

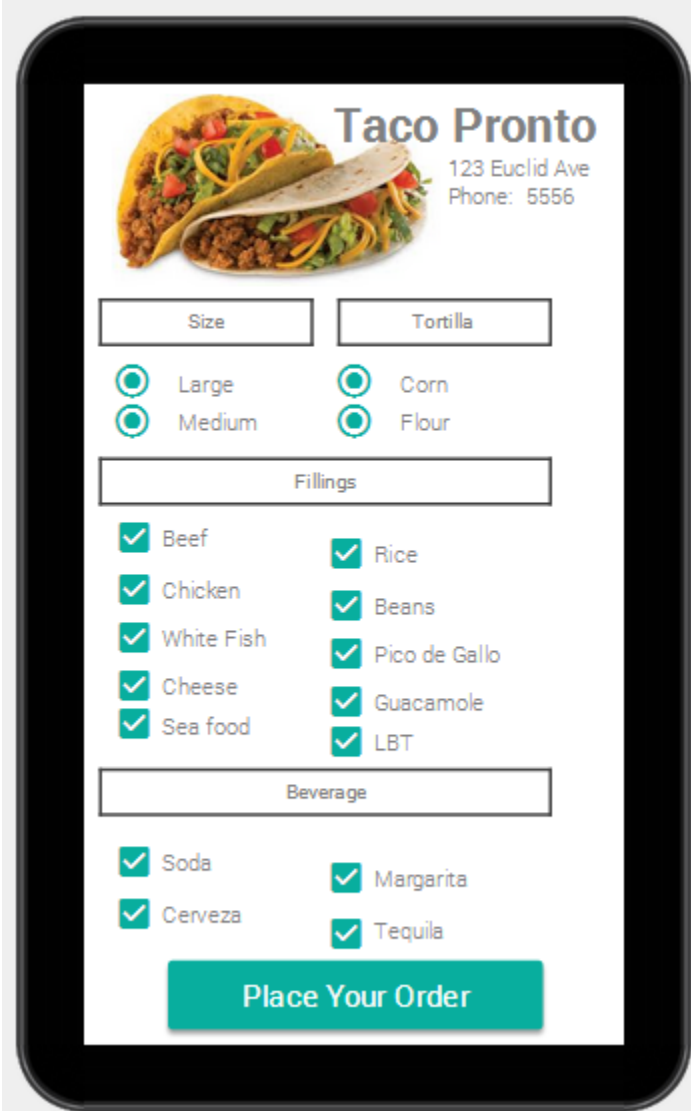
Please implement a MEXICAN TACO ORDERING Android application (*TacoPronto*). The UI should include the elements given in the sketch below. Fill free to improve the design of this interface.

Functionality:

The business scenario for the app assumes a (hungry, busy) customer approaching a Mexican Taqueria. The customer uses the **TacoPronto** app to place her order and consequently reduce the typical waiting time. At this time only portions of the operation will be implemented. A full solution would require a remote service accepting the order and processing payment. We will only consider the placement of the order.

Process

1. (Walking and texting – Not driving and texting!))The user will assemble her taco order by choosing items from the app's GUI. After completing the selection the user pushes the 'Place Order' button to send a summary of what she wants on her taco.
2. The app deliver a text-message (SMS) to the vendor (use an Intent to be accepted by anoter emulator, say 5556)
3. ~~The vendor will send you back a text message indicating your order number to be used to pick up the order.~~



The sketch shows a mobile app interface for 'Taco Pronto'. At the top, there's a header with a taco image, the name 'Taco Pronto', and address/phone: '123 Euclid Ave', 'Phone: 5556'. Below this are two sections: 'Size' and 'Tortilla'. 'Size' has radio buttons for 'Large' and 'Medium'. 'Tortilla' has radio buttons for 'Corn' and 'Flour'. Below these is a 'Fillings' section with a list of items, each preceded by a checked checkbox: Beef, Chicken, White Fish, Cheese, Sea food, Rice, Beans, Pico de Gallo, Guacamole, and LBT. Below the fillings is a 'Beverage' section with a list of items, each preceded by a checked checkbox: Soda, Cerveza, Margarita, and Tequila. At the bottom is a large green button labeled 'Place Your Order'.

Test your application in two Emulators (customer & business). Document your code (this will impact your grade). See webpage for instructions on how to prepare your report.

Extra points for improved design and features !

NOTES

You may want to use the **SmsManager API** to deliver your text message. Assume the app runs on Emulator-5554 and the taqueria's phone number is 5556. A simple SMS message can be sent as indicated below

```
import android.telephony.SmsManager;
```

...

```
SmsManager smsManager = SmsManager.getDefault();  
  
smsManager.sendTextMessage("5556", null,  
                           "I WANT A BIG TACO - sms message",  
                           null, null);
```

Your manifest must include (before the <Application> tag the following entry

```
<uses-permission android:name="android.permission.SEND_SMS" />
```

Alternatively you may send an SMS using Intents (less practical here) as indicated below

```
String phoneNumber = "5556";  
String message = "HUNGRY AGAIN, more tacos ";  
  
Intent intent = new Intent(Intent.ACTION_SENDTO,  
                           Uri.parse("sms:" + phoneNumber));  
intent.putExtra("sms_body", message);  
  
startActivity(intent);
```