Xamarin Forms Assignment 1

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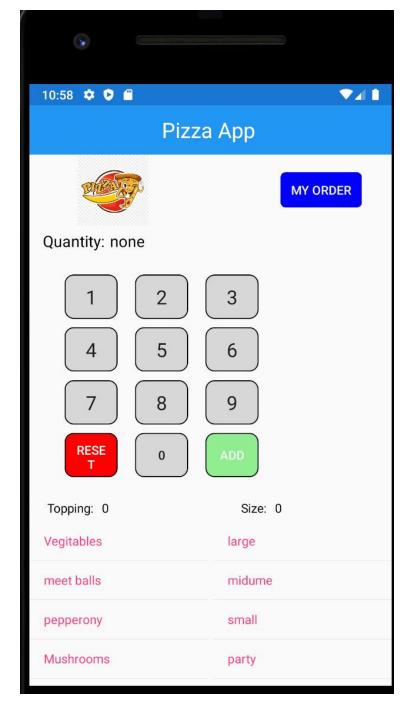
Objectives

- Use Xamarin Forms to create cross-platform app for ordering pizza.
- Use Labels, Buttons and other UI components.
- Use Stack Layout, Grid and list view.
- Create Handlers and manage events.
- Create Models to manage application data.
- Handel incorrect values.
- Multiple Page Navigation.
- Follow Separation of Concerns (SoC) design principle

Part 1

The main page of the app has those components:

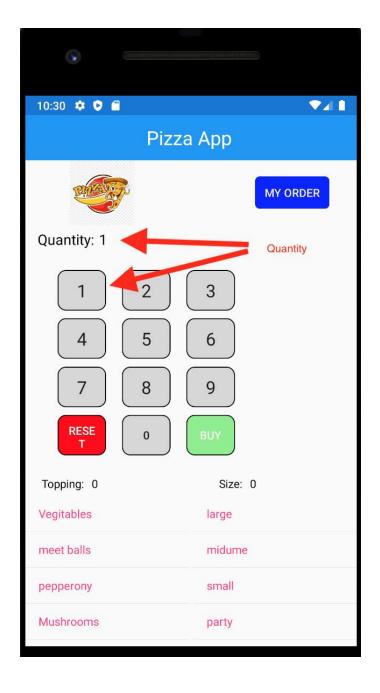
- Image for logo and Manager button.
- Grid to enter the quantity.
- Add button and reset button.
- List view for topping
- List view for sizes
- 3 labels: Quantity, Topping and Size.



Select the quantity

The user should be able to select the quantity of his order, and the number will appear in Quantity label.

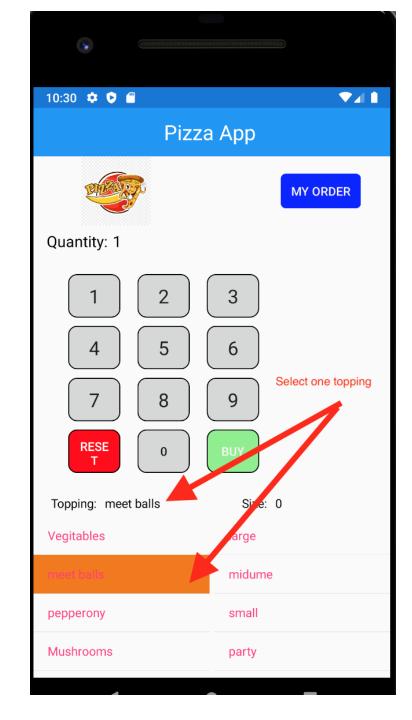
The user can also reset the number and enter new one.



Select Pizza's Topping

From the first list, the user could select one topping for the pizza.

When the user selects the topping, Topping label must be updated.



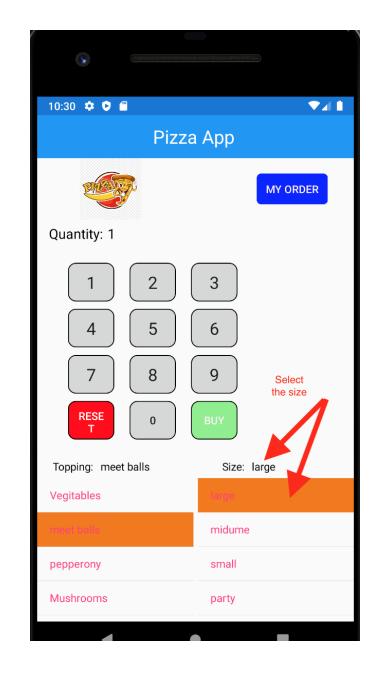
Select Pizza's Size

From the second list, the user could select the size of the pizza.

When the user selects the size, Size label must be updated.

Important Note:

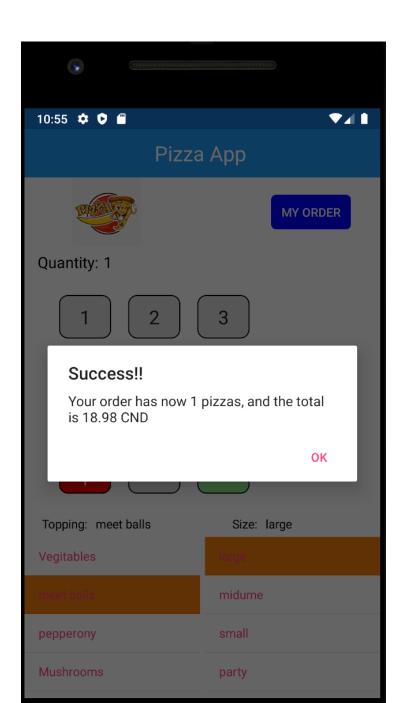
 The user could select the order's quantity, size and topping in any order.



Adding Pizza to the Order

When the user finish selecting all needed information, he/she should add the new pizza to the order.

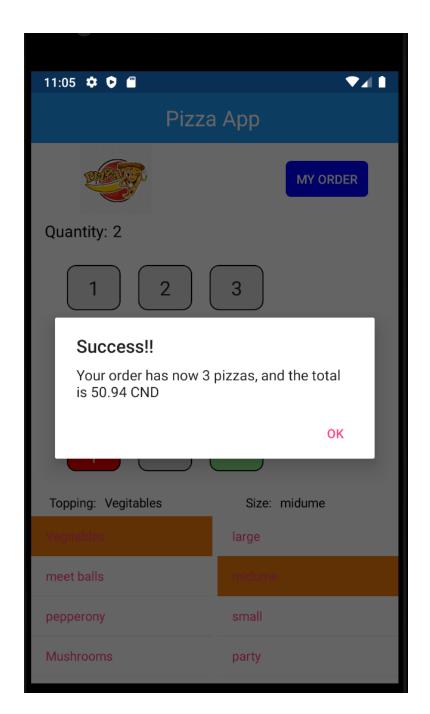
The model should calculate the price of the new pizza, the total price of the order and the total number of pizzas in the order.



Adding Another Pizza to the Order

For Example:

Assume that the user add another two large pizzas with Vegetable toppings. After adding his/her new pizzas to the current order, the alert message will be similar to the one in the left.

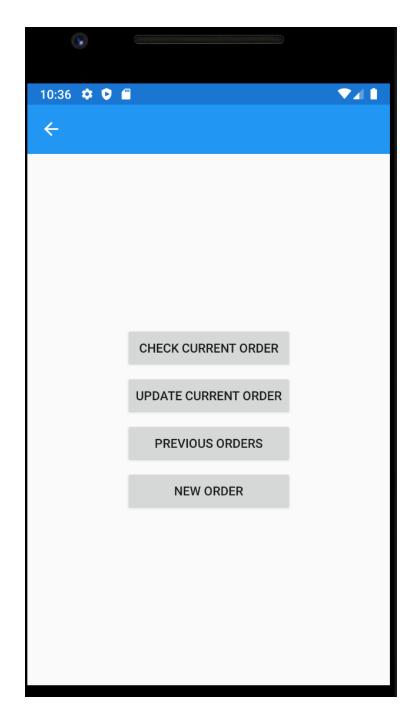


The Model

- Each Order contains one pizza at least, when the user finish selecting (quantity, size, topping) for the pizza, he/she could add it to the Current Order by clicking on Add Button.
- The model classes must be created to provide the needed data for the app (list of available toppings, list of available sizes, prices and any needed functions).
- All data in UI is from the model, no hardcoded value in XAML.
- Follow separation of concerns (SoC) design principle

Part 2

- In part 2, you have to add three more pages to the app.
- Manager Page, Updating Current Order Page, Previous Orders Page.



Current Order Page

This page has all details about the current order. Two labels on the top, one for the total price and the other for the total quantity. Then a list including all pizzas in this order.

The user has four options:

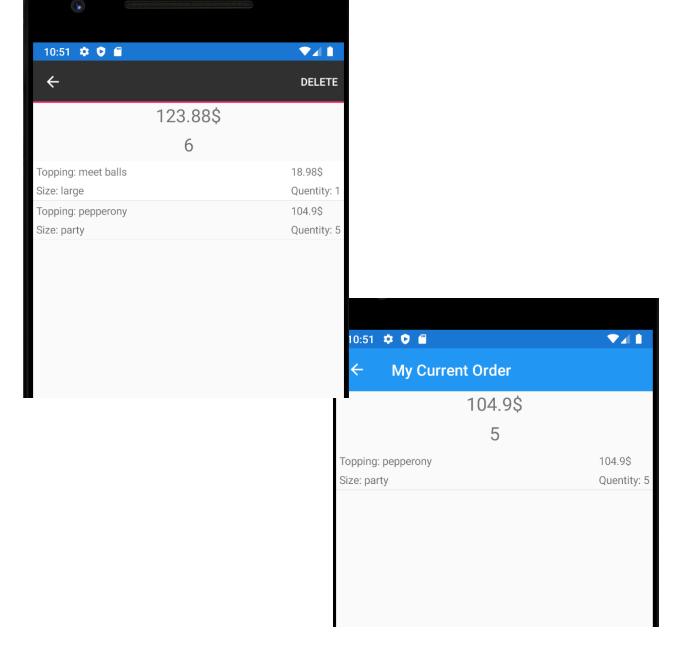
1- Place the order by clicking on "Place Order" button, in this case the order will not be any more a current order, and it will be saved in History List. The app should navigate back to Manager page after showing a thank you message.



Delete Pizza from current Order

2- Second Option: deleting one or more pizza from the list, using context menu. Current order's quantity and price must be updated after deleting.

Note: long click on a list item will open the context menu in tool bar in Android. While in iOS, swiping the item to the left will open the context menu options.

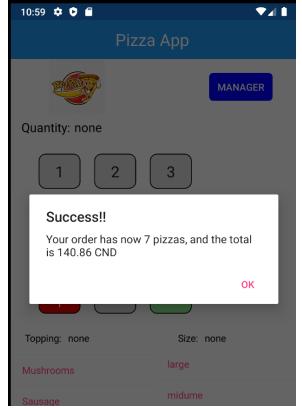


Update Current Order

3- Third Option: the user could come back to manager page to and click on "update current order" button to add new pizzas.

Clicking on this button will navigate the user back to main page.





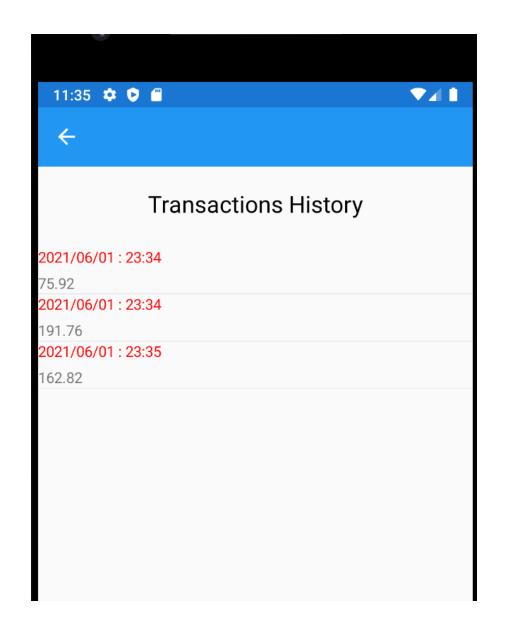
Delete and create new Current Order

4- Forth Option: the user could come back to manager page to and click on "New Order" button to delete the current order object and start with new one.

Clicking on this button will navigate the user back to main page.

Previous Orders

- After placing the order, the user could see all previous orders (No persistance storage requiered)
- Transaction list must contain the order's total price, total quantity and date of purshuse.
- Update/Add the needed classes to your model to add History Orders.



Good Luck