Mobile Application Development

Project Report

Food Dining Application DINEASE



Submitted By- Krati21csu361,

Sahil21csu376,

Arushi21csu518,

Bhavay21csu520

Aditya21csu357

Github Link:

https://github.com/kratiarora03/Din

e-Ease-.git

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Executive Summary

The Find Diner application is a cross-platform mobile solution developed using Flutter. Its primary goal is to empower users to discover nearby restaurants, browse their menus, read reviews, make reservations, and manage their profiles through secure login functionalities. By leveraging location services and Google Maps, the application enhances the searchability of dining options. The implementation of state management using the Provider package ensures efficient data handling and seamless UI updates. Additionally, Firebase is integrated to manage user authentication and store user data securely.

Objectives

- Develop a user-friendly mobile application that helps users find nearby restaurants.
- Integrate location services and Google Maps to improve the user experience.
- Enable users to browse restaurant menus, read reviews, and make reservations.
- Implement secure login functionalities using email/password and Google authentication.
- Use Firebase for database management and secure storage of user credentials.
- Ensure efficient state management for responsive and seamless interactions.

Features

1. **Restaurant Discovery**

- Users can discover nearby restaurants using their current location. The application utilizes location services to identify and display dining options in the vicinity.

2. **Google Maps Integration**

- Google Maps integration allows users to visualize the location of restaurants on a map. This feature provides an intuitive and interactive way to explore nearby dining options.

3. **Menu Browsing**

- Users can browse the menus of listed restaurants. This feature helps users make informed decisions by allowing them to view available dishes and their prices.

4. **Reviews and Ratings**

- The application aggregates and displays reviews and ratings for each restaurant. This information helps users gauge the quality and popularity of the dining options.

5. **Reservations**

- Where available, users can make reservations directly through the application. This feature is integrated with partner APIs to facilitate seamless booking.

6. **State Management**

- Efficient state management is achieved using the Provider package. This ensures that data handling and UI updates are optimized for performance and responsiveness.

7. **Login Functionalities**

- Users can log in using email and password or through Google authentication. Firebase is used for managing user authentication and securely storing user data.

8. **Profile Management**

- User credentials and profile information are visible on the profile page. Users can manage their profiles, including viewing their reservation history.

Technical Implementation

Technology Stack

- **Framework**: Flutter
- **Language**: Dart
- **State Management**: Provider
- **APIs**: Google Maps API, Partner APIs for reservations
- **Database**: Firebase
- **Authentication**: Firebase Authentication
- **Development Tools**: Android Studio, Xcode

Architecture

The application follows a modular architecture, separating concerns into distinct layers:

- 1. **UI Layer**: Contains all the widgets and UI components.
- 2. **Data Layer**: Manages data retrieval, storage, and caching.
- 3. **Business Logic Layer**: Contains the business logic and state management using Provider.
- 4. **Service Layer**: Handles API calls and integration with external services.

Key Components

1. **Location Services**

- Location services are used to obtain the user's current position. The geolocator package is utilized to fetch the coordinates, which are then used to query nearby restaurants.

2. **Google Maps Integration**

- Google Maps is integrated using the google_maps_flutter package. This integration allows users to see the exact location of restaurants and provides map-based search capabilities.

3. **Menu and Reviews**

- The application fetches menu items and reviews from the respective restaurant databases. This data is displayed in a user-friendly format, allowing users to browse through it easily.

4. **Reservation System**

- The reservation system is integrated with partner APIs. This integration enables users to make reservations directly from the app without needing to visit external websites.

5. **State Management with Provider**

- The Provider package is used for state management. It ensures that the application's state is managed efficiently, providing a smooth user experience. The Provider package helps in managing the state across different parts of the application, ensuring that updates are reflected immediately in the UI.
- 6. **Authentication and Profile Management**
- Firebase Authentication is used to handle user login functionalities. Users can log in using their email and password or via Google authentication. User credentials and profile information are securely stored in Firebase and displayed on the profile page.

User Interface

The user interface is designed to be intuitive and user-friendly. Key screens include:

- 1. **Home Screen**: Displays a list of nearby restaurants and a map view.
- 2. **Restaurant Details Screen**: Shows detailed information about a selected restaurant, including menu, reviews, and reservation options.
- 3. **Map Screen**: Provides a map view with markers for nearby restaurants.
- 4. **Profile Screen**: Allows users to manage their profile, view their reservation history, and update their login credentials.

Testing and Quality Assurance

The application undergoes rigorous testing to ensure quality and performance. Testing includes:

- **Unit Testing**: Ensures individual components and functions work as expected.
- **Integration Testing**: Validates the interaction between different parts of the application.
- **UI Testing**: Checks the user interface for usability and responsiveness.

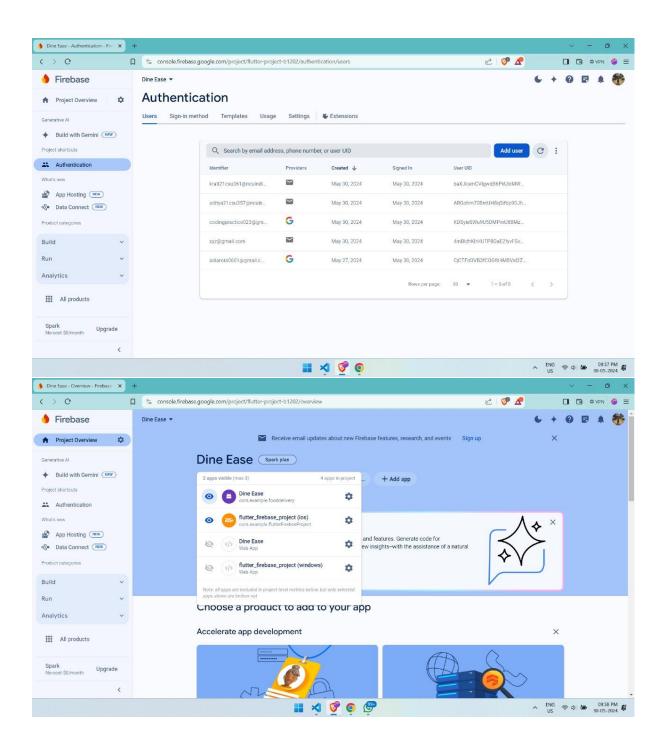
- **Security Testing**: Ensures user data and authentication mechanisms are secure.

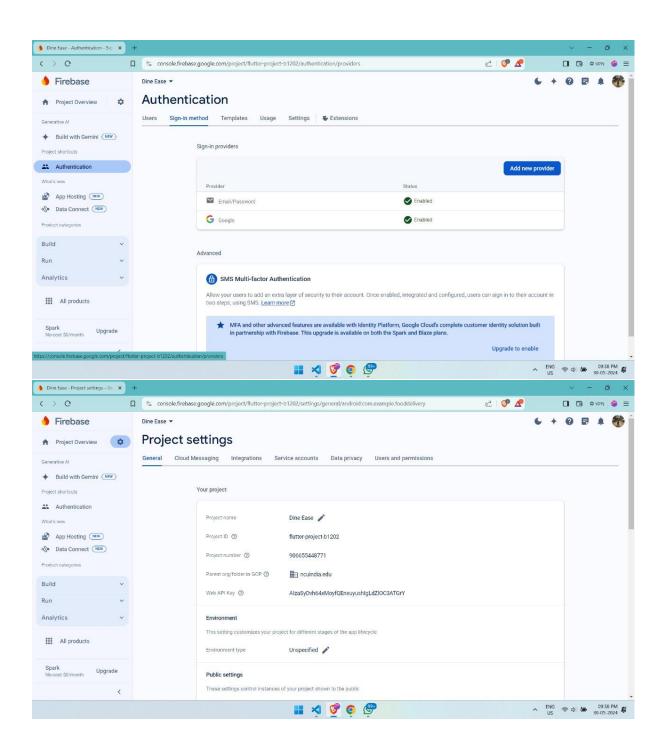
Automated tests are written using Flutter's testing framework to maintain code quality and catch issues early in the development process.

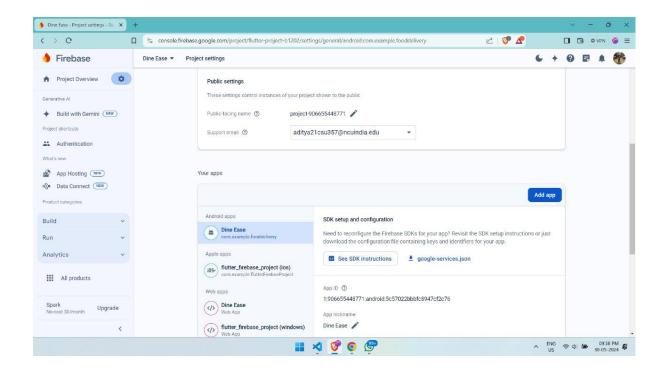
Conclusion

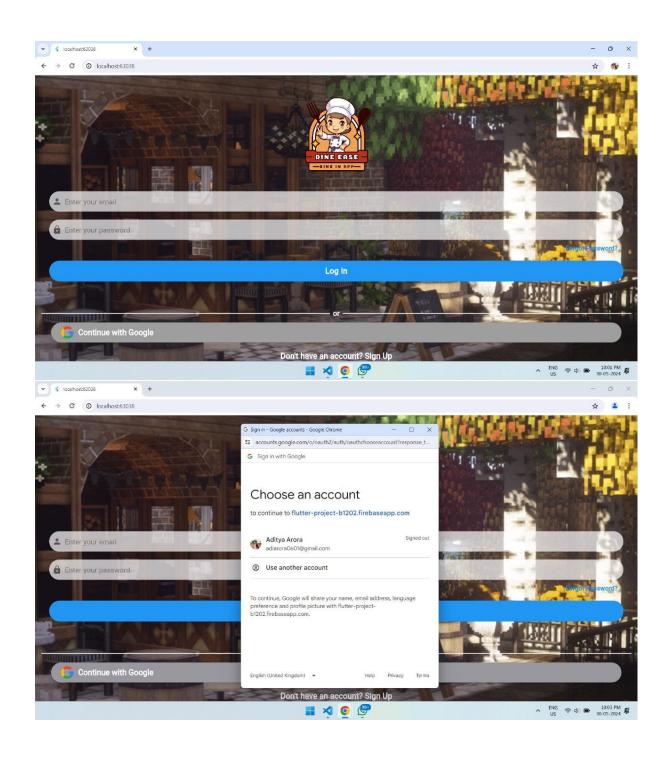
The Find Diner application successfully combines Flutter's cross-platform capabilities with powerful features such as location services, Google Maps integration, menu browsing, reviews, reservations, and secure login functionalities. Efficient state management using Provider and Firebase integration for user authentication ensures that the application is responsive and user-friendly. This project demonstrates the potential of Flutter in building sophisticated, cross-platform mobile applications that enhance user experiences in the restaurant discovery domain.

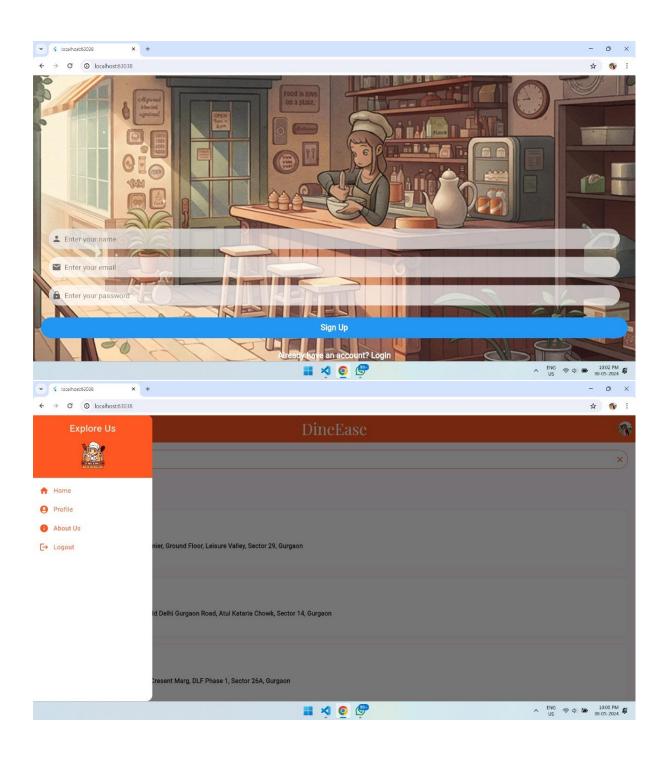


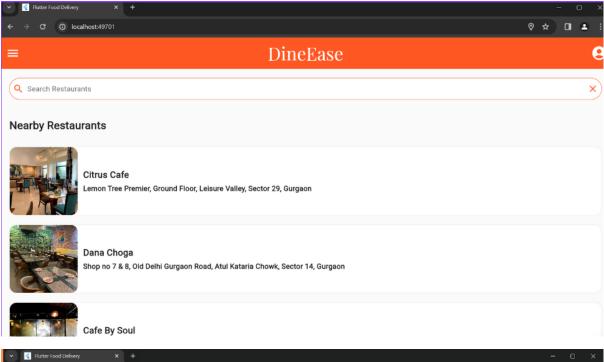


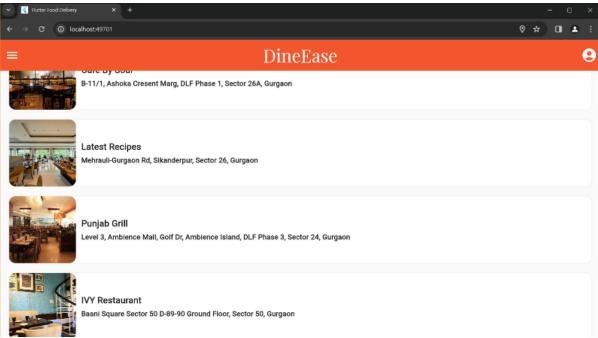


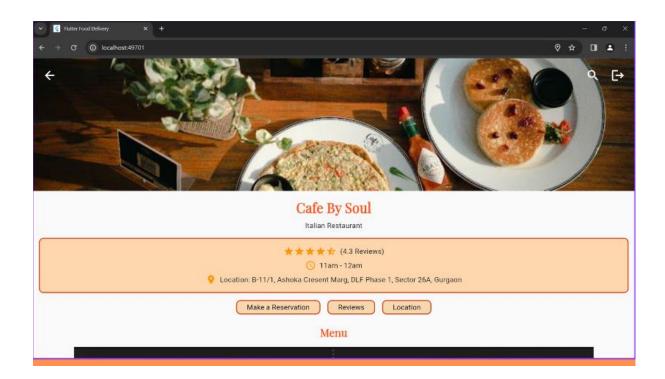


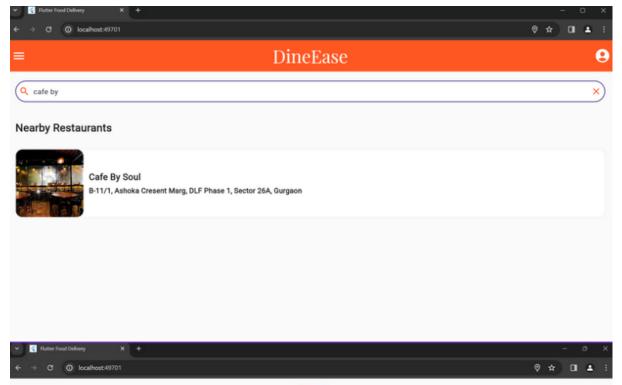






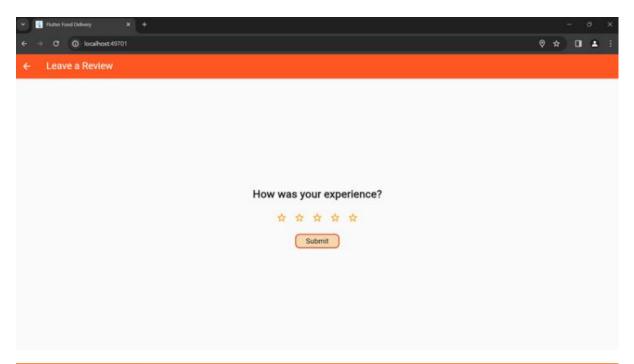


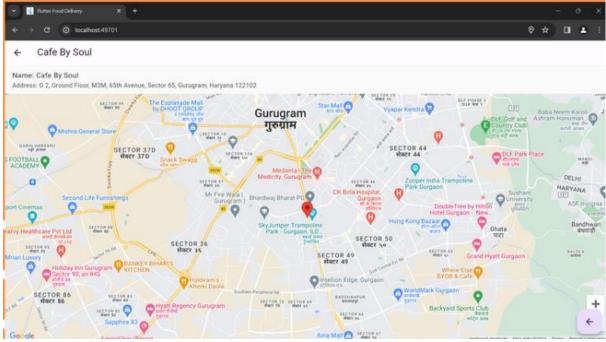


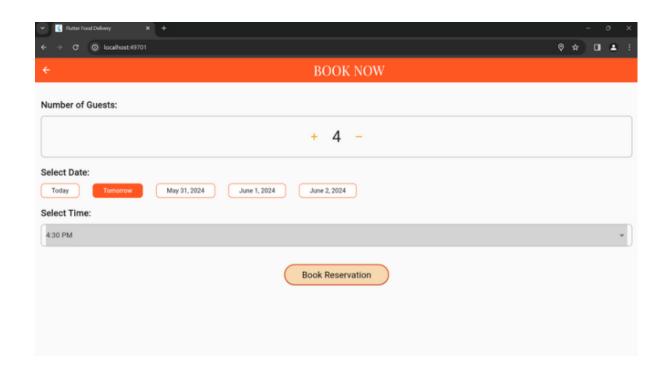


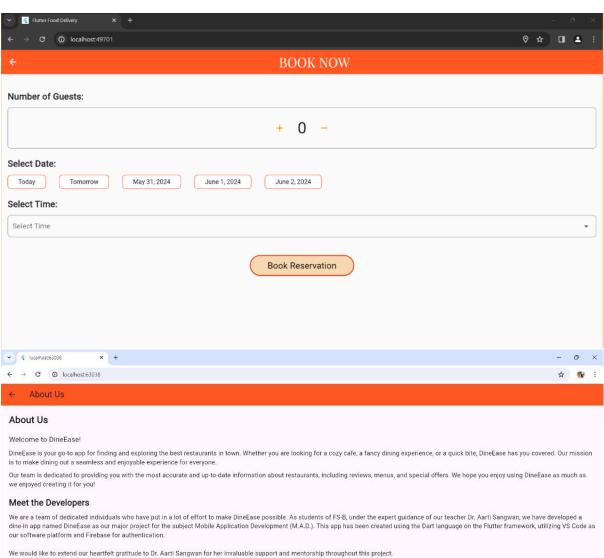
Menu

PASTA - RISOTTO		BEVERAGES	
Fettuccine- Aglio Olio	289	Red Monster	229
Green Goddess Pasta	349	Green Hulk	229
Penne Arrabita	349	Citrus Orange	229
Alferado	369	Pink · Up	249
Lasagne Pasta	399	Laughing Melon	229
COFFEES		Pink Lemonade	249
Espresso	99	Virgin Mojito	249
Ristretto	125	Tropical Flow	229
Machiato	145	Minty Mango	229
Americano	165	Berry Flow	229
Cappuccino	215	ICE TEA	
Latte	225	Green Apple Ice Tea	225
Mocha	245	Cucumber Tea	225
Hot Chocolate	195	Lemon Ice Tea	225
Iced Americano	195	Peach Ice Tea	225









Here is a little bit about each of us:

Aditya Arora



Roll Number: 21csu357

Email: aditya21csu357@ncuindia.edu

Aditya is responsible for the making the Login/SignUp page, adding Google SignIn functionality in the page, adding authentication using Firebase and connecting Firebase to the code, intrgrating his code with the final code given by Sahil, Krati, Arushi and Bhavay, futher added functionality like About Us in the drawer function, fetching user data from firebase and showing it on profile and finally adding the logout functionality and summing up the code. $\label{eq:code_sum}$











