# Project Design Phase-I Project Document Template

Date	8th October, 2023
Team ID	Team-590932
Project Name	Snack Squad- A customisable snack ordering and delivery app.

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#### **INTRODUCTION**

## **Project Overview**

Snack Squad is a sample project built using the Android Compose UI toolkit. It demonstrates how to create a simple e-commerce app for snacks using the Compose libraries. It is user friendly and customisable which enables the user to select the item/snack of their choice. This app is simple, easy to use and supports all devices and OS. While opening the app after installing the user can see the start/opening page where they would find a button named "Get started" and then by clicking on it user is redirected to the login page and then the home page where they can see the list of categories of items that are present and can select one from their preference and then 'add their choice to the cart'. Similarly, they can find all the items they require and add them to the cart. And finally, they can see all the items that they wish to be in cart. The items that are not required can be deleted from the cart. The final order with the total amount can be seen at last before conforming the order. So, they can proceed to purchase.

## Purpose

The food delivery app industry is rapidly growing, with a projected market value of \$230.8 billion by 2025. This growth is being driven by several factors,

including the increasing popularity of smartphones, the rising demand for convenience, and the growing number of people living in urban areas.

## LITERATURE SURVEY

## **Existing problem**

There are a number of challenges facing the food delivery app industry, including:

- The need to attract and retain couriers.
- The need to ensure food safety and quality
- They need to provide seamless customer service
- Developing app that easy to use and navigate
- Partner with variety of restaurants to offer wide collection of food varieties to customers
- Development of delivery management system

## 2.2 References

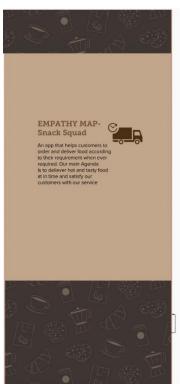
https://fareye.com/resources/blogs/on-demand-food-delivery-industry#:~:text=Improper%20food%20handling,and%20safety%20standards%20are%20maintained.

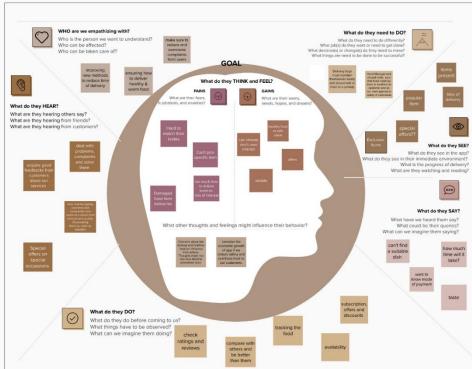
#### 3. IDEATION & PROPOSED SOLUTION

## 3.1 Empathy Map Canvas

#### Link:

https://app.mural.co/t/snackapp4253/m/snackapp4253/1696919521115/f9d1 a46ee800dfd0b8cf95cc51a7562e9025a69a?sender=udcc8868c2155880f88631 938

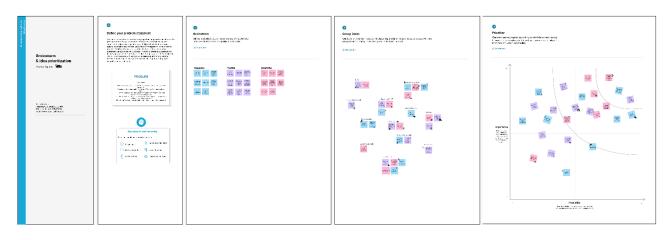




## 3.2 Ideation & Brainstorming

## Link:

https://app.mural.co/t/snackapp4253/m/snackapp4253/1696936301111/4e1061d210165ab6cfada87f65017d8abf228b51?sender=udcc8868c2155880f88631938



## 4. REQUIREMENT ANALYSIS

## 4.1 Functional requirement

User Registration and Authentication

- Users can register for an account using their email address or social media credentials.
- Users should log in to their account using their registered email address and password.

## Restaurant Search and Discovery

- Always search for restaurants by name, cuisine type, location, and other relevant criteria.
- The customers must be able to view restaurant details, including menus, ratings, reviews, and delivery times.

## Menu Browsing and Order Placement

- Users can view restaurant menus, including item descriptions, prices, and availability.
- Users could customize their orders by selecting items, quantities, and any additional options.
- App users can add items to their cart and review their order before placing it.

## Payment Processing and Order Completion

- Users can pay for their orders using a variety of payment methods, including credit cards, debit cards, and online payment gateways.
- Users receive a confirmation email or notification upon successful completion of their order.
- Users can rate and review their orders and restaurants.

## 4.2 Non-Functional requirements

#### Performance

- The app can handle a large volume of users and orders without experiencing performance issues.
- The app is able to load restaurant menus and order information quickly.

## Availability

- The app will be available 24/7.
- The app should able to handle high traffic during peak hours.

## Usability

The app can be easy to use and navigate.

## Reliability

• The app is regularly updated to fix bugs and improve performance.

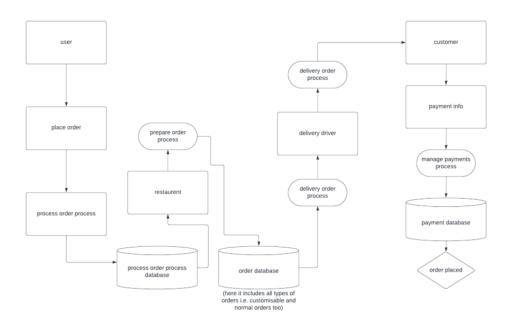
## Maintainability

- Snack squad is well-documented and easy to understand.
- The app is modular and easy to maintain.

## 5. PROJECT DESIGN.

## **5.1 Data Flow Diagrams & User Stories**

## **Dataflow diagram**



## **User Stories**

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority
Customer	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	I can access my account / dashboard	High
		USN-2	As a user, I will receive confirmation email once I have registered for the application	I can receive confirmation email & click confirm	High
		USN-3	As a user, I can register for the application through Facebook	I can register & access the dashboard with Facebook Login	Low
		USN-4	As a user, I can register for the application through Gmail		Medium
	Login	USN-5	As a user, I can log into the application by entering email & password		High
Delivery Driver	Driver reg.	Driver-1	As a new driver, I want to register with my personal and vehicle information.	I am accessed with my account and customer order details.	High
		Driver-2	As a new driver, I want to undergo a	I am well confirmed with all the info	High

			background check and provide necessary documents.	check and documentation.	
	Availability.	Driver-3	As a driver, I want to set my availability for delivering orders.	I will be available when the order is received or delivered.	High
		Driver-4	As a driver, I want to receive notifications for new delivery requests.	I am aware with the new order notifications.	Medium
	Pickup and delivery of order.	Driver-5	As a driver, I want to view the order details and accept or decline delivery requests.	I am available to accept the order to any place and at any time.	Low
		Driver-6	As a driver, I want to navigate to the customer's location for order pickup.	I must be aware of the root map.	Low
		Driver-7	As a driver, I want to confirm the delivery and receive payment.	I am trustful to the customer.	High
Administrator	User and driver management	ADM-1	As an admin, I want to manage user accounts and access.	I can manage all user database.	High
		ADM-2	As an admin, I want to onboard and verify new delivery drivers.	I have knowledge on all the delivery drivers.	Medium
	Content management	ADM-3	As an admin, I want to	I am fully aware of the food	Medium

		manage the snack catalogue, including adding, updating, and removing snacks.	cuisines and the people choice.	
	ADM-4	As an admin, I want to manage promo codes, discounts, and other marketing content.	I am capable of accounting and sales.	High
Order management	ADM-5	As an admin, I want to view and manage all orders, including order status updates.	I am available at any time.	High
	ADM-6	As an admin, I want to handle user inquiries and resolve issues.	I am good problem solver.	Medium

## **5.2 Solution Architecture**

## **Architecture**:

There are several components involved in creating the architecture for a snack delivery application, which ensures that it operates smoothly and effectively. You will find a high-level overview of the architecture for snack apps:

## Client-side Application:

Mobile App: The main interface for customers who want to see snacks and order them, or make payments.

Web App (Optional): A web-based version for customers who prefer ordering snacks through a web browser.

## Backend Server:

Web server: handles incoming requests from clients' applications, controls user sessions and serves as an API gateway.

Application logic: Applies core business logic such as user authentication, snack catalogue management, order handling and payment processing.

#### Database:

User's data: retains user names, personal information, and order history.

The Snack catalogue: contains information about available snacks, their descriptions, and prices as well as the level of stocks at present.

Order data: The information on existing and past orders is stored.

#### Authentication and Authorization:

To make sure that features of an application can be accessed with confidence, implement authentication methods such as OAuth, JWT or API keys.

## Order Management:

Shopping cart: Keep the user's shopping carts, which allow users to add, modify and remove snacks.

Order processing: handling the placing, order confirmation and real-time status updates of orders.

Delivery Scheduling: Implement a feature for customers to select delivery time slots.

## Delivery Management:

Delivery driver assignment: assign to incoming orders drivers who are available.

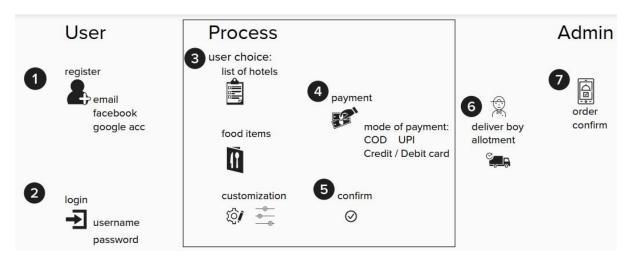
Realtime tracking: keep an eye on drivers' location and let customers know about it.

Optimisation of routes: optimise delivery routes for drivers in order to minimise transport times and costs.

The specific technologies and frameworks that are used will depend on team's expertise and the targeting platform (iOS, Android, web). Additionally, considering the user experience and design to make the app appealing and user-friendly. And continuously improving and updating app based on user feedback and changing market demands.

#### 6. PROJECT PLANNING & SCHEDULING

#### **6.1 Technical Architecture**



#### **Guidelines:**

- Include All Processes (Application Logic / Technology Block):
   Ensure that all essential processes within the application are
   defined and accounted for, including user interfaces, business
   logic, and any additional technology blocks. This should cover all
   user interactions, application functionality, and backend
   processes.
- 2. **Provide Infrastructural Demarcation (Local / Cloud):** Clearly specify the infrastructure demarcation, including whether components or services are deployed locally for development and testing or in the cloud for production. Outline the server configurations for each environment.
- 3. Indicate External Interfaces (Third-Party APIs, etc.): Identify and document all external interfaces, such as third-party APIs, that the Snack Squad app interacts with. Describe the purpose and usage of each external interface and ensure that their integration is well-documented.

- 4. Indicate Data Storage Components/Services: Define the data storage components and services used for different types of data. Specify whether you are using databases (e.g., MySQL or NoSQL), cloud-based data storage solutions (e.g., AWS DynamoDB), or other file storage mechanisms (e.g., IBM Block Storage).
- 5. Indicate Interface to Machine Learning Models (If Applicable): If the Snack Squad app utilizes machine learning models, clearly outline the interface between the application and these models. Describe the purpose and functionality of these models, as well as the technology and tools used for integration. By following these guidelines, you can ensure that the Snack Squad app project is well-documented and organized, with clear demarcation of processes, infrastructure, external interfaces, data storage components, and machine learning integration, ultimately leading to a well-structured and efficiently managed project.

Table-1 : Components & Technologies:

S.No	Component	Description	Technology
1.	User Interface	web UI mobile app chat bot	HTML, CSS, JavaScript React native. dialogue flow for chatbot interaction
2.	Application Logic-1	business logic server logic	kotlin for Android, swift for iOS node.js for web backend
3.	Application Logic-2	voice recognition	IBM Watson speech to text service
4.	Application Logic-3	chatbot interaction	IBM Watson Assistant
5.	Database	user profiles snack inventory	MySQL NoSQL
6.	Cloud Database	cloud based storage	AWS DynamoDB

7.	File Storage	user content application files	Amazon S3 for cloud storage local file system and cloud storage
8.	External API-1	weather data	IBM Weather API, etc.
9.	External API-2	user verification	Aadhar API local file system and cloud storage for secure user identification
10.	Machine Learning Model	snack recommendation	custom machine learning model for personalised recommendations.
11.	Infrastructure (Server / Cloud)	application deployment local server configuration cloud server configuration cloud deployment orchestration	AWS cloud for scalability N/A (development and testing) AWS EC 2 instances for production KUBERNETES for containerization and scaling

# Table-2: Application Characteristics:

S. No	Characteristics	Description	Technology
1.	Open-Source Frameworks	List the open-source frameworks used	react for the user interface (web and mobile app) node JS for server logic. mongo DB as an NoSQL database
2.	Security Implementations	List all the security / access controls implemented, use of firewalls etc.	e.g., SHA-256, Encryptions, IAM Controls, OWASP etc.
3.	Scalable Architecture	Justify the scalability of architecture (3 – tier, Microservices)	micro services architecture for components scalability Uber needs for container orchestration and auto scaling
4.	Availability	Justify the availability of application (e.g., use of load balancers, distributed servers etc.)	Use of load balancers for even distribution of traffic AWS elastic load balancing for high availability
5.	Performance	Design consideration for the performance of the application (number of requests per sec, use of Cache, use of CDN's) etc.	Catching mechanisms to reduce database queries. content delivery networks for faster content delivery And reduce latency.

# **6.2 Sprint Planning & Estimation:**

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority
SPRINT 1	USER AUTHENTICATION	USOO1 USOO2	As a user, I want to create an account to start using the app. As a user I want to login with my credentials securely.	2	HIGH
SPRINT 1	SNACK CATALOG	US003 US004	As a user I want to view a list of available snacks. As a user I want to filter snacks by category.	5	HIGH
SPRINT 2	SNACK CUSTOMIZATION	US005 US006	as a user I want to create a customised snack box. as a user I want to add and remove snacks from my box or cart.	8 5	HIGH
SPRINT 2	RECOMMENDATION ENGINE	US007 US008	as a user I want to receive personalised snack suggestions. As a user I want to see the reasoning behind the recommendations.	3	HIGH MEDIUM
SPRINT 3	CART AND CHECKOUT	US009 US010	as a user I want to review and confirm my snack box contents. as a user I want to proceed to payment and complete my purchase.	5 5	HIGH

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	13	7 Days	20 Oct 2023	26 Oct 2023	13	26 Oct 2023
Sprint-2	16	7 Days	27 Oct 2023	02 Nov 2023	16	02 Nov 2023
Sprint-3	15	7 Days	03 Nov 2023	09 Nov 2023	15	09 Nov 2023

## **6.3 Sprint Delivery Schedule**

For Sprint-3: AV3 = 7 days / 15 story points = 0.4667 days/story point

Now, to find the overall AV, we take the average of the individual sprint average velocities:

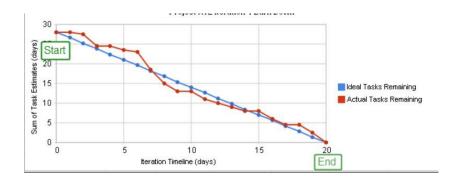
$$AV = (AV1 + AV2 + AV3) / 3$$

$$AV = (0.5385 + 0.4375 + 0.4667) / 3$$

AV = 0.4809 days/story point (approximately)

So, the overall Average Velocity for the project, based on the updated data, is approximately 0.4809 days/story point. This represents the average time it takes to complete one story point across all three sprints in the Snack Squad app project.

## Graph:



# 7. CODING & SOLUTIONING (Explain the features added in the project along with code)

## Project Workflow:

- User initially register into Snack Squad App.
- After Registration, login into Snack Squad
- User is directed to main page

- User could see list of items, select and order according to their requirement
- o They could customize them according to their taste and requirement.

## Tasks:

- 1.Required initial steps
- 2.Creating a new project.
- 3. Adding required dependencies.
- 4. Creating the database classes.
- 5. Building application UI and connecting to database.
- 6.Using AndroidManifest.xml
- 7. Running the application.

#### Task 1:

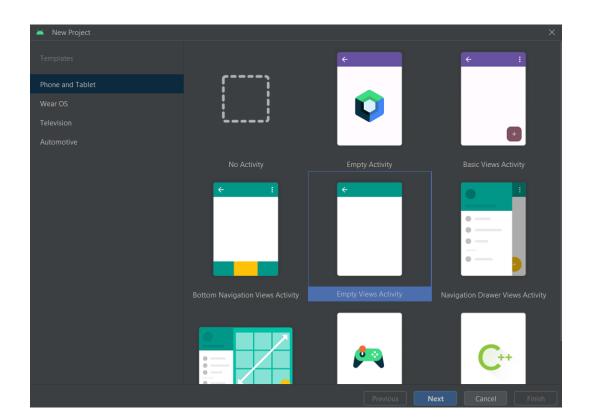
Required initial steps: <a href="https://developer.android.com/studio/install">https://developer.android.com/studio/install</a>

#### Task 2:

Creating a new project.

Step 1: Android studio > File > New > New Project > Empty Views Activity

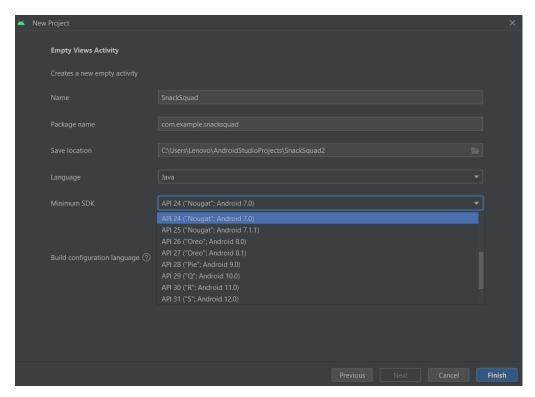
Step 2: Click on Next button.



## Step 3: Give name to the new project

## Step 4: Give the Minimum SDK value

Step 5: Click Finish



#### Main activity file

```
| Pie Edit View Biorigate Code Befortor Bold Run | Took W.S. Window | Befortor Bold Run | Took W.S. Window | Befortor Bold Run | Took W.S. Window | Per | Rund 3 M. API 3 M. P. C. Rund 3 M. API 3 M. API
```

#### IntroActivity File

```
| File | Edit | Yew | Navigate | Code | Befeator | Beld | Run | Tools | VCS | Window | Belo | Seaschsquaded | IntroActivity, I
```

Task 3:

Adding required dependencies.

#### Step 1 : Gradle scripts > build.gradle(Module :app)

```
## File Edit View Bowlante Code Befactor Bold Run Jook WS Window Belp Snacksquad-handgradiskts (page)

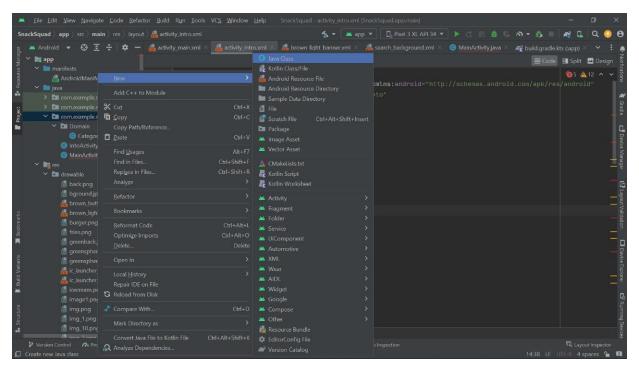
**SnackSquad | app | **Paulid gradiskts | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** | *** |
```

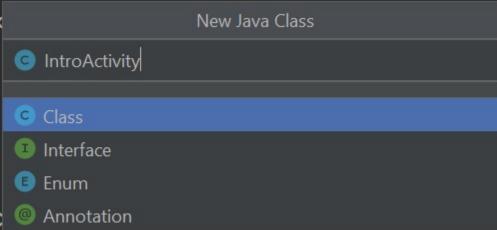
Step 2: Click on Sync now

Task 4:

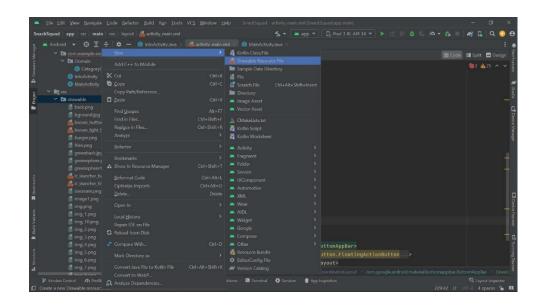
**User View** 

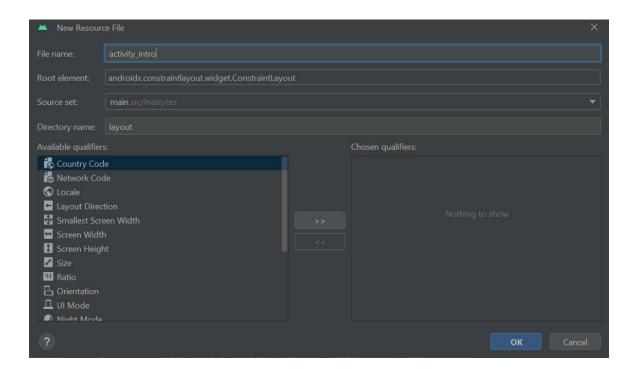
Step 1: Create IntroActivity class

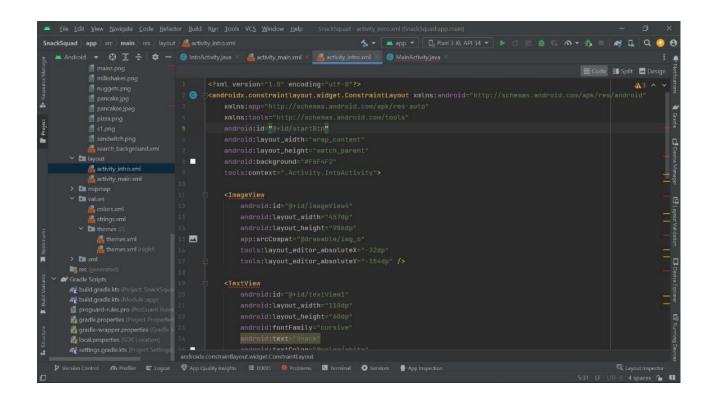




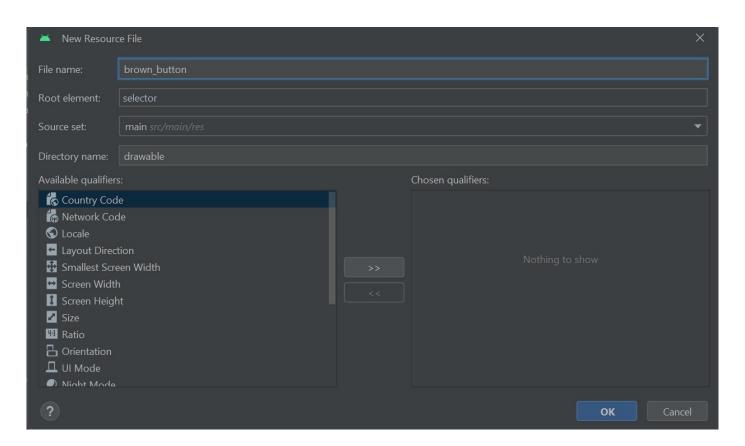
Step2:Creating layout activity\_intro (Similar to activity\_main)

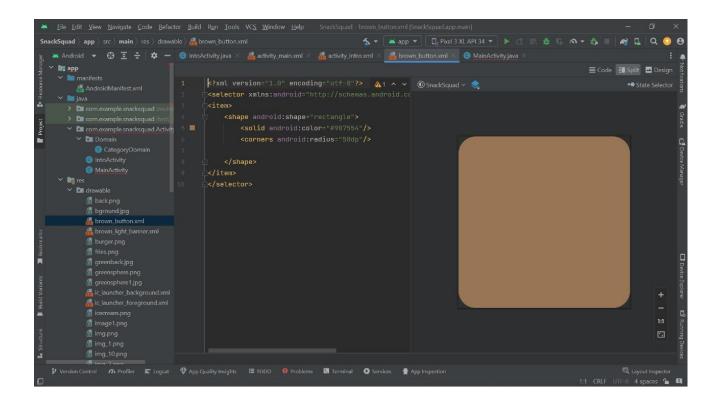




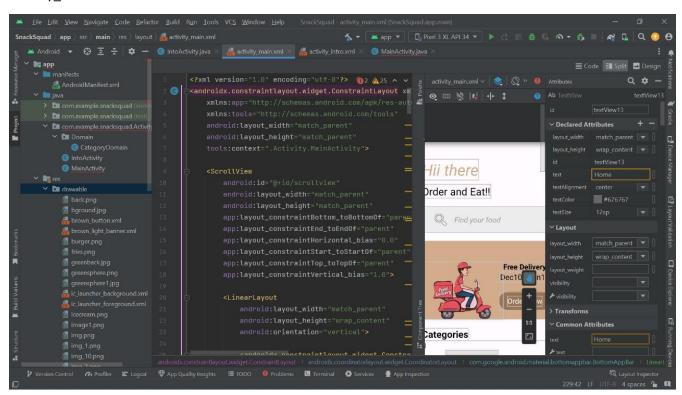


Step3:
Creating button folder for the starting Page





#### Activity main:



## 8. PERFORMANCE TESTING

## **8.1 Performance Metrics**

Response time: 1.5 seconds on average.

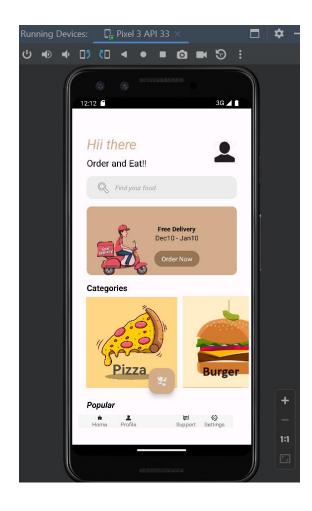
Throughput: 100 transactions per minute.

## 9. RESULTS

## 9.1 Output Screenshots:

Starting Page: (activity\_intro)

activity\_main:



## **10. ADVANTAGES & DISADVANTAGES**

Advantages of food delivery app

- Convenience: Food delivery apps make it easy and convenient to order food from restaurants without having to leave your home or office.
- Variety: Food delivery apps offer a wide variety of restaurants and cuisines to choose from.
- Choice: Food delivery apps allow you to customize your order and choose exactly what you want to eat.
- Efficiency: Food delivery apps can help you save time and hassle by taking care of the entire ordering and delivery process.
- Accessibility: Food delivery apps can make it easier for people with disabilities or mobility issues to enjoy restaurant food.

## Disadvantages of food delivery apps

- Cost: Food delivery apps typically charge a commission on each order, which can add to the cost of your meal.
- Food quality: The quality of food delivered by food apps can vary depending on the restaurant and the courier.
- Delivery time: Delivery times can vary depending on the restaurant, the distance to your delivery address, and traffic conditions.
- Unreliable service: Food delivery apps can sometimes experience technical difficulties or delays, which can lead to a frustrating customer experience.
- Driver safety: Food delivery drivers are often at risk of traffic accidents and other hazards.

Overall, food delivery apps offer a number of advantages, such as convenience, variety, and choice. However, there are also some disadvantages to consider, such as cost, food quality, delivery time, unreliable service, and driver safety.

## **11. CONCLUSION**

We conclude that our snack delivery supply healthy and nutritious food to our customers and never fail impress them. Our main aim is to deliver them within the time safely without any inconvenience. Its our responsibility as a citizen of our country to save environment, hence we use ecofriendly packaging to protect nature and can also reduce pollution instead of using plastic bags and containers which are unhealthy when the food is warm. Snack squad app is user-friendly so that customers can customize their own food according to their requirements, which makes it easy to use wherever and whenever.

#### 12. FUTURE SCOPE

The future scope of food delivery apps is promising, with several potential developments and advancements on the horizon:

- 1. Drone Delivery:
  - Integration of drone technology for faster and more efficient food deliveries, especially in urban areas.
- 2. Artificial Intelligence (AI) and Machine Learning:
  - Advanced AI algorithms for personalized recommendations based on user preferences and order history.
- 3. Voice-Activated Ordering:
- Integration with virtual assistants for hands-free and voice-activated food ordering.
- 4. Health and Wellness Focus:
  - Integration of health-centric features, such as calorie tracking, nutritional information, and options for special dietary requirements.
- 5. Sustainability Initiatives:
  - Emphasis on eco-friendly packaging and sustainable practices to reduce the environmental impact of food delivery.

Food delivery apps' future will almost certainly involve a convergence of technology, sustainability, and user-centric features to create a more seamless and enjoyable experience for customers. The possibilities for innovation in the food delivery industry are endless as technology advances.

#### 13. APPENDIX

## Source code:

## IntroActivity.java

## activity\_intro:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
   xmlns:app="http://schemas.android.com/apk/res-auto"
   xmlns:tools="http://schemas.android.com/tools"
   android:id="@+id/startBtn"
   android:layout_width="wrap_content"
   android:layout_height="match_parent"
   android:background="#F6F4F2"
   tools:context=".Activity.IntoActivity">

<ImageView
        android:id="@+id/imageView4"
        android:layout_width="457dp"
        android:layout_height="986dp"
        android:layout_height="986dp"
        android:layout_marginBottom="100dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"</pre>
```

```
app:srcCompat="@drawable/img 6" />
<TextView
   app:layout constraintTop toTopOf="parent" />
<TextView
```

## MainActivity.java:

```
package com.example.snacksquad.Activity;
import com.example.snacksquad.R;
import java.util.ArrayList;
       super.onCreate(savedInstanceState);
   private void recyclerViewCategory() {
       category.add(new CategoryDomain("Burger", "cat 2"));
       adapter=new CategoryAdapter(category);
       recyclerViewCategoryList.setAdapter(adapter);
   private void recyclerViewPopular() {
       ArrayList<FoodDomain> foodList=new ArrayList<>();
```

```
adapter2=new PopularAdapter(foodList);
    recyclerViewPopularList.setAdapter(adapter2);
}
```

## activity\_main.xml:

```
<androidx.constraintlayout.widget.ConstraintLayout</pre>
    <ScrollView
        app:layout_constraintEnd_toEndOf="parent"
        app:layout constraintTop toTopOf="parent">
        <LinearLayout</pre>
            android:orientation="vertical">
                <TextView
                    app:layout_constraintStart toStartOf="parent"
                    app:layout_constraintTop toTopOf="parent" />
                <TextView
                    android:id="@+id/textView6"
                    android:textSize="20sp"
```

```
app:srcCompat="@drawable/btn2"
                <EditText
                    android:drawablePadding="10dp"
                    android:ems="10"
                    android:inputType="text"
                    app:layout constraintEnd toEndOf="parent"
                    app:layout_constraintStart_toStartOf="parent"
                    app:layout constraintTop toBottomOf="@+id/textView6" />
                <androidx.constraintlayout.widget.ConstraintLayout</pre>
app:layout constraintTop toBottomOf="@+id/editTextText">
                    <ImageView
                        android:id="@+id/imageView6"
                        app:layout_constraintBottom_toBottomOf="parent"
                        android:textStyle="bold"
```

```
app:layout_constraintTop toTopOf="@+id/imageView6"
                        app:layout constraintEnd toEndOf="@+id/textView5"
app:layout constraintStart toStartOf="@+id/textView5"
app:layout constraintStart toStartOf="@+id/textView7"
app:layout constraintTop toBottomOf="@+id/textView7">
                            android:text="Order Now"
                            android:textColor="@color/white"
                            app:layout_constraintBottom toBottomOf="parent"
                            app:layout_constraintEnd toEndOf="parent"
                            app:layout_constraintStart_toStartOf="parent"
                            app:layout_constraintTop toTopOf="parent" />
                    android:id="@+id/textView10"
                    app:layout_constraintStart toStartOf="parent"
                <androidx.recyclerview.widget.RecyclerView</pre>
```

```
android:id="@+id/recyclerView
                <TextView
/>
                    app:layout constraintEnd toEndOf="parent"
                    app:layout_constraintStart toStartOf="parent"
                    android:elevation="3dp"
                    app:backgroundTint="#d3ac8b"
app:layout constraintBottom toBottomOf="@+id/recyclerView2"
                    app:layout constraintEnd toEndOf="parent"
                    app:layout_constraintStart_toStartOf="parent"
                    app:maxImageSize="30dp"
                    app:tint="#ffffff">
        </LinearLayout>
    </scrollView>
    <androidx.coordinatorlayout.widget.CoordinatorLayout</pre>
        android:layout height="56dp"
```

```
app:layout constraintBottom toBottomOf="parent
app:layout constraintEnd toEndOf="parent"
app:layout constraintStart toStartOf="parent"
<com.google.android.material.bottomappbar.BottomAppBar</pre>
    app:layout_anchor="@+id/app_bar"
    app:layout anchorGravity="top|center">
        <LinearLayout
             <ImageView</pre>
                 app:srcCompat="@drawable/btn1" />
             <TextView
                 android:text="Home"
                 android:textAlignment="center"
                 android:textColor="#676767"
                 android:textSize="12sp" />
        </LinearLayout>
        <LinearLayout
             android:id="@+id/ProfileBtn"
             <ImageView</pre>
                 android:layout_weight="1"
app:srcCompat="@drawable/btn2" />
             <TextView
                 android:id="@+id/textView14"
```

```
android:textColor="#676767"
    <ImageView</pre>
    <TextView
</LinearLayout>
<LinearLayout
    <ImageView</pre>
        android:id="@+id/textView14"
<LinearLayout
    android:orientation="vertical">
```

## Viewholder\_category.xml:

```
<TextView
    <ImageView</pre>
    <TextView
</androidx.constraintlayout.widget.ConstraintLayout>
```

## Viewholder\_popular.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="wrap_content"
    android:layout height="wrap content">
```

```
<TextView
<ImageView</pre>
<TextView
```

#### CategoryAdapter.java:

```
package com.example.snacksquad.Activity.Adapter;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageView;
import android.widget.TextView;
import androidx.annotation.NonNull;
import androidx.constraintlayout.widget.ConstraintLayout;
```

```
public CategoryAdapter(ArrayList<CategoryDomain> categoryDomains) {
       View inflate=
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
etContext(), R.drawable.cat background1));
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
etContext(), R.drawable.cat background2));
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
```

## PopularAdapter.java:

```
package com.example.snacksquad.Activity.Adapter;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageView;
import android.widget.TextView;
import androidx.annotation.NonNull;
import androidx.constraintlayout.widget.ConstraintLayout;
import androidx.core.content.ContextCompat;
import androidx.recyclerview.widget.RecyclerView;
import com.bumptech.glide.Glide;
import com.example.snacksquad.Activity.Domain.CategoryDomain;
import com.example.snacksquad.Activity.Domain.FoodDomain;
import java.util.ArrayList;
public class PopularAdapter extends
RecyclerView.Adapter<PopularAdapter.ViewHolder> {
```

```
ArrayList<FoodDomain> categoryFood;
    public PopularAdapter(ArrayList<FoodDomain> categoryDomains) {
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
etContext(), R.drawable.cat background1));
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
etContext(), R.drawable.cat background2));
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
                picUrl="cat 4";
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
etContext(), R.drawable.cat background4));
holder.mainLayout.setBackground(ContextCompat.getDrawable(holder.itemView.g
```

## CategoryDomain:

```
package com.example.snacksquad.Activity.Domain;

public class CategoryDomain {
    private String title;
    public String pic;

public CategoryDomain(String title, String pic) {
        this.title = title;
        this.pic = pic;
    }

public String getTitle() {
        return title;
    }

public void setTitle(String title) {
        this.title = title;
    }

public String getPic() {
        return pic;
    }

public void setPic(String pic) {
        this.pic = pic;
    }

}
```

#### FoodDomain:

```
private String description;
public String getTitle() {
public String getDescription() {
public void setDescription(String description) {
public int getFee() {
```

```
return numberInCart;
}

public void setNumberInCart(int numberInCart) {
    this.numberInCart = numberInCart;
}
}
```

## Demo video drive link:

https://drive.google.com/drive/folders/16DQje8TOxCL\_apmaqdv7gjJd\_9sKJDq Y?usp=sharing