



ANDROID

Zagazig University
IT department

Online Restaurant Menu

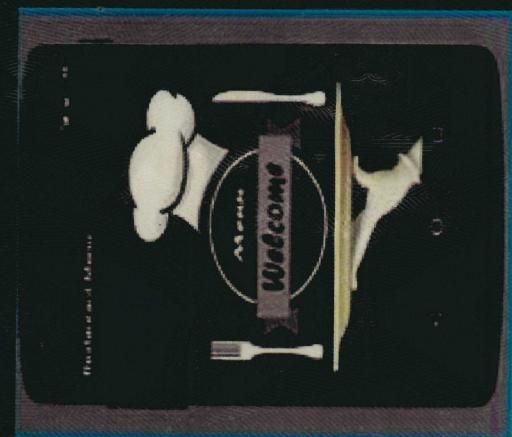


Under Supervision

DR: Ehab Rushdy

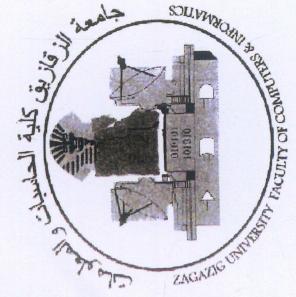
Prof : IT department
Zagazig University

welcome window



food menu





Zagazig University
IT department

ABOUT THE WORKER



Project name : Online Restaurant Menu

Under Supervision

DR: Ehab Rushdy

Prof. IT department.

Zagazig University

TEAM MEMBERS NAMES :

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Abstract:

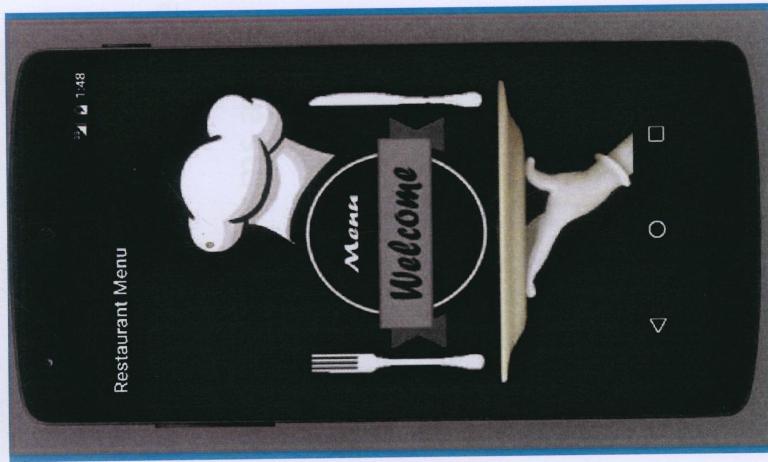
On line Restaurant menu application is an android based application that provides the customer order meal that they might need in fast time , either for a tourist, education or business mans . This application benefits provided by smart phones , internet access, Save time and effort to reduce the wait time and speed of implementation of requests and orders do not overlap

There are a lot of app like our app but our app is sample and easy to user

This documentation describes our graduation project in four chapters:

- In Chapter one you will find a brief introduction about the project
- Chapter two discusses the objectives .
- In Chapter three you will find a Tools and technology
- In chapter four will find the project and how create it

4.1.1 Initially the top but to carry the application and start dealing where you will find in the beginning is the Home of the wonderful shape and harmonious Skirt



4.1.2 After that will be presented to you first list of options That will make you choose what you will want to eat the nicest meals from (**FOODS**)



4.1.3 You get to see and imagine can choose from such items as you want



This Ex: if want to go eat meals can take pass

menu >>> foods >>> meat >>>Database for meat

user open the app

It contain 3.1. welcome picture

2. menu button

Can create this activity by use android studio

4.2 Explain the application and constructive steps:

4.2.1: welcome screen :-

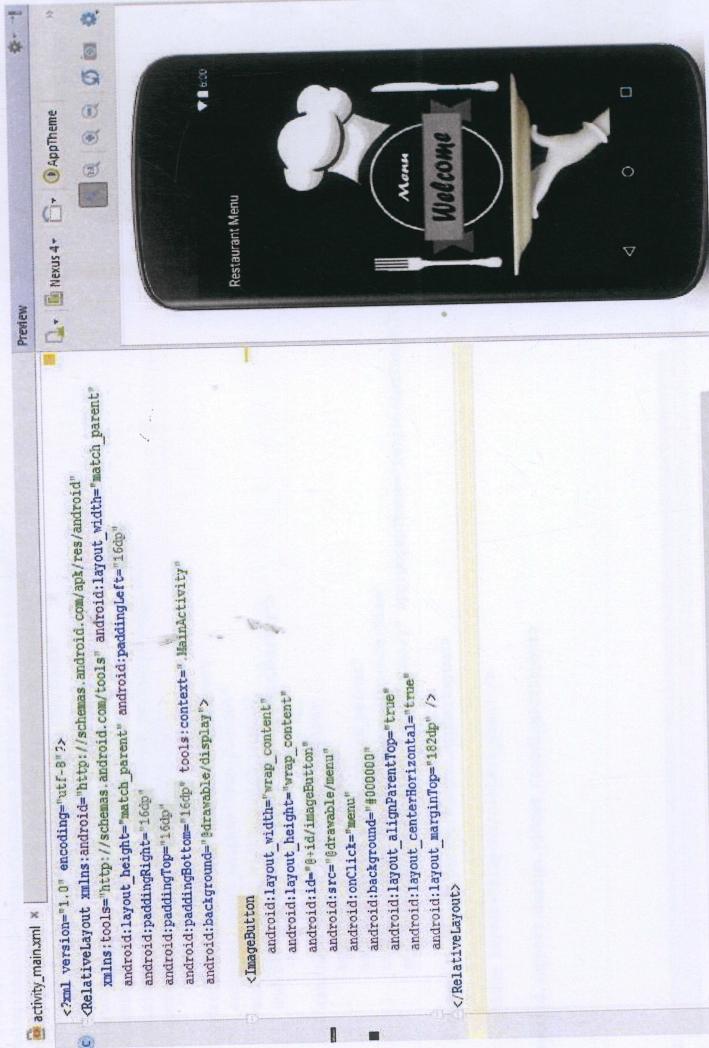
Overview :-

Main activity is the first screen will appear when user open the app

It contain : 1- welcome picture

2- menu button

Can create this activity by use code in figure



The screenshot shows the Android Studio interface with the XML code for the activity_main.xml file. The code defines a relative layout with a white background. It contains an image button with a white chef's hat icon and a circular menu button labeled "Menu". A "Welcome" banner is positioned below the menu button. The preview window shows a smartphone displaying this screen. The top bar of the IDE indicates the preview is for a Nexus 4 device.

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"
    android:layout_height="match_parent" android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp" tools:context=".MainActivity"
    android:background="@drawable/display">

    <ImageButton
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/imageButton"
        android:src="@drawable/menu"
        android:onClick="menu"
        android:background="#000000"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="182dp" />

    <RelativeLayout>
```

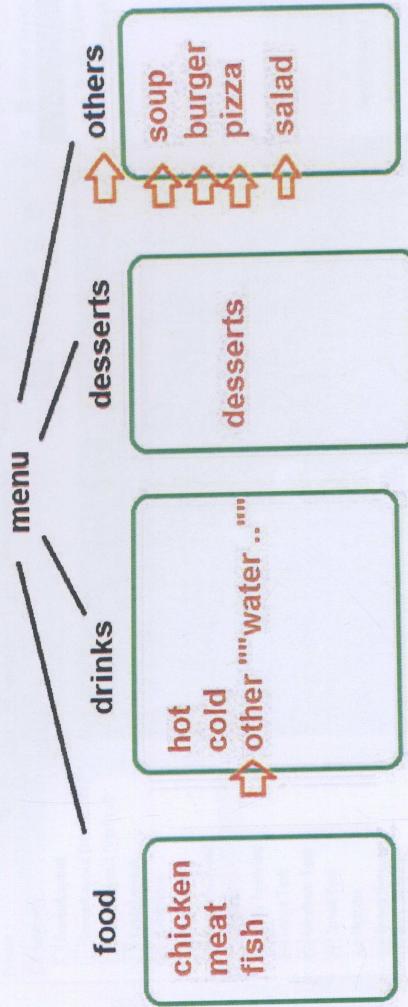
4.2.2 menu screen

When user click on menu button method will access menu page . On click make menu as a button and to use black color as a background color use #000000

Then methods access menu page by use (intent)

It responsible to move us from main activity to menu.class which contain (food-drink-dessert-other food) . To know how do it look a code on figure

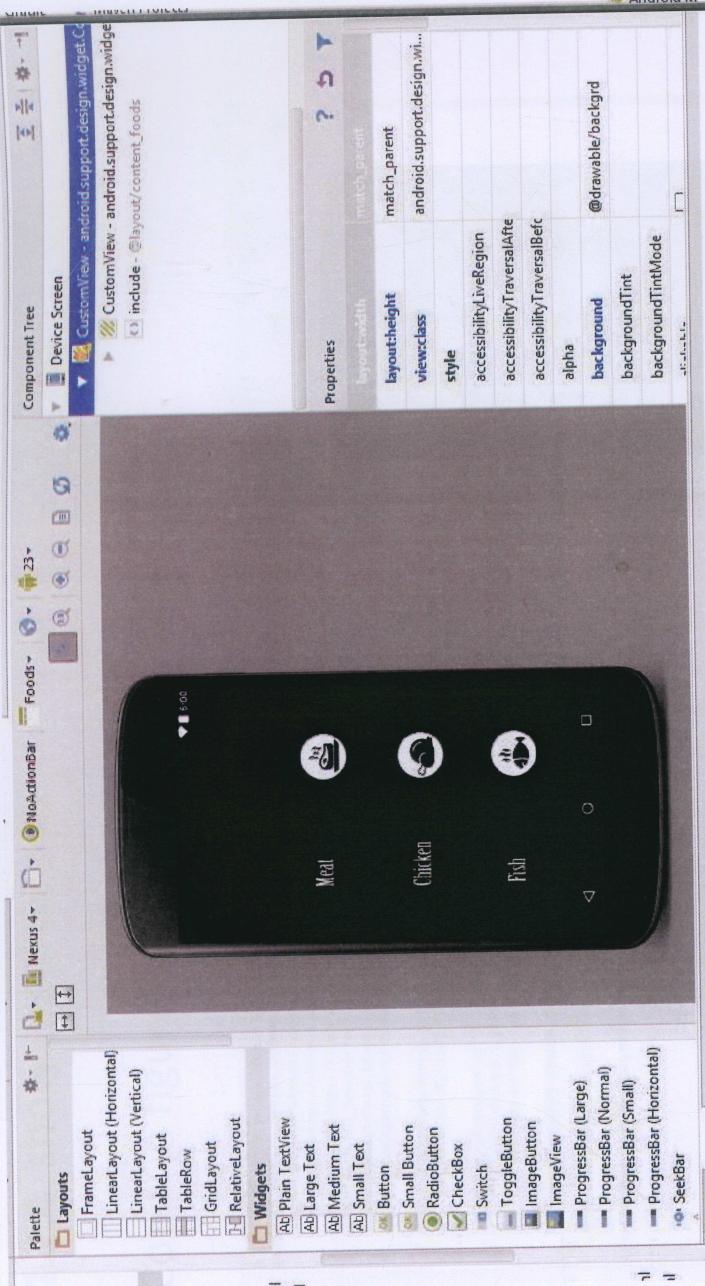




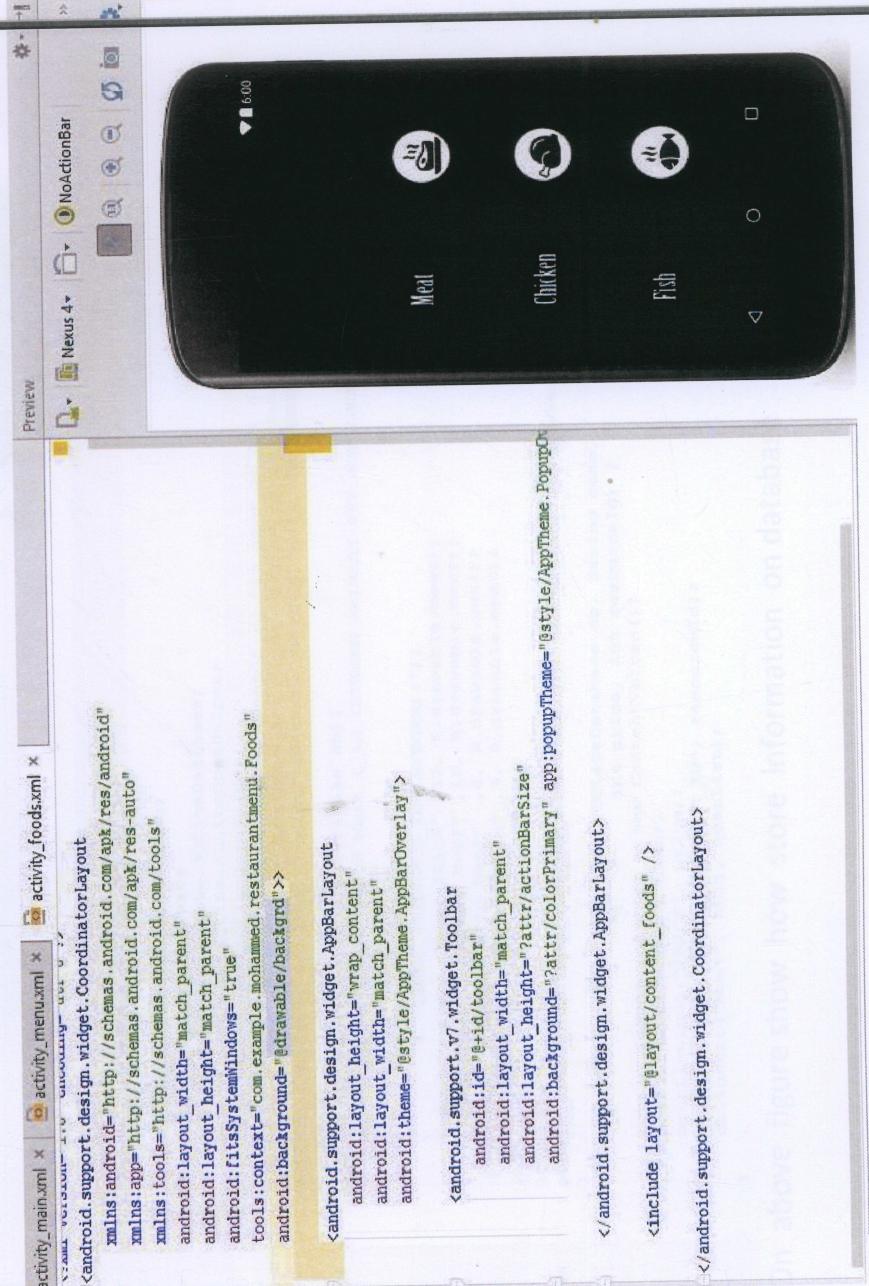
4.2.3 food screen :-

When user click on food button will go to another activity contain layout whitch collect four button every button will take user to new activity like Food activity which will contain layout with it three button (meat – chicken – fish) if click on meat button will return database about meat

This data will contain kind or meal name , it price , picture about it and some information

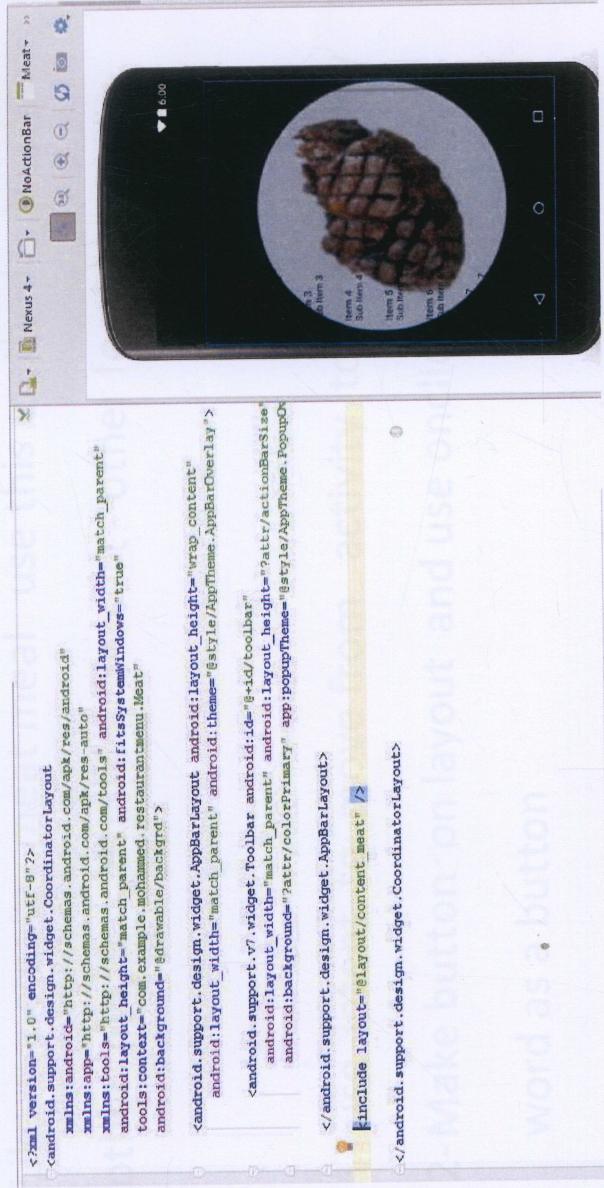


this figure show three button on food layout



4.2.4 show meal details

Code in figure will show how do it



```
<?xml version="1.0" encoding="UTF-8"?>
    xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"
        android:layout_height="match_parent" android:background="@drawable/bacigra" >
<android.support.design.widget.AppBarLayout android:layout_height="wrap_content">
<android.support.v7.widget.Toolbar android:id="@+id/toolbar"
    android:layout_width="match_parent" android:layout_height="?attr/actionBarSize"
    android:background="#727272/colorPrimary" app:popupTheme="@style/AppTheme.PopupOverlay" >
```

```
    </android.support.design.widget.AppBarLayout>
<include layout="@layout/content_meat" />
</android.support.design.widget.CoordinatorLayout>
```

```
/*
 * Created by mohammed on 6/21/2016.
 */
import android.content.ContentValues;
import android.content.Context;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
class MealTable extends SQLiteOpenHelper {
    private static final String DB_NAME = "meat"; // the name of our database
    private static final int DB_VERSION = 1; // the version of the database
    MealTable(Context context) { super(context, DB_NAME, null, DB_VERSION); }
    @Override
    public void onCreate(SQLiteDatabase db) {
        db.execSQL("CREATE TABLE Meat (_id INTEGER PRIMARY KEY AUTOINCREMENT, "
                + "NAME TEXT, "
                + "PRICE INTEGER, "
                + "IMAGE RESOURCE_ID INTEGER);");
        insertFood(db, "Easy Stick", 12, R.drawable.meat);
        insertFood(db, "Roast Beef", 15, R.drawable.meat);
        insertFood(db, "Drip Beef", 8, R.drawable.meat);
        insertFood(db, "Meat Balls", 9, R.drawable.meat);
    }
    @Override
    public void upgrade(SQLiteDatabase db, int oldVersion, int newVersion) {
    }
    private static void insertFood(SQLiteDatabase db, String name,
        int price, int resourceId) {
        ContentValues meatList = new ContentValues();
        meatList.put("NAME", name);
        meatList.put("PRICE", price);
        meatList.put("IMAGE RESOURCE_ID", resourceId);
        db.insert("Meat", null, meatList);
    }
}
```

On above figure show how store information on database

Caprer 6: Appendix

6.1 the class to store data base

```
package com.example.mohammed.restaurantmenu;

/**
 * Created by mohammed on 6/21/2016.
 */
import android.content.ContentValues;
import android.content.Context;
import android.database.sqlite.SQLiteOpenHelper;
import android.database.sqlite.SQLiteDatabase;

class MeatTable extends SQLiteOpenHelper {
    private static final String DB_NAME = "meat"; // the name of our database
    private static final int DB_VERSION = 1; // the version of the database
    MeatTable(Context context) {
        super(context, DB_NAME, null, DB_VERSION);
    }

    @Override
    public void onCreate(SQLiteDatabase db) {
        db.execSQL("CREATE TABLE Meat (_id INTEGER PRIMARY KEY AUTOINCREMENT, "
                + "NAME TEXT, "
                + "PRICE INTEGER, "
                + "IMAGE_RESOURCE_ID INTEGER);");
        insertFood(db, "Easy Stick", 12, R.drawable.meat);
        insertFood(db, "Roast Beef", 15, R.drawable.meat);
        insertFood(db, "Drip Beef", 8, R.drawable.meat);
        insertFood(db, "Meat Balls", 9, R.drawable.meat);
    }

    @Override
    public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {
    }

    private static void insertFood(SQLiteDatabase db, String name,
                                   int price, int resourceId) {
        ContentValues meatList = new ContentValues();
        meatList.put("NAME", name);
        meatList.put("PRICE", price);
        meatList.put("IMAGE_RESOURCE_ID", resourceId);
        db.insert("Meat", null, meatList);
    }
}
```

6.2 show the data on activity

```
package com.example.mohammed.restaurantmenu;

import android.app.ListActivity;
import android.content.Intent;
import android.database.Cursor;
import android.database.sqlite.SQLiteOpenHelper;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteException;
import android.os.Bundle;
import android.support.design.widget.FloatingActionButton;
import android.support.design.widget.Snackbar;
import android.support.v7.app.AppCompatActivity;
```



```
import android.support.v7.widget.Toolbar;
import android.view.View;
import android.widget.CursorAdapter;
import android.widget.ListView;
import android.widget.SimpleCursorAdapter;
import android.widget.TextView;
import android.widget.Toast;
```

```
public class Meat extends ListActivity {
```



```
    ListView lv;
    Cursor cursor;
    SQLiteDatabase db;
```

```
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
    }

    try {
        lv = getListView();
        SQLiteOpenHelper meatHelper = new MeatTable(this);
        db = meatHelper.getReadableDatabase();
        cursor = db.query("Meat",
                new String[] {"id", "NAME"},
                null, null, null, null,
                null);
        CursorAdapter listAdapter = new SimpleCursorAdapter(this,
                android.R.layout.simple_list_item_1,
                cursor,
                new String[] {"NAME"},
                new int[] {android.R.id.text1});
        lv.setAdapter(listAdapter);
    } catch (SQLiteException e) {
        Toast toast = Toast.makeText(this, "Database unavailable",
                Toast.LENGTH_SHORT);
    }
}
```

```
        toast.show();  
    }  
  
    @Override  
    public void onDestroy()  
    {  
        super.onDestroy();  
        cursor.close();  
        db.close();  
    }  
  
    @Override  
    public void onItemClick(AdapterView  
        , View itemview,  
        int position,  
        long id) {  
        Intent intent = new Intent(Feat.this, Description.class);  
        intent.putExtra("Description.meat_id", (int)id);  
        startActivity(intent);  
    }  
}
```

6.3 design any layout

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".MainActivity"
    android:background="@drawable/display">

    <ImageButton
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/imageButton"
        android:src="@drawable/menu" />

```

```
    android:src="@drawable/menu"
    android:onClick="menu"
    android:background="#000000"
    android:layout_alignParentTop="true"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="182dp" />
</RelativeLayout>
```