

Learning outcome: L1 – 10 marks

Design Interface

- **(4 marks)** Please implement a PIZZA ORDERING Android application. The UI should include the elements given in the sketch below. Fill free to improve the design of this interface as bellow; add a listview to store all the bill for your company. (built app successfully on the virtual device/physical device)

Functionality:

- **2 marks.** Create one or more entity class to store all the information in the screen. Completed set the Date order by click button “...” next to the EditText Date order.
- **2 marks :** After completing the selection the user pushes the ‘Place Order’ button to send a summary of the order. At a future time we will deliver a text-message to the vendor. At this point simply **add the bill to the listview**.
- **2 marks:** Click into one line at the Listview, display the bill that belong the line upto the screen.
- **Caution:**
 1. Make sure customer name and phone, date order are provided
 2. Default pizza shape to ‘Round Pizza’; Make sure at least one topping is chosen

Enter Your Name

Your Phone number

date order

☒ Cheese ☐ X2 Cheese ☐ None

☐ Square ☒ Round Pizza

☒ Pepperoni

☐ Mushrooms

☐ Veggies

☐ Anchovies

SMS-Place you oder

Item 1
Sub Item 1

Item 2
Sub Item 2

Item 3
Sub Item 3

Item 4

Test your application in the Emulator.

Upload a folder contain files(*.xml, *.java) upto Progressed test 1 totic at your blended class.
Be sure folder name is your name