

SNACK SQUAD

INTRODUCTION

Snack squad is a customizable snack Ordering and delivery App, that is mainly used in now-a-days that has a scope in delivering the food home to home by clicking any specific key in the mobile phone. The Android App that is designed to order the food in different hotels and from different places.

Even before Covid sparked a surge in the online, on-demand economy, restaurants were already starting to realize the potential of a food delivery app. Post-Covid, the demand has increased through both necessity and the increasing desire to have everything at our fingertips.

A food delivery app allows both traditional restaurant and take-away only establishments to continue feeding their customers. For restaurants, the app makes up for the reduced footfall due to any pandemic-related restriction.

- No more waiting in long queues to place orders
- Increase transparency in pricing
- Multiple ways to pay for the order
- No need to get jammed in traffic
- Moving to different restaurants
- Variety of dishes in single app
- Easy delivery

INTRODUCTION TO KOTLIN

KOTLIN is an expressive and concise programming language that reduces common code error and easily integrates into existing apps.

Android app, KOTLIN takes the advantages of its best-in-class features.

When building new Android development tools and content, such as Jetpack libraries, samples, documentation, and training content, we will design them with kotlin user mind while continuing to provide support for using APIs from the java programming languages.

INTRODUCTION TO ANDROID STUDIO

An android studio is an IDE for Google Android Development launched on the 16th may 2013, during Google's I/O 2013 event. Android Studio contains all the Android tool to design, test, debug, and profile your application. The android studio uses Gradle to manage your project, a build Automation tool. Switching to Android is easy when you know that your devices work for you, by working with each other. Sync your phone to your TV, Watch, or tablet..etc.Android is an open source and Linux-based operating system for mobile devices such as smartphones and tablets computers. Android was developed by open handset alliance, let by Google, and other companies.

Android offers a unified approach to application development for mobile devices which means developers need only develop for Android and their applications should be able to run on different devices powered by android.

BUILDIND APP UI

- To create new UIs, we recommend using compose , Android's declarative UI toolkit Google designed compose to simplify and accelerate UI development, so you can use less code more powerful tools and intuitive KOTLIN APIs
- For existing views based UIs, you can choose to migrate to compose or continue to use Views based works flows.
- Both frame works offer prebuilt UI components that work with graphics, animation and other visual elements.

NAVIGATION AND APP ARCHITECTURE

Navigation refers to the interaction that allow users to navigate across ,into, and back out from the different pieces of content within your app. Android Jetpack's Navigation component helps you implement navigation, from simple button clicks to more complex patters , such as app bar and the navigation drawer. The Navigation component also ensure a consistent and predictable user experience by adhering to an establish set principles.

- Navigation graph: an XML resources that contains all navigation-related information in one centralized location. This include all of the individual content areas within your app, called destinations, as well as the possible path that a user can take through you app.
- NavHost: An empty container that displays destination from your navigation graph. The Navigation component contains a default NavHost implementation, NavHostFragement, that displays fragment destinations.

- NavController: An object that manages app navigation within a NavController. The NavController orchestrates the swapping of destination content in the NavController as users move throughout app.

CONNECT TO INTERNET

Android apps in the market connect to the internet to perform network operation, such as retrieving emails, messages, or other information from a backend server. Gmail, YouTube, and Google Photos are example apps that connect to the internet to display the user data.

ANDROID PERMISSION

When a new software is been installed the android app ask for the permission which the user has to grant the permission so that can be accessible in the software. It happens in all the system so that the user can grant permission for the software if the user feels if the app is not safe they immediately deny the permission.

INTRODUCTION TO LAYOUTS

A layout defines the structure for user interface in your app, such as in an activity. All elements in the layout are built using the hierarchy of view and view group objects. A view usually draws with. Whereas a viewgroup is an invisible container that defines the layout structure for view and other ViewGroup object.

INTRODUCTION TO WEBSERVICES

Most of the web server today run webservice using a common stateless web architecture know REST, which stands for Representation State Transfer. Web services that offer this architecture are know as RESTful services.

REST API is an application programming interface(API or Web API) that conforms to the constraints of REST architecture style and allow for interaction with RESTful webservices.

- A client-server architecture made up of client, server, and resoures with requests managed through HTTP.
- Stateless client-server communication, meaning no client information is stored between get request and each request is separate and unconnected.
- Cacheable data that streamlines client-server interaction.
- A uniform interface between component do that information is transferred In a standard form.

APP ARCHITECTURE

App architecture is a set of design rules for an app. Much like the blueprint of a houses, your architecture provides the structure for the app.

App architecture is the main role that concise how to build the app it is also used for test, flexibity, scanning and correction of errors.

MODULES

LOGIN

The login Module is portal module that allows the user to type a user name and the password to login. If you are already have an acoount you can just sign up and in case of forgot the password you can click the option and get the OTP.

FOOD MENUS

This Module consist of the food menus that is been display from different hotels. The customer can choose any kinds of foos and place the order.

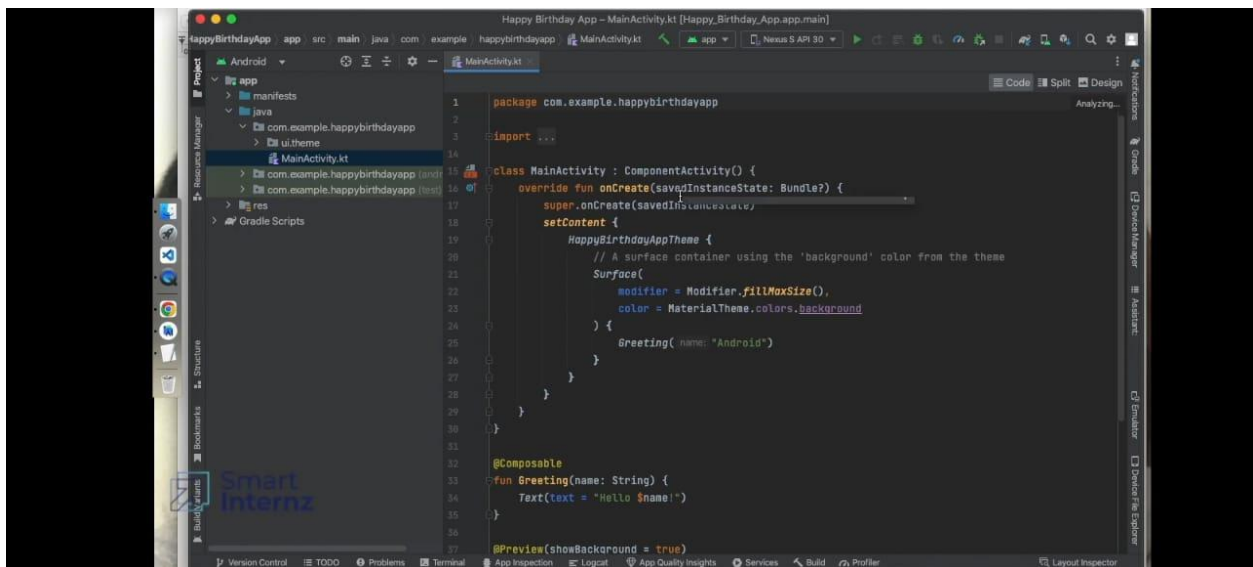
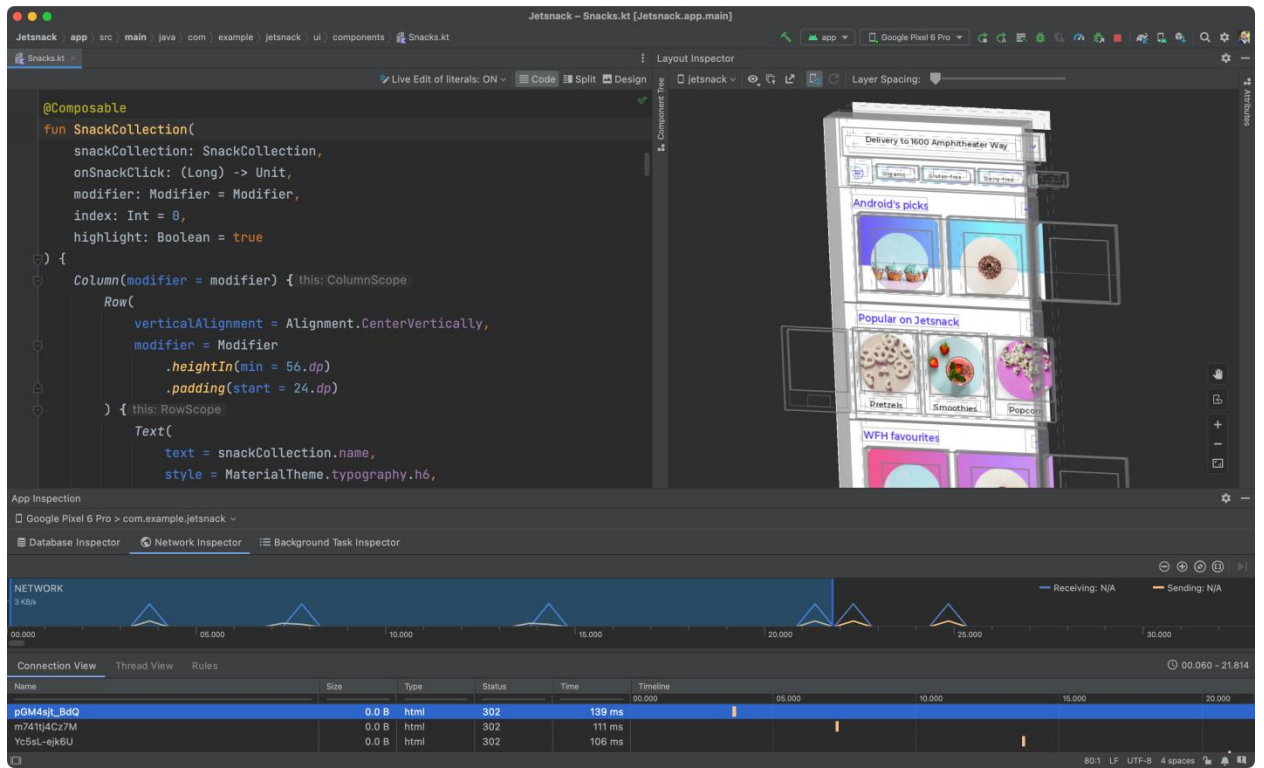
HOTEL

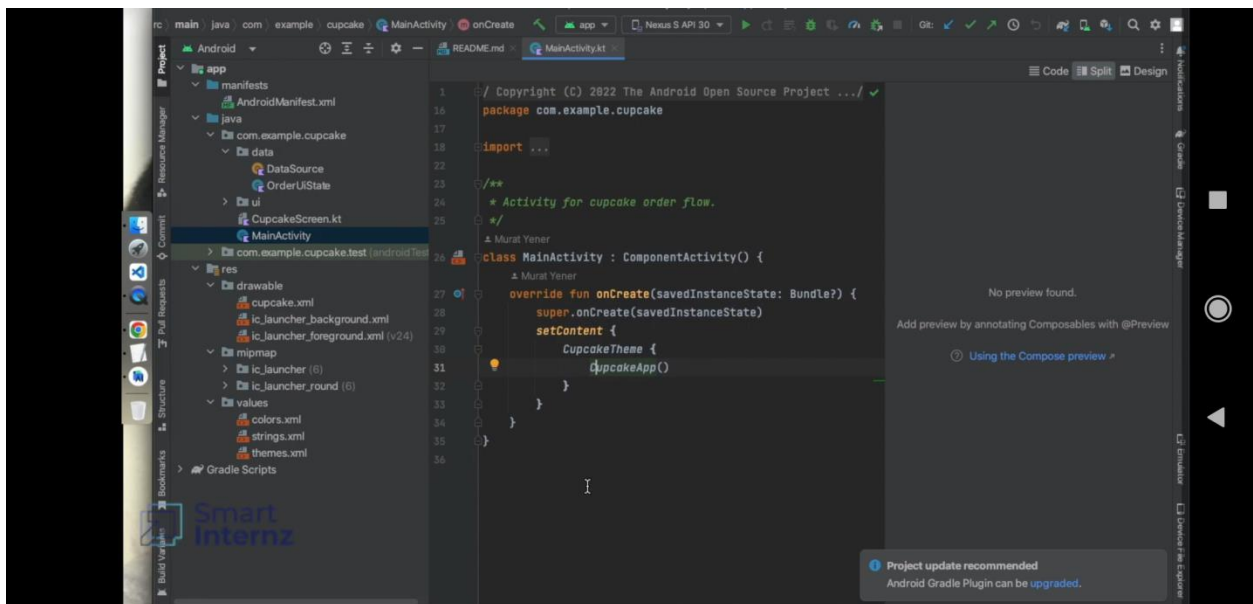
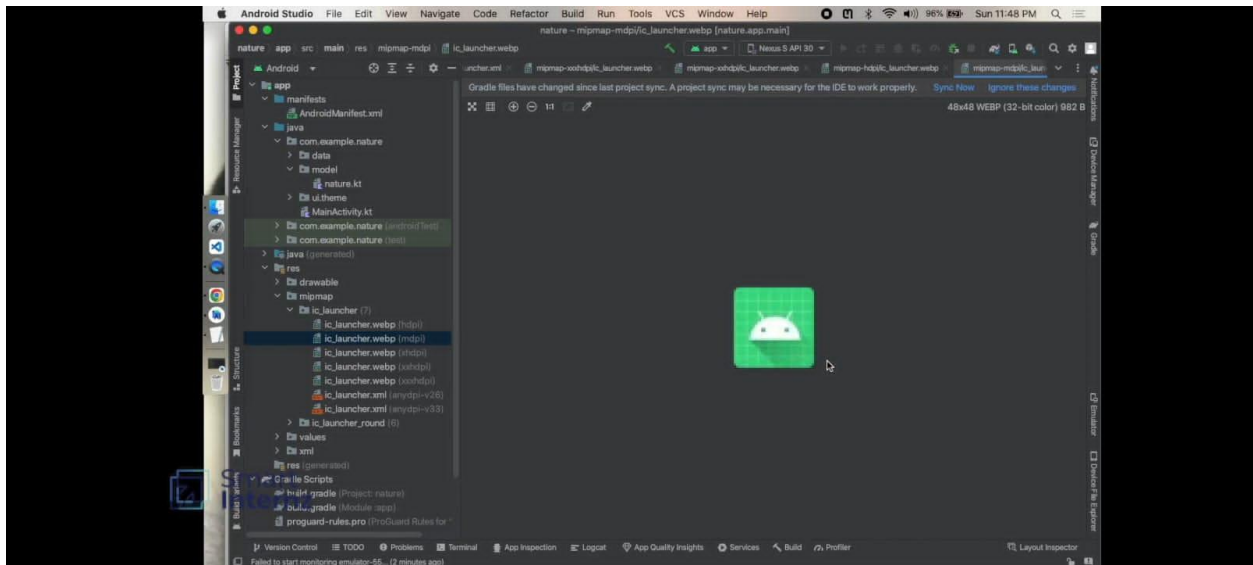
By scrolling the list you can find any hotel that is near by your location. All the dishes with and the amount will be displayed in the screen.

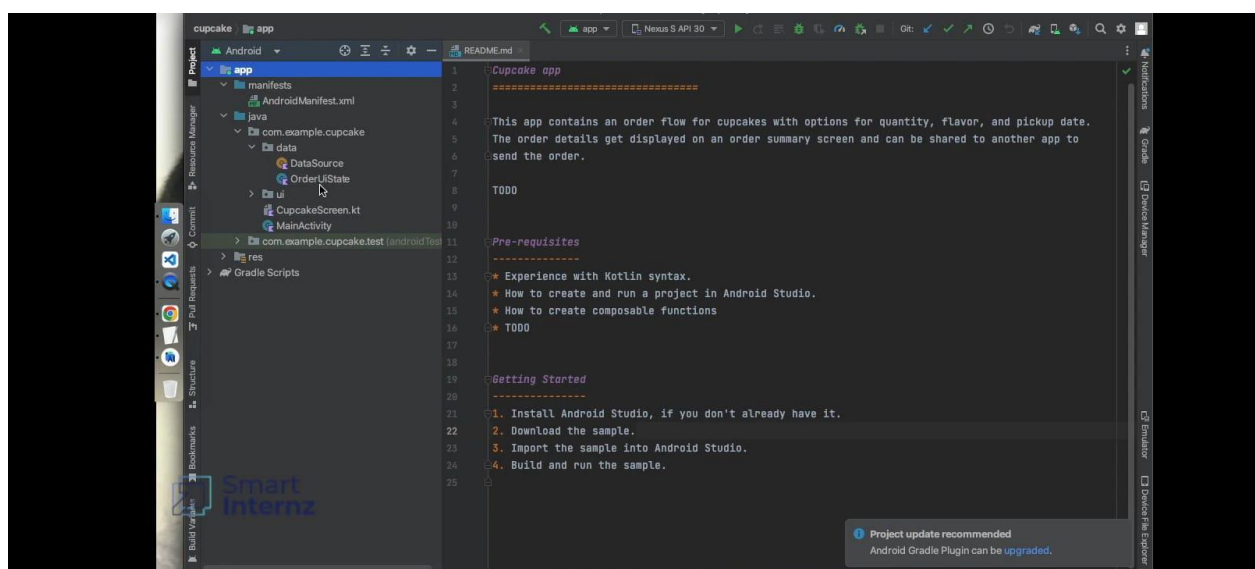
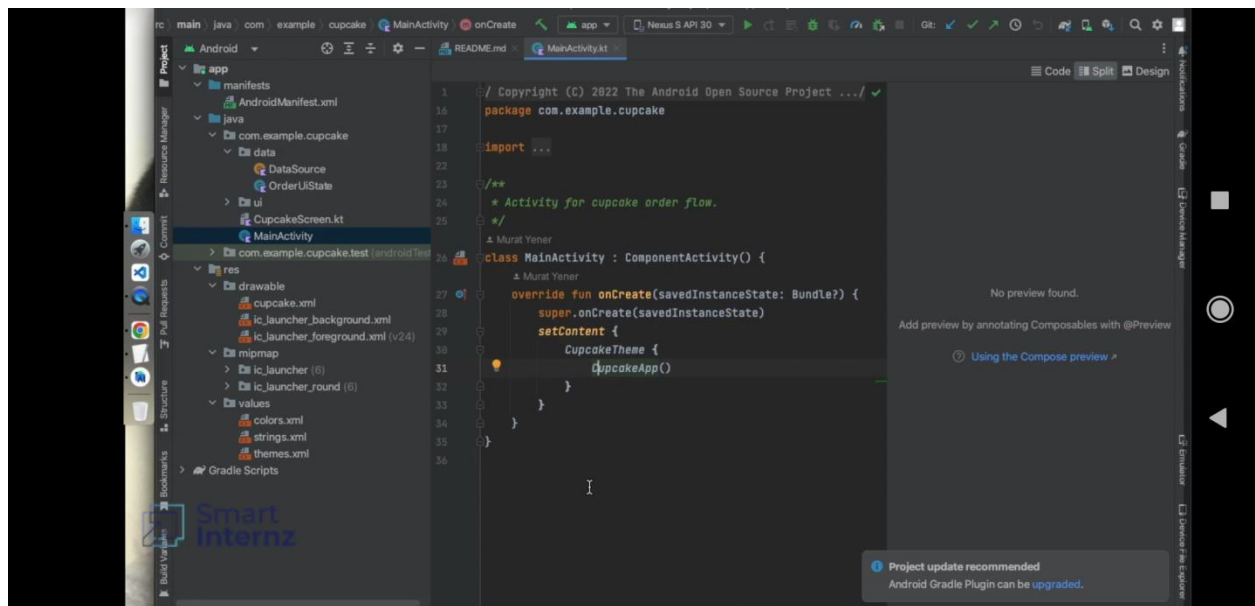
PLACE ORDER

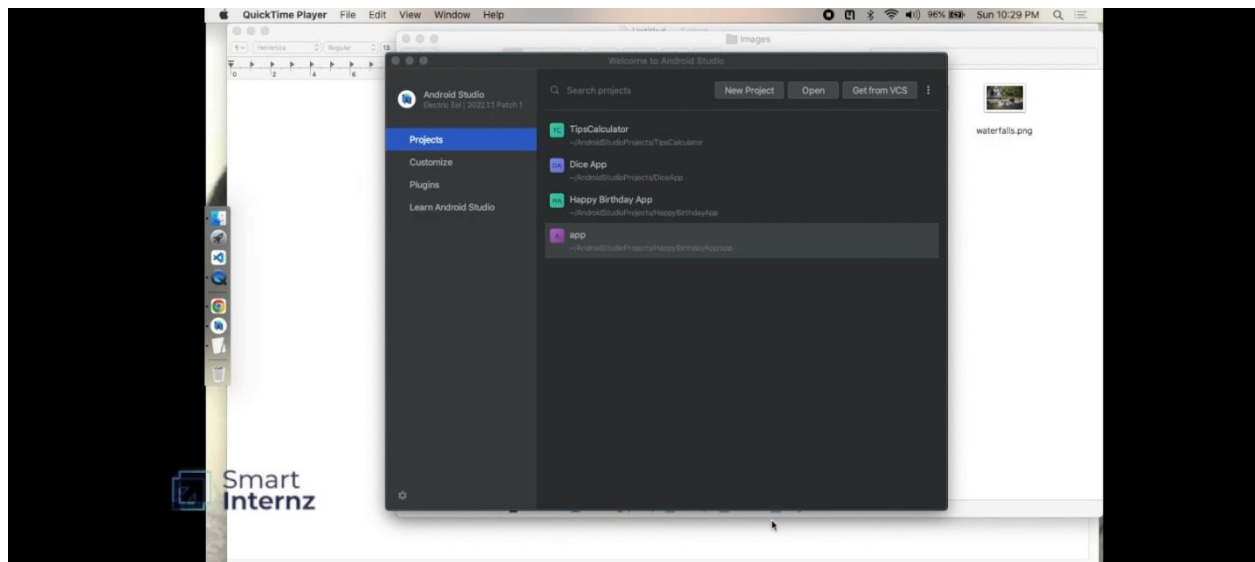
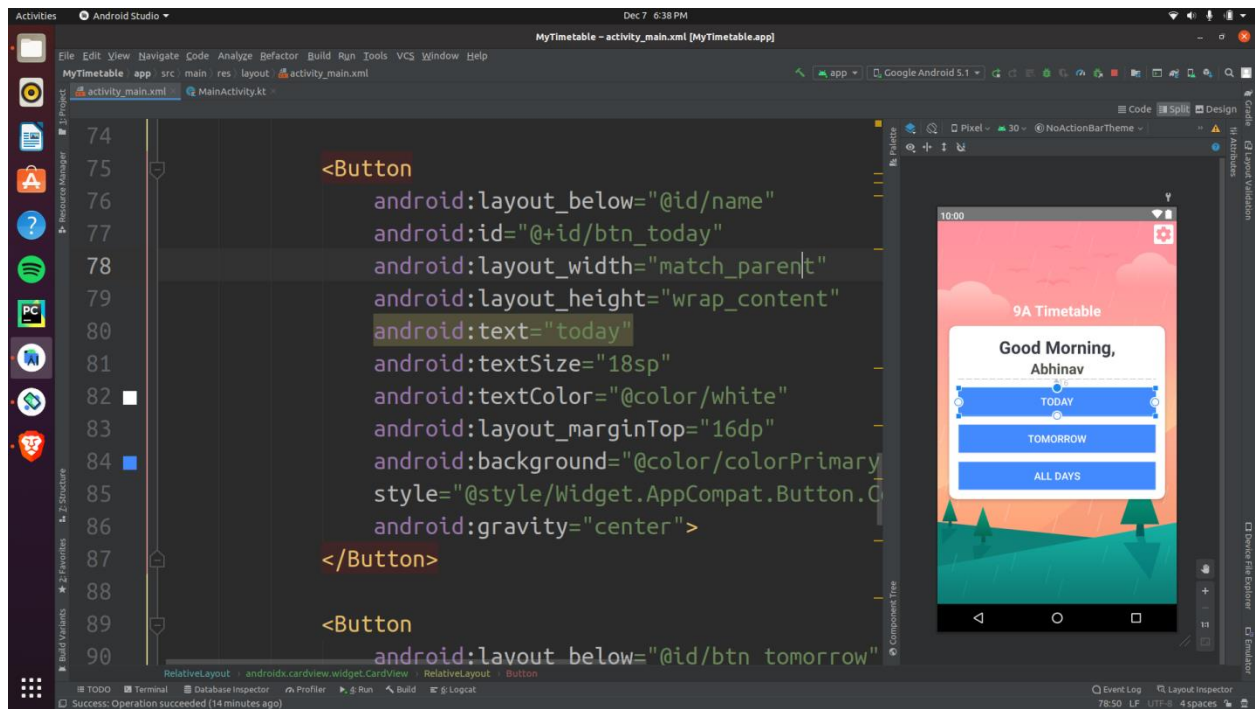
This moduel is used to place order and with the location where your house is been situated

CODING



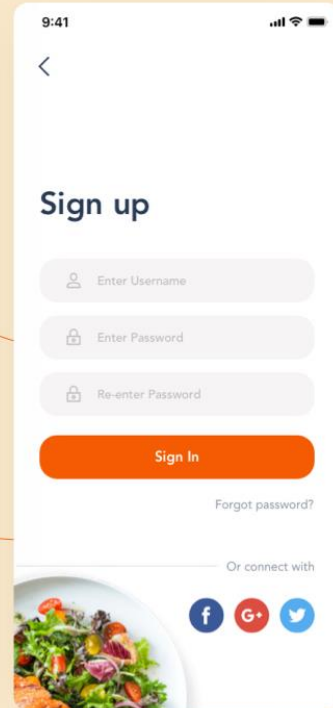
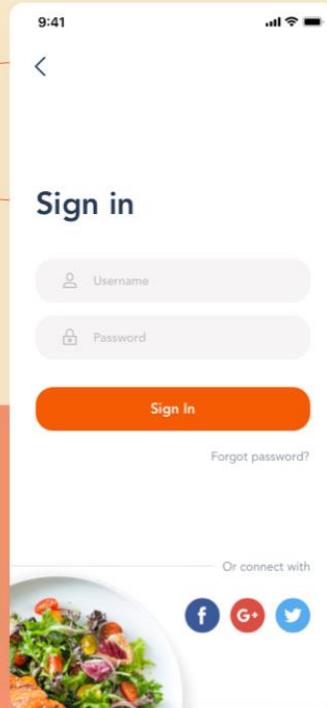
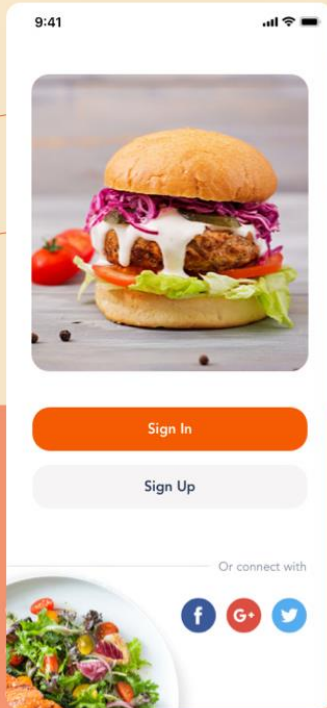






output







Food Delivery



Popular



Margherita

Weight 450 gr

\$21.10 ★ 4.90

Categories



Pizza

3



Berger

3



Drink

3

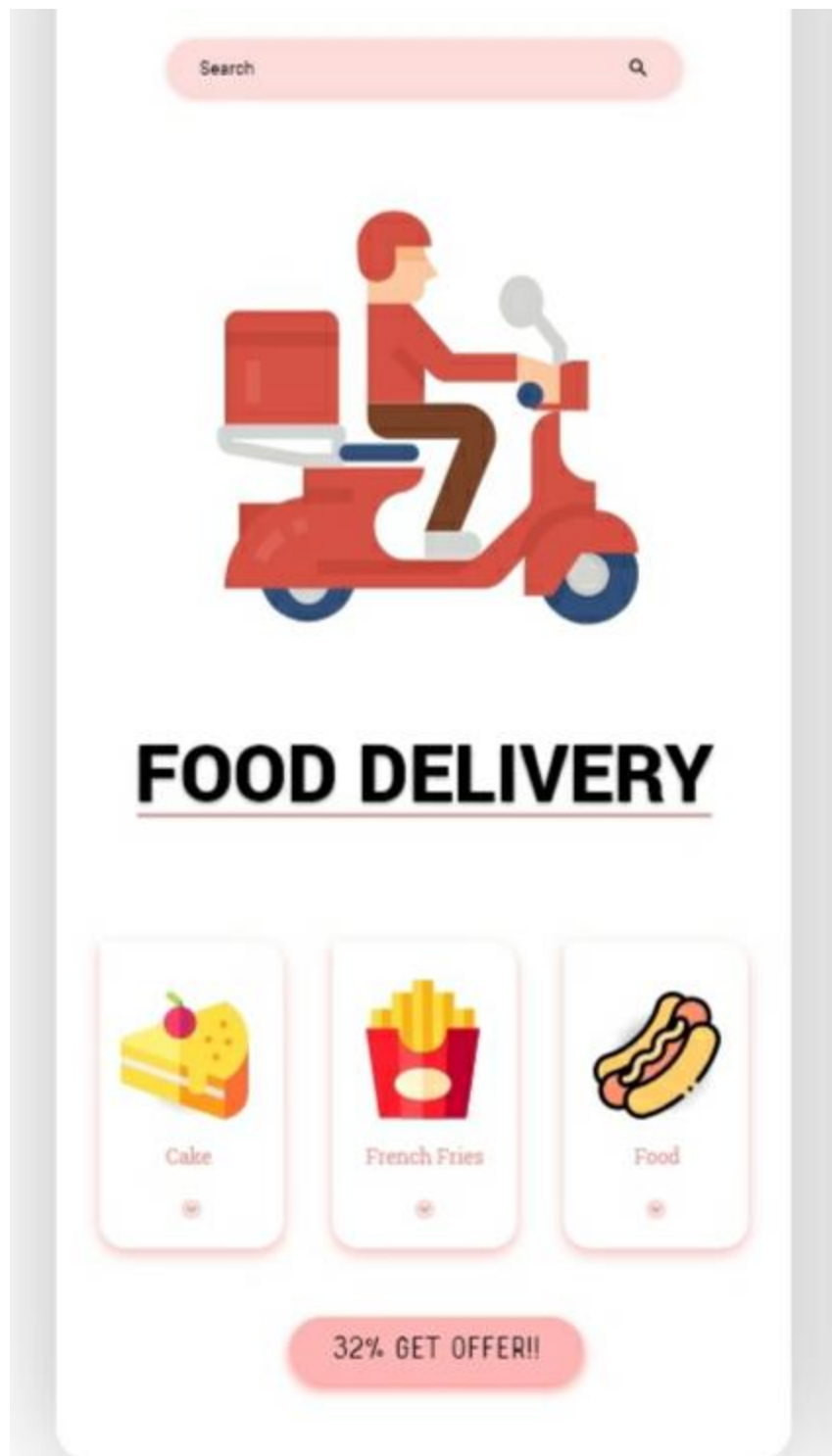
Place an order

Hot Pizza



Kebab Pizza

Weight 550 gr



CONCLUSION

This is a project regarding the delivery app that is mostly used in modern life

The major use of this app happens in main cities and in town all in small town it is also used now-a-days

This makes the people feel easier to order from home.