

Massimo

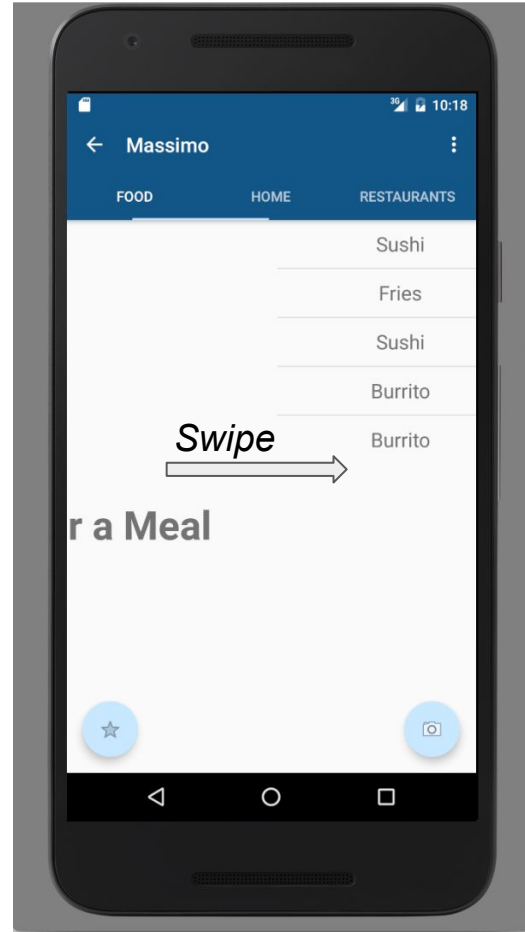
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Introduction

Massimo is an Android app that facilitates the interaction between customer and restaurant. It allows customers to find, order and pay for a meal in a seamless way. All while providing tools for the restaurant to provide a smooth and enjoyable experience.

User Interface

- Main Activity Context
- State Fragments
 - Swipe between Contexts



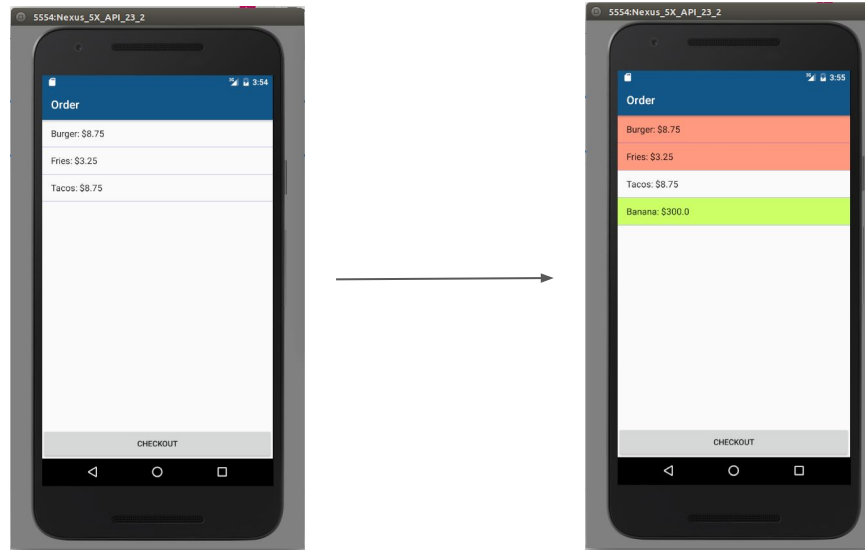
Payments System

- At its base the payment system uses the Model-View-Controller Pattern.
- The controller acts on the views for the QR scanner, the order screen and pay screen and the models for orders and payments.



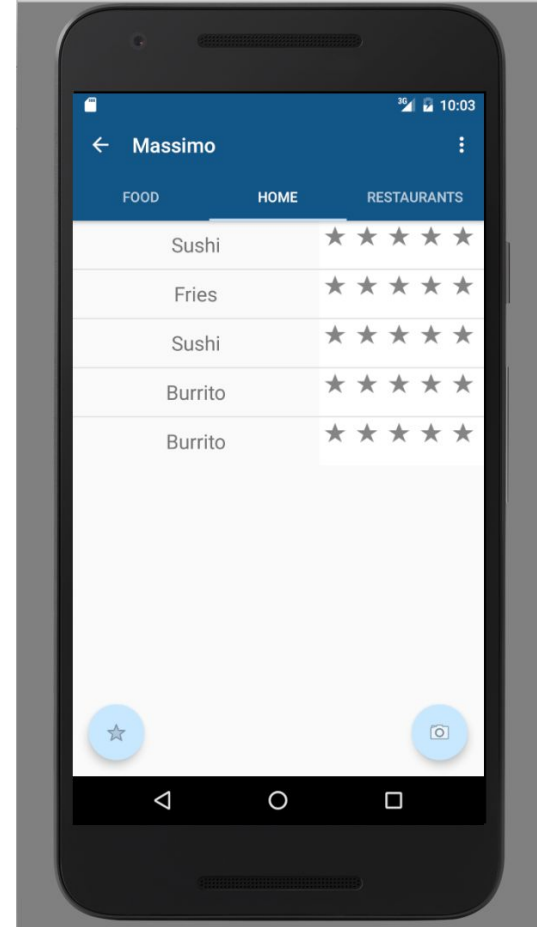
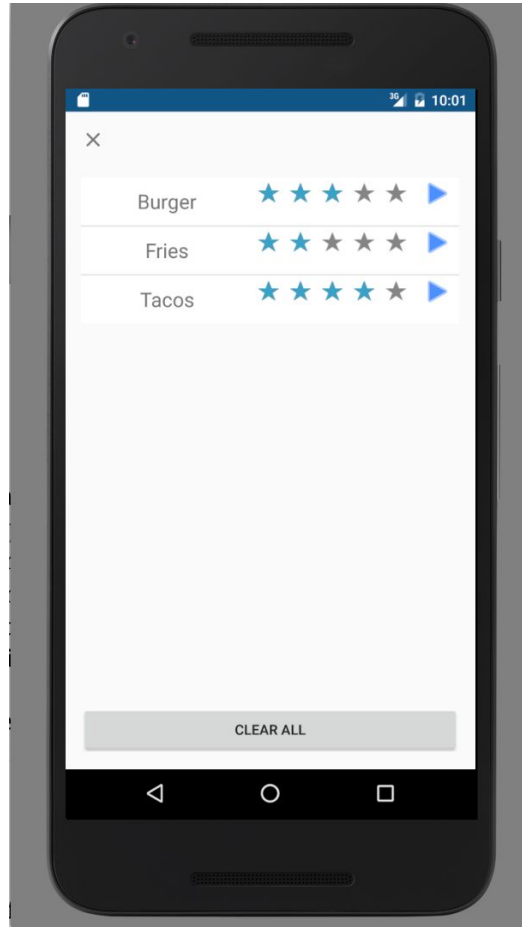
Payment System (cont.)

- However, to support fare sharing we used the observer design pattern.
- This allows a waiter to update the order and have it dynamically update and enable other Massimo users to select the items they ordered.



Rating System

- Ratable Interface
- ListView Adapter
- Singleton Customer



Demo Code

<https://github.com/juta5250/Csci-4448>