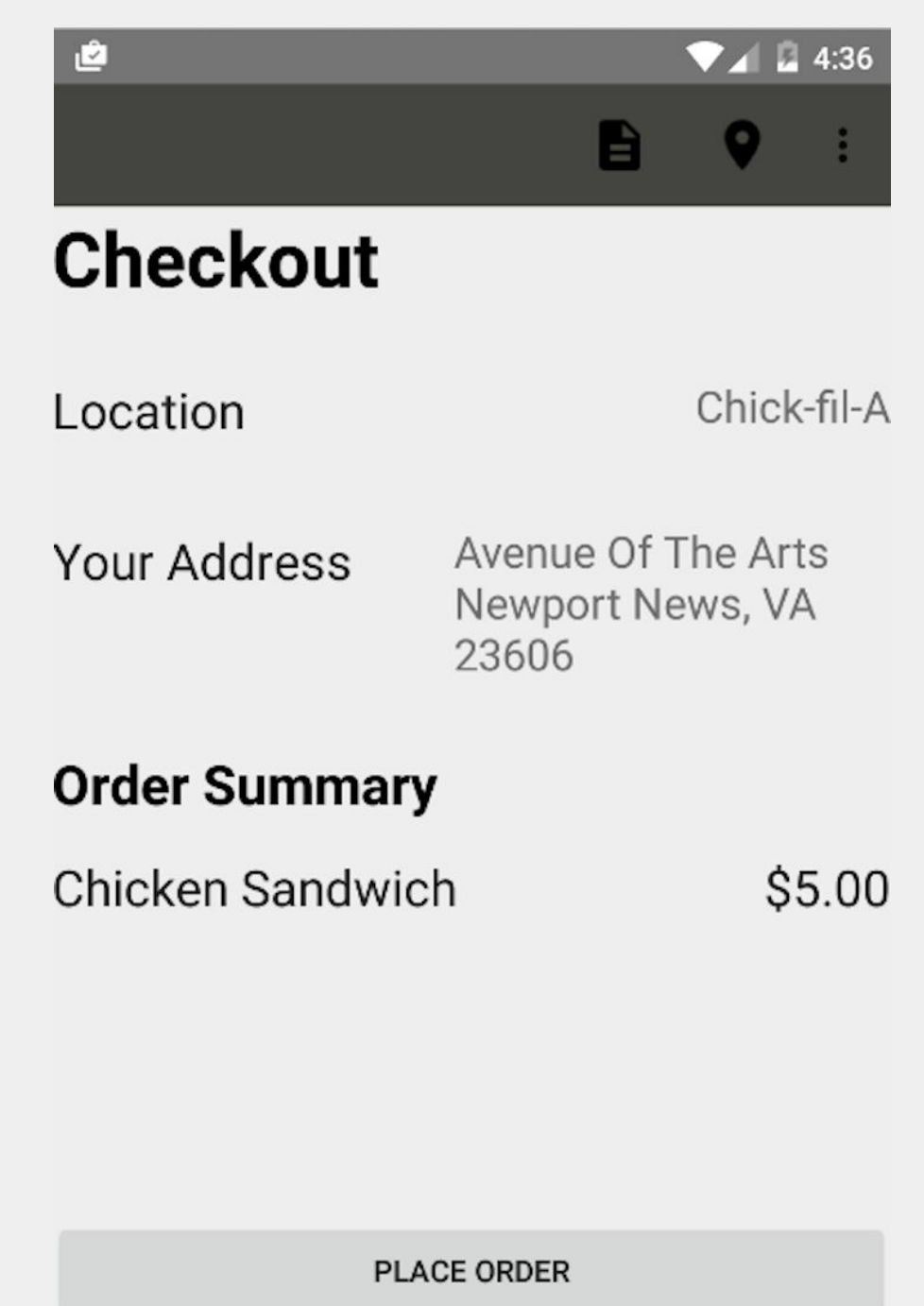**Services:** Google Places, Google Maps, Google Firebase, Zomato API

User Interface

Regular User   Driver User

Request   Checkout

```java
private void doZomatoRequest(final String placeName) {
    String tag_string_req = "zomato request";
    String uri = AppConfig.URL_ZOMATO + "lat=" + latitude + "&lon=" + longitude;
    Log.d(TAG,"Lat" + latitude + " Lon " + longitude);
    StringRequest strReq = new StringRequest(Request.Method.GET,
        uri, new Response.Listener<String>() {
        @Override
        public void onResponse(String response) {
            Log.d(TAG, "Zomato response: " + response);
            try {
                JSONObject jObj = new JSONObject(response);
                if (!jObj.equals(null)) {
                    boolean notFound = true;
                    JSONArray restArray = jObj.getJSONArray("restaurants");
                    for (int i = 0; i < restArray.length(); i++){
                        // get the whole object from array
                        JSONObject restObj = restArray.getJSONObject(i);
                        // get the restaurant object
                        JSONObject restaurant = restObj.getJSONObject("restaurant");
                        // get the string from the objects
                        String name = restaurant.getString("name");
```

This code makes a call to an API called Zomato and returns the menu of the given restaurant name. (*Note: Not all code for method is shown*)