

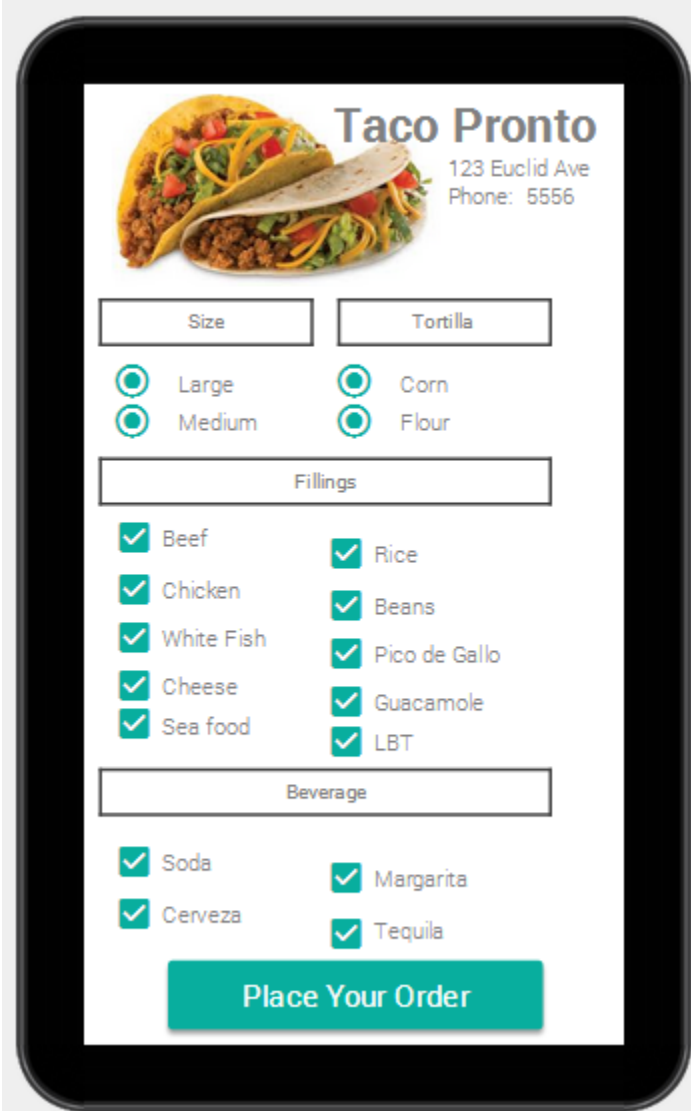
Please implement a MEXICAN TACO ORDERING Android application (*TacoPronto*). The UI should include the elements given in the sketch below. Fill free to improve the design of this interface.

### Functionality:

The business scenario for the app assumes a (hungry, busy) customer approaching a Mexican Taqueria. The customer uses the **TacoPronto** app to place her order and consequently reduce the typical waiting time. At this time only portions of the operation will be implemented. A full solution would require a remote service accepting the order and processing payment. We will only consider the placement of the order.

### Process

1. (Walking and texting – Not driving and texting!) )The user will assemble her taco order by choosing items from the app's GUI. After completing the selection the user pushes the 'Place Order' button to send a summary of what she wants on her taco.
2. The app deliver a text-message (SMS) to the vendor (use an Intent to be accepted by anoter emulator, say 5556)
3. ~~The vendor will send you back a text message indicating your order number to be used to pick up the order.~~



The sketch shows a mobile app interface for 'Taco Pronto'. At the top, there's a header with a taco image, the name 'Taco Pronto', and address/phone: '123 Euclid Ave Phone: 5556'. Below this are two sections: 'Size' and 'Tortilla'. 'Size' has radio buttons for 'Large' and 'Medium'. 'Tortilla' has radio buttons for 'Corn' and 'Flour'. Next is a 'Fillings' section with a list of items, each preceded by a checked checkbox: Beef, Chicken, White Fish, Cheese, Sea food, Rice, Beans, Pico de Gallo, Guacamole, and LBT. Below that is a 'Beverage' section with a list of items, each preceded by a checked checkbox: Soda, Cerveza, Margarita, and Tequila. At the bottom is a large green button labeled 'Place Your Order'.

Test your application in two Emulators (customer & business). Document your code (this will impact your grade). See webpage for instructions on how to prepare your report.

*Extra points for improved design and features !*

## NOTES

You may want to use the **SmsManager API** to deliver your text message. Assume the app runs on Emulator-5554 and the taqueria's phone number is 5556. A simple SMS message can be sent as indicated below

```
import android.telephony.SmsManager;
```

...

```
SmsManager smsManager = SmsManager.getDefault();  
  
smsManager.sendTextMessage("5556", null,  
                           "I WANT A BIG TACO - sms message",  
                           null, null);
```

Your manifest must include (before the <Application> tag the following entry

```
<uses-permission android:name="android.permission.SEND_SMS" />
```

Alternatively you may send an SMS using Intents (less practical here) as indicated below

```
String phoneNumber = "5556";  
String message = "HUNGRY AGAIN, more tacos ";  
  
Intent intent = new Intent(Intent.ACTION_SENDTO,  
                           Uri.parse("sms:" + phoneNumber));  
intent.putExtra("sms_body", message);  
  
startActivity(intent);
```