



餐點到了沒

*Time for meal*

學生：陳品皓（101062133）

李哲銓（100010018）

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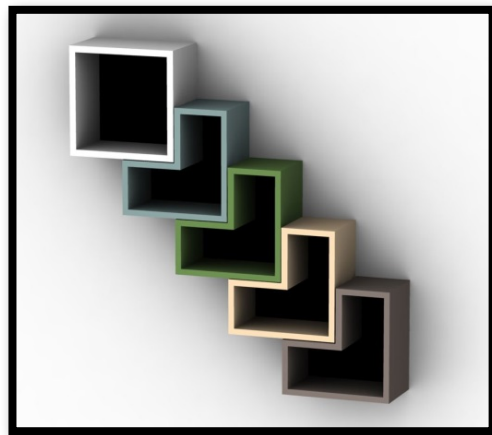


# idea

- ◉ 取代傳統的「叫餐機」
- ◉ 節省店家在「硬體」上面的成本



# technique



Server

Client



Customer

Store



# technique



# technique~Customer

- Listner 組合按鍵
- Internet connection
- Notification
- Vibrator
- Toast



# technique~Customer

Time for meal(Customer)

Restaurant id:

1	2	3
4	5	6
7	8	9
Cancel	0	Enter

PickNumber

Welcome! 貝恩  
Pasta!

Now Number :5



Pick up number!

Finish! Goodbye!

Welcome!!

ClientMainResult

Your Number :

6



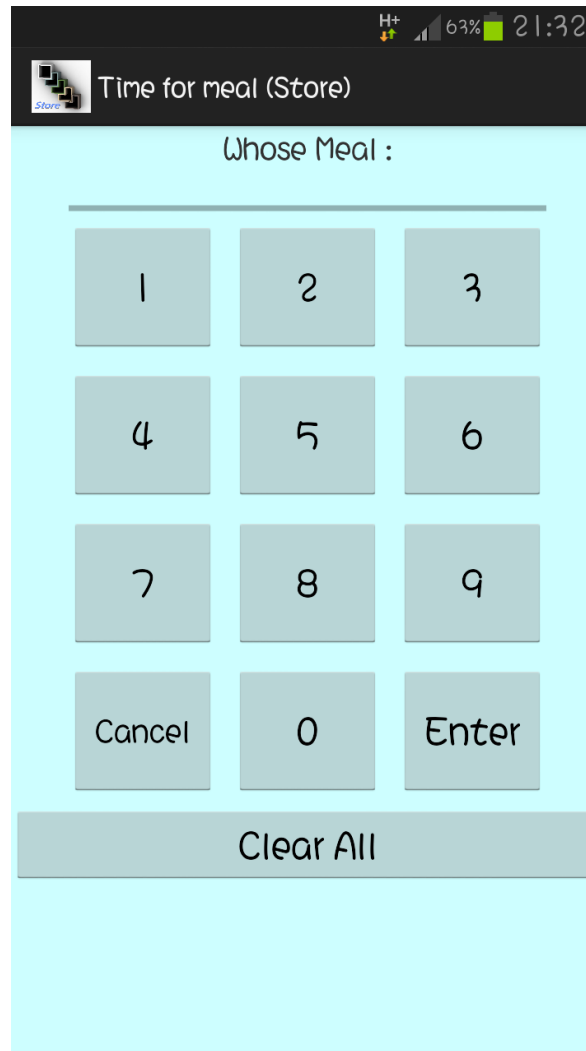
Got the Meal!!

# technique~Store

- Listner
- Internet connection
- toast



# technique~Store



The screenshot shows an Android application interface. At the top, the status bar displays 'H+', signal strength, 63% battery, and the time 21:32. The app's title bar is black with a small icon and the text 'Time for meal (Store)'. Below the title bar, the text 'Whose Meal :' is centered. A numeric keypad is displayed with buttons for digits 1 through 9, 0, 'Cancel', and 'Enter'. The keypad is arranged in a 4x3 grid. Below the keypad, there is a 'Clear All' button. The entire interface is set against a light blue background.

Whose Meal :		
1	2	3
4	5	6
7	8	9
Cancel	0	Enter
Clear All		



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A

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