Project – Pizza Ordering App

This is a basic pizza ordering app made in Android studio. It takes the basic ingredients that are required in the Pizza such as the crust, Toppings, email, delivery address and contact number of the person who wants to order the pizza. After successful form completion, the customer has to confirm the order following which the pizza order is received by the shop and there is pop-up showing that pizza is on its way.

Code-description:-

The few things that we have used in our USER interface are as follows:-

* Text View
* Radio Group
* Radio button
* Button
* Check box
* Edit text (email, postal address, phone )
* Text View
* Lable

In the app, the customer has to select the type of crust which can be only one crust. Different crust types are i) thin crust ii) Thick crust iii) spicy. It is possible to select only one crust, therefore we have to put thus **in the radio group from which the user is able to select only one crust type** and through the radio buttoned we are able to get that crust value.

After selecting the crust, the customer can also add toppings to the pizza. There can be multiple toppings possible for the order, therefore for the toppings, checkbox is considered to be good idea. In this, each **checkbox is considered as an independent identity and multi-choices are also possible.** To solve the multi choices, we have considered a small if else statement to deal with the toppings checkbox. Hence, on single or multiple selection of check-box, with the help of if-else statement, we are able to extract the values from the user interface.

For the delivery, we have considered an authenticated option of email, to which the customer is able to receive the order details. Then the corresponding delivery address of the customer, for delivery of pizza on time, we need the phone number which we have provided in a separate text box which accepts only phone number. **Email, address and contact number are implemented using “edit text” component**

We have **used label component to get the text values** from email, address and contact number which we have later on converted to a string for displaying on dialog box.

Further on, **from android.support package we have used the Alert Dialog class,** which is helpful in popping up the window and eventually showing the details of the order.

We have linked the ‘on click’ event of the button with the “confirm your order button”. With the ‘on click’ event, **we took all the text values from the components and converted to string and finally displayed on the alert dialog box**. To listen the ‘on click’ event of the button we have implemented an interface ‘**View.OnClickListener’**, which we have implemented on the MainActivity class.

To conclude, writing application in android is quite user-friendly and helps in building the app easier. The drag and drop components in activitymain.xml are very helpful to avoid explicit coding.

Prepared by:-

Anand Kumar Maurya

[anand.k.maurya@student.fh-kiel.de](mailto:anand.k.maurya@student.fh-kiel.de), 930092