

Main Module Code

```
#Region Project Attributes
    #ApplicationLabel: B4A Example
    #VersionCode: 1
    #VersionName:
    'SupportedOrientations possible values: unspecified, landscape or portrait.
    #SupportedOrientations: unspecified
    #CanInstallToExternalStorage: False
#End Region
```

```
#Region Activity Attributes
    #FullScreen: False
    #IncludeTitle: True
#End Region
```

Sub Process_Globals

```
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
    Private xui As XUI
    Dim priceformeals As String
    Dim pricefordrinks As String
    Dim priceforsnacks As String
End Sub
```

Sub Globals

```
    'These global variables will be redeclared each time the activity is created.
    Private txttotal As EditText
    Private txtpricedrinks As EditText
    Private txtpricesnacks As EditText
    Private txtpricemeals As EditText
End Sub
```

```
Sub Activity_Create(FirstTime As Boolean)
    Activity.LoadLayout("Layout")
End Sub
```

Sub Activity_Resume

```
    txtpricedrinks.Text = pricefordrinks
    txtpricemeals.Text = priceformeals
    txtpricesnacks.Text = priceforsnacks
End Sub
```

```
Sub Activity_Pause (UserClosed As Boolean)
```

End Sub

Private Sub **btnDrinks_Click**

 StartActivity(Drinks)

End Sub

Private Sub **btnSnacks_Click**

 StartActivity(Snacks)

End Sub

Private Sub **btnTotal_Click**

 If txtpricedrinks.Text = "" Or txtpricemeals.Text = "" Or txtpricesnacks.Text = "" Then

 Msgbox("Please Complete your Order First", "Warning")

 Else

 txttotal.Text = txtpricedrinks.Text + txtpricemeals.Text + txtpricesnacks.Text

 End If

End Sub

Private Sub **btnexit_Click**

 Dim res As Int

 res = MsgBox2("Are you sure to exit?", "Exit", "Yes", "", "Cancel", Null)

 If res = DialogResult.POSITIVE Then

 ExitApplication

 End If

End Sub

Private Sub **btnclear_Click**

 txttotal.Text = ""

 txtpricedrinks.Text = ""

 txtpricemeals.Text = ""

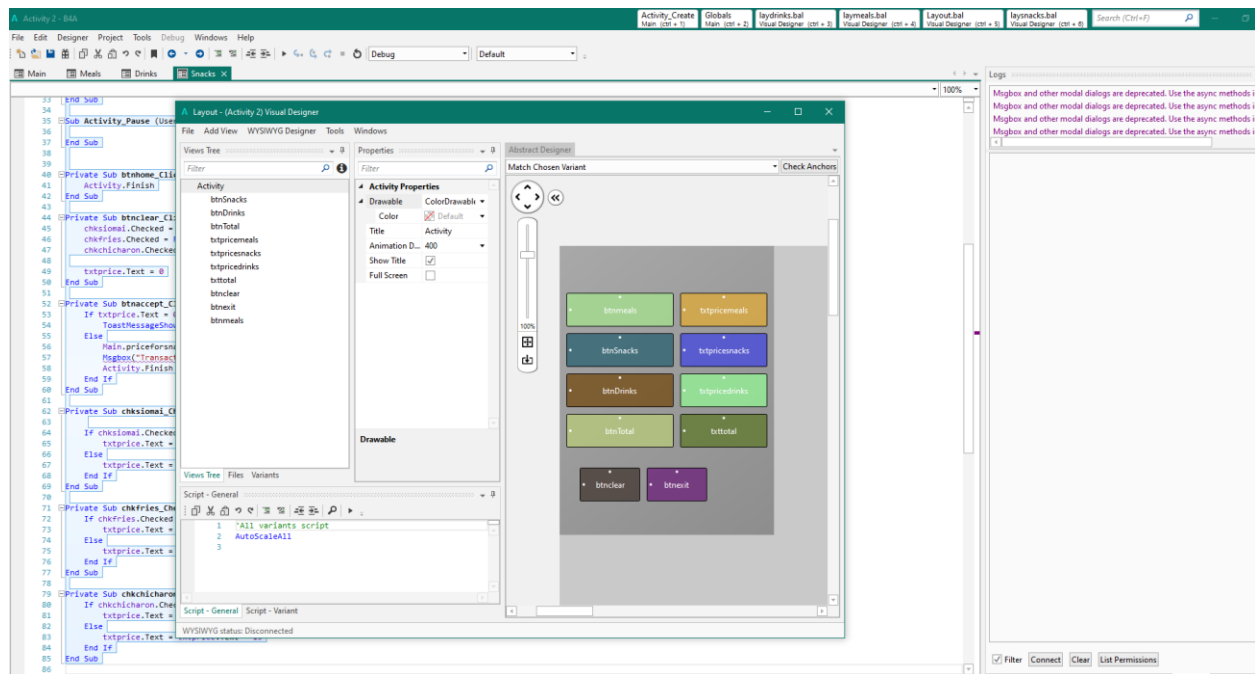
 txtpricesnacks.Text = ""

End Sub

Private Sub **btnmeals_Click**

 StartActivity(Meals)

End Sub



Meals Module Code

#Region Activity Attributes

#FullScreen: False

#IncludeTitle: True

#End Region

Sub Process_Globals

"These global variables will be declared once when the application starts.

"These variables can be accessed from all modules.

End Sub

Sub Globals

"These global variables will be redeclared each time the activity is created.

"These variables can only be accessed from this module.

Private radiotinola As RadioButton

Private radiosinigang As RadioButton

Private radioadobo As RadioButton

Private txtprice As EditText

End Sub

```
Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("laymeals")
    txtprice.Text = 0
End Sub
```

```
Sub Activity_Resume
```

```
End Sub
```

```
Sub Activity_Pause (UserClosed As Boolean)
```

```
End Sub
```

```
Private Sub radiotinola_CheckedChange(Checked As Boolean)
    txtprice.Text = 50
End Sub
```

```
Private Sub radiosinigang_CheckedChange(Checked As Boolean)
    txtprice.Text = 40
End Sub
```

```
Private Sub radioadobo_CheckedChange(Checked As Boolean)
    txtprice.Text = 70
End Sub
```

```
Private Sub btnhome_Click
    Activity.Finish
End Sub
```

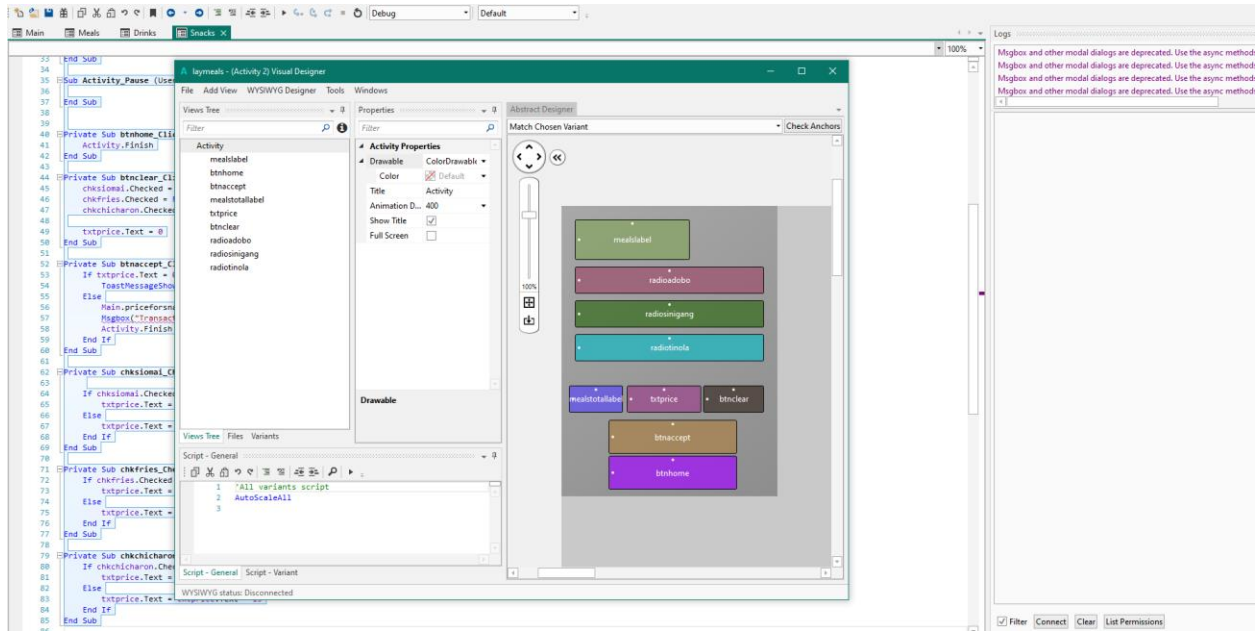
```
Private Sub btnclear_Click
    radiotinola.Checked = False
    radiosinigang.Checked = False
    radioadobo.Checked = False

    txtprice.Text = 0
End Sub
```

```
Private Sub btnaccept_Click
    If txtprice.Text = 0 Then
        ToastMessageShow("Please Complete your order for Meals", False)
    Else
        Main.priceformeals = txtprice.Text
        MsgBox("Transaction for Meals Confirmed", "Successful")
    End If
End Sub
```

Activity.Finish
End If

End Sub



Drinks Module Code

```
#Region Activity Attributes
    #FullScreen: False
    #IncludeTitle: True
#End Region
```

Sub Process_Globals

```
'These global variables will be declared once when the application starts.
'These variables can be accessed from all modules.
```

End Sub

Sub Globals

```
'These global variables will be redeclared each time the activity is created.
'These variables can only be accessed from this module.
```

```
Private txtprice As EditText
Private chkcola As CheckBox
Private chkroyal As CheckBox
Private chkjuice As CheckBox
```

End Sub

Sub Activity_Create(FirstTime As Boolean)

```
'Do not forget to load the layout file created with the visual designer. For example:
'Activity.LoadLayout("Layout1")
Activity.LoadLayout("laydrinks")
txtprice.Text = 0
```

End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

Private Sub chkroyal_CheckedChange(Checked As Boolean)

```
If chkroyal.Checked = True Then
    txtprice.Text = txtprice.Text + 10
Else
    txtprice.Text = txtprice.Text - 10
End If
```

End Sub

Private Sub **chkjuice_CheckedChange**(Checked As Boolean)

 If chkjuice.Checked = True Then

 txtprice.Text = txtprice.Text + 5

 Else

 txtprice.Text = txtprice.Text - 5

 End If

End Sub

Private Sub **chkcola_CheckedChange**(Checked As Boolean)

 If chkcola.Checked = True Then

 txtprice.Text = txtprice.Text + 9

 Else

 txtprice.Text = txtprice.Text - 9

 End If

End Sub

Private Sub **btnhome_Click**

 Activity.Finish

End Sub

Private Sub **btnclear_Click**

 chkroyal.Checked = False

 chkjuice.Checked = False

 chkcola.Checked = False

 txtprice.Text = 0

End Sub

Private Sub **btnaccept_Click**

 If txtprice.Text = 0 Then

 ToastMessageShow("Please Complete your order for Drinks", False)

 Else

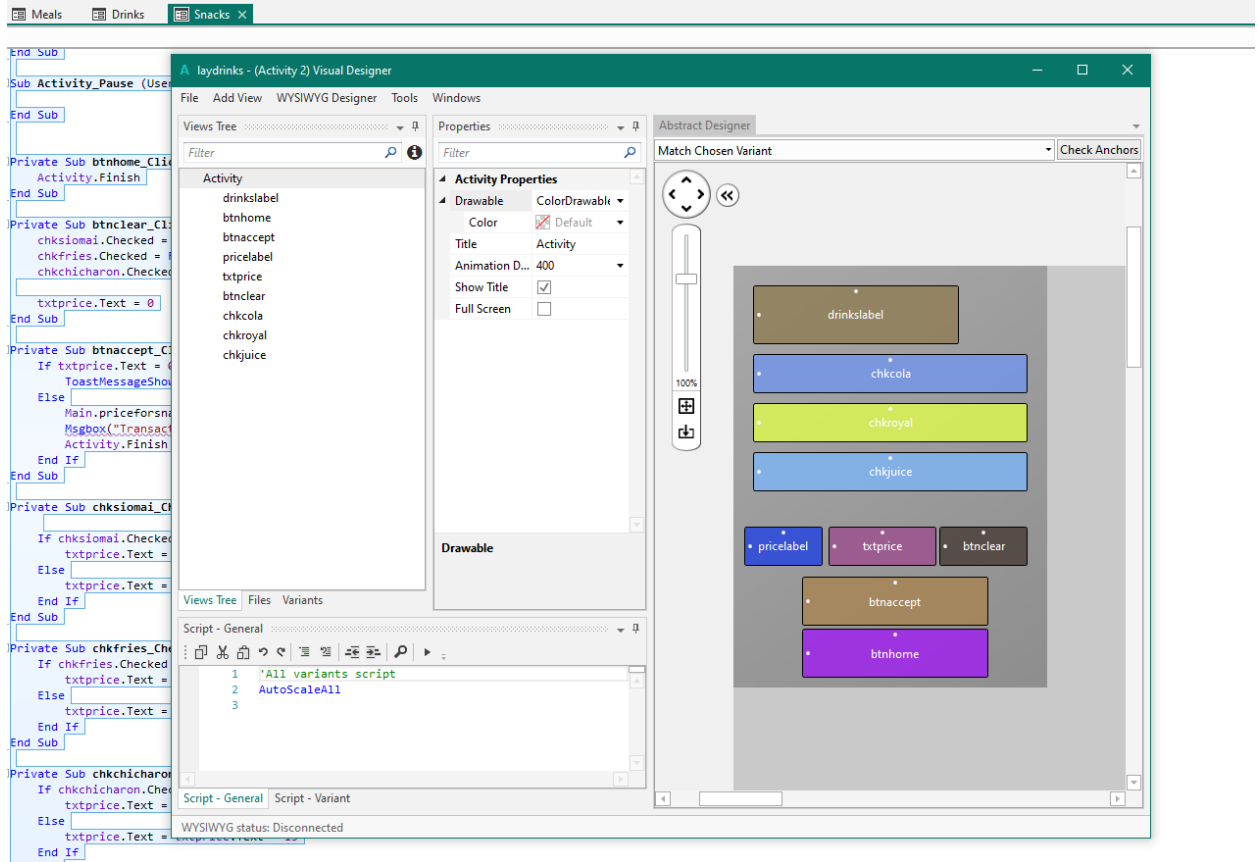
 Main.pricefordrinks = txtprice.Text

 Msgbox("Transaction for Drinks Confirmed", "Successful")

 Activity.Finish

 End If

End Sub



Snacks Module Code

```
#Region Activity Attributes
    #FullScreen: False
    #IncludeTitle: True
#End Region
```

Sub Process_Globals

```
'These global variables will be declared once when the application starts.
'These variables can be accessed from all modules.
```

End Sub

Sub Globals

```
'These global variables will be redeclared each time the activity is created.
'These variables can only be accessed from this module.
```

```
Private chksiomai As CheckBox
Private chkfries As CheckBox
Private chkchicharon As CheckBox
Private txtprice As EditText
```

End Sub

Sub Activity_Create(FirstTime As Boolean)

```
'Do not forget to load the layout file created with the visual designer. For example:
'Activity.LoadLayout("Layout1")
Activity.LoadLayout("laysnacks")
txtprice.Text = 0
```

End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

Private Sub btnhome_Click

```
Activity.Finish
```

End Sub

Private Sub btnclear_Click

 chksiomai.Checked = False

 chkfries.Checked = False

 chkchicharon.Checked = False

 txtprice.Text = 0

End Sub

Private Sub btnaccept_Click

 If txtprice.Text = 0 Then

 ToastMessageShow("Please Complete your order for Snacks", False)

 Else

 Main.priceforsnacks = txtprice.Text

 Msgbox("Transaction for Snacks Confirmed", "Successful")

 Activity.Finish

 End If

End Sub

Private Sub chksiomai_CheckedChange(Checked As Boolean)

 If chksiomai.Checked = True Then

 txtprice.Text = txtprice.Text + 10

 Else

 txtprice.Text = txtprice.Text - 10

 End If

End Sub

Private Sub chkfries_CheckedChange(Checked As Boolean)

 If chkfries.Checked = True Then

 txtprice.Text = txtprice.Text + 15

 Else

 txtprice.Text = txtprice.Text - 15

 End If

End Sub

Private Sub chkchicharon_CheckedChange(Checked As Boolean)

 If chkchicharon.Checked = True Then

 txtprice.Text = txtprice.Text + 15

 Else

 txtprice.Text = txtprice.Text - 15

 End If

End Sub

