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Section : BSCS 4

Course : Software engineering

Assignment No 1

Protoype of a mobile application

The prototype of mobile application is :

Food odering application

Requirments :

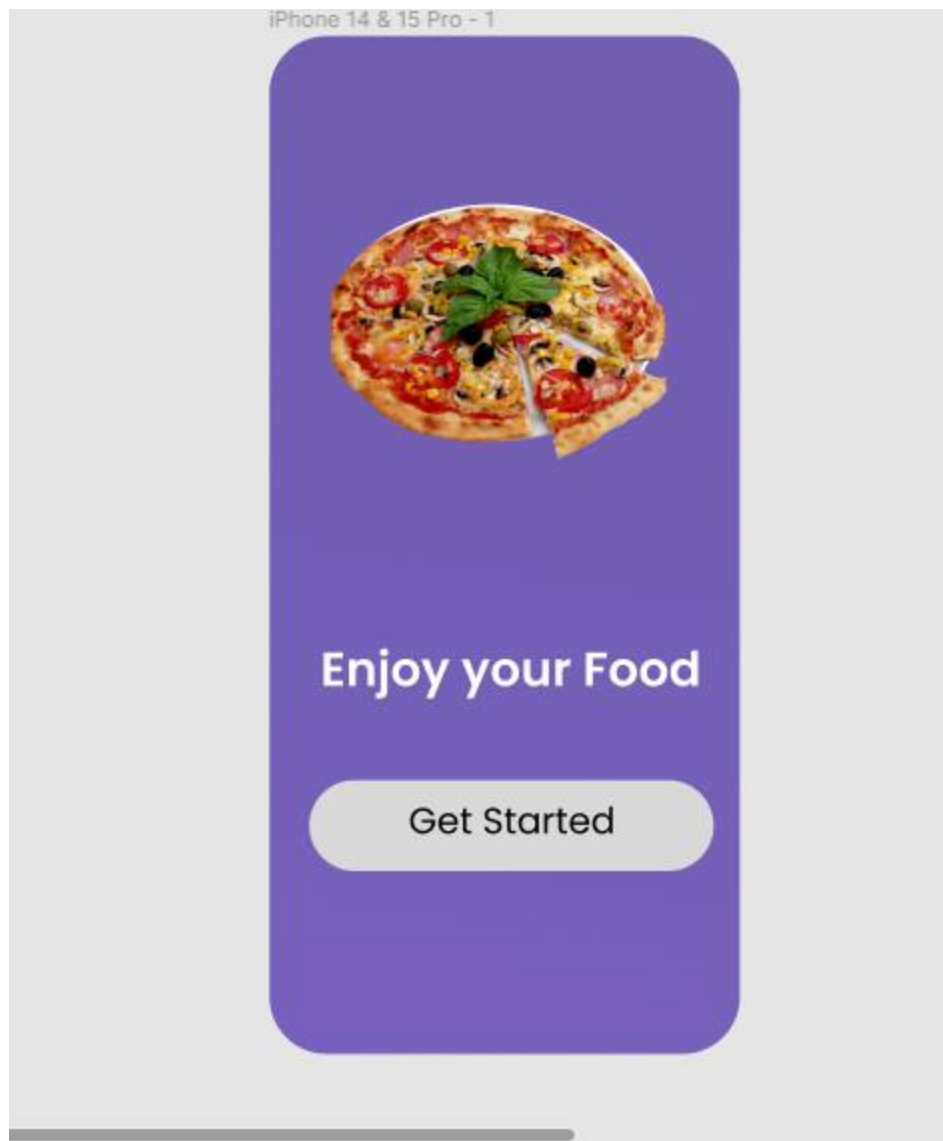
This application is developed for a multiple user and the requirments of this application are

- Start
- Main menu
- Conform your odder
- Check out

The user interface is very easy to implement

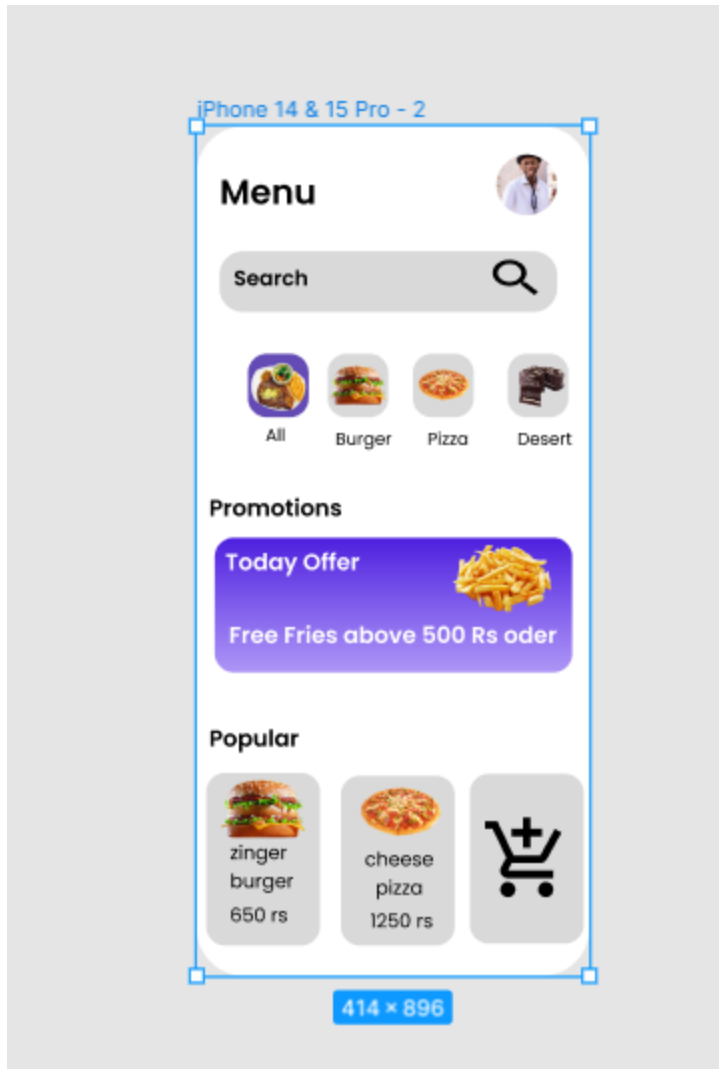
Screenshot :

This is the start up of the application



The next step is the main menu

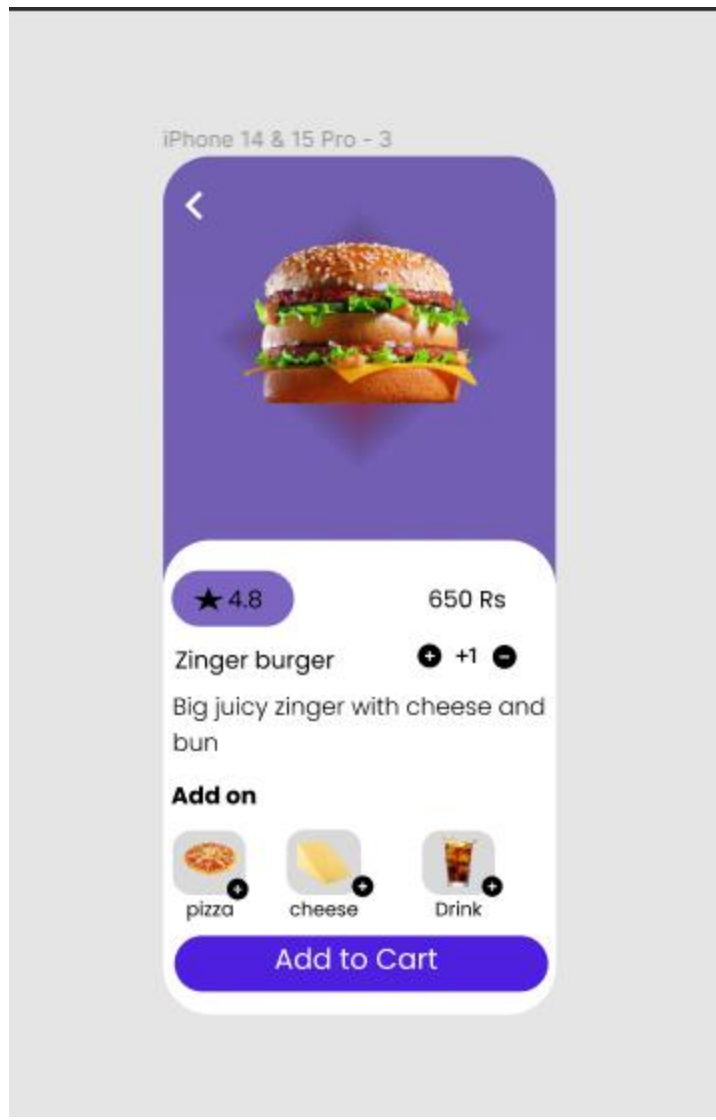
Screenshot:



In this interface the user will be able to order his/her favourite type of foods and snacks, the user interface is very friendly.

The third step is confirmation of the food item.

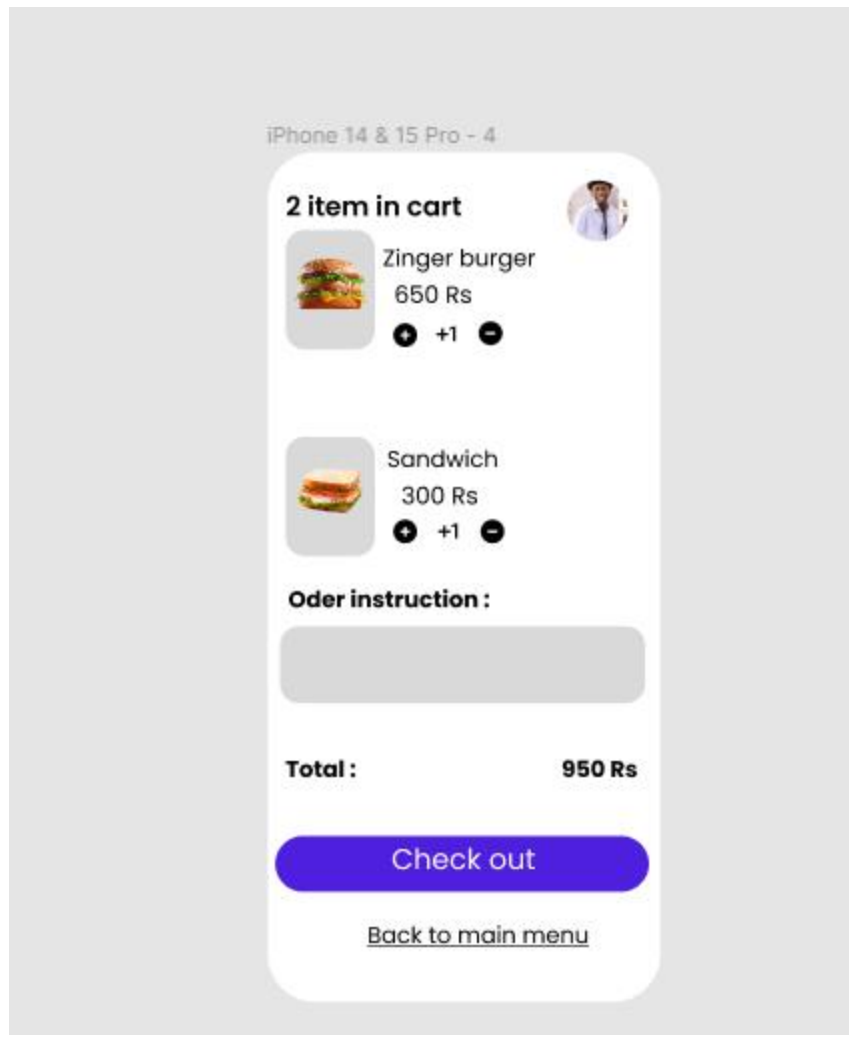
Screenshot:



In this menu the user will be able to confirm his order or even further he will be able to add some other things if he likes.

The next and the last step of this application is checkout menu in which user will be able to check out his order

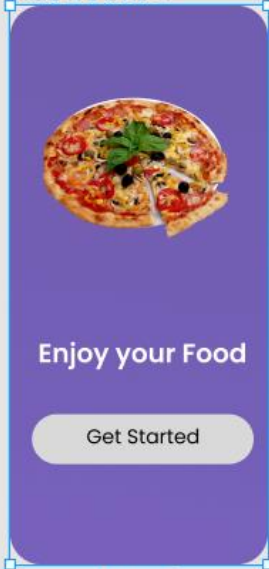
Screenshot



In this step the user will also be able to add his instruction to order in which he will be able to give instruction that how he will like to take his food etc.

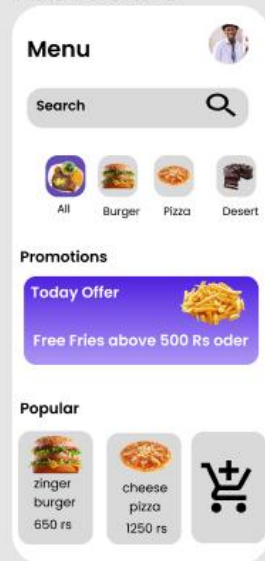
This is the final look of the application

iPhone 14 & 15 Pro - 1

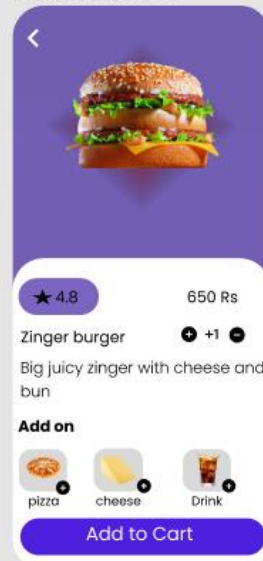


414 × 896

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iPhone 14 & 15 Pro - 3



iPhone 14 & 15 Pro - 4

