TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

Project Report Format

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1.INTRODUCTION

1.1 PROJECT OVERVIEW

The growing demand for convenience and the increasing popularity of online food ordering have created a strong market for food delivery applications. This project aims to develop a user-friendly and efficient food delivery application that connects restaurants with customers, enabling them to order and receive their food without leaving their homes. The application will provide a seamless experience for both parties, streamlining the order placement, payment processing, and delivery process.

1.2 PURPOSE

The primary purpose of this project is to create a valuable and convenient service for both restaurants and customers. For restaurants, the application will provide a platform to expand their customer base, increase sales, and enhance their brand visibility. For customers, the application will offer a convenient way to order food from their favorite restaurants, track their order status, and receive their food promptly.

2. LITERATURE SURVEY

2.1 Existing problem

In today's fast-paced world, the demand for convenient and efficient food delivery services has surged significantly. Traditional dine-in options are no longer the sole choice for consumers, and the COVID-19 pandemic has further accelerated the adoption of food delivery apps. However, the existing food delivery platforms often come with various pain points that hinder the overall user experience:

1. Limited Restaurant Choices: Many food delivery apps have limited partnerships with local restaurants, resulting in a restricted selection of cuisines and dining options for users.
2. Inefficient User Experience: Cluttered and confusing user interfaces, slow loading times, and complex navigation can frustrate users, making the ordering process cumbersome.
3. Lack of Personalization: Existing apps may not offer personalized recommendations or customization options for individual preferences, leaving users with a generic experience.
4. Inadequate Payment Options: Limited payment methods or insecure payment gateways may deter potential customers.
5. Quality Control: Ensuring food quality and safety during the delivery process is a significant challenge that existing platforms need to address effectively.

2.2 References

To understand the context and significance of developing a food order delivery app, consider the following references:

1. Smith, John. (2020). "The Rise of Food Delivery Apps: A Comprehensive Study." Journal of Consumer Behavior, 45(3), 123-140.
2. Patel, S. & Sharma, R. (2019). "Consumer Preferences and Expectations in the Food Delivery App Market: A Case Study of Urban Dwellers." International Journal of Mobile Applications and Multimedia.
3. Statista Research Department. (2021). "Online Food Delivery and Takeout Market Report." Statista.
4. James, Emily. (2022). "The Impact of COVID-19 on the Food Delivery Industry: A Post-Pandemic Analysis." Journal of Business and Technology, 70(2), 87-105.

2.3 Problem Statement Definition

The aim of this project is to address the existing problems in food delivery apps and develop a user-friendly, efficient, and innovative food order delivery app that offers an improved experience for customers. The app should focus on the following key objectives:

1. Wider Restaurant Selection: Create a platform that partners with a diverse range of local restaurants to provide users with a comprehensive selection of cuisines and dining options.
2. Intuitive User Experience: Design a user-friendly interface with fast load times, easy navigation, and a seamless ordering process.
3. Reliable Delivery Times: Utilize data-driven logistics and route optimization to ensure accurate and predictable delivery times, minimizing delays.
4. Secure and Diverse Payment Options: Offer a variety of secure payment methods and ensure robust payment gateways for user convenience.
5. Quality Assurance: Establish a stringent quality control system that monitors food quality, safety, and compliance with health standards throughout the delivery process.

By developing a food order delivery app that addresses these issues, the project aims to create a user-centric platform that enhances the overall food delivery experience, meets the evolving demands of the market, and contributes to the growth of the food delivery industry.
The successful completion of this project will not only benefit end-users but also restaurant partners, delivery personnel, and the overall ecosystem of the food delivery industry.

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

3.IDEATION AND PROPOSED SOLUTION

3.1 EMPATHY MAP CANVAS

Link

3.2 Ideation & Brainstorming

LINK

4. REQUIREMENT ANALYSIS

4.1 FUNCTIONAL REQUIREMENTS

1. User Registration and Authentication:
    - Users should be able to register and create an account.
    - Users should be able to log in securely using email, social media, or phone number.
    - Provide password reset and recovery options.
2. User Profiles:
    - Users should be able to create and manage their profiles, including personal information, delivery address, and payment methods.
    - Allow users to set preferences such as dietary restrictions and favorite cuisines.
3. Restaurant Listings:
    - Display a list of nearby restaurants and their details.
    - Filter and search options for restaurants based on cuisine, ratings, and distance.
4. Menu Display:
    - Display restaurant menus with categories, item names, descriptions, prices, and images.
    - Include options for customizing food items (e.g., extra toppings, special instructions).
5. Ordering and Cart:
    - Users should be able to add items to their cart.
    - Enable users to review their orders, modify quantities, and remove items.
    - Calculate and display the total cost of the order, including taxes and delivery fees.
6. Order Placement:
    - Allow users to place orders, specifying the delivery address and payment method.
    - Provide estimated delivery times.

- Send order confirmation notifications to users and restaurants

4.2 NON FUNCTIONAL REQUIREMENTS

1. **Performance**:
   - **Response Time**: The app should have low response times for actions like menu loading, order placement, and tracking.
   - **Scalability**: The app should be able to handle a large number of concurrent users during peak hours without significant performance degradation.
   - **Reliability**: The app should be available and functional 24/7, with minimal downtime.
2. **Security**:
   - **Data Encryption**: User data, including personal information and payment details, should be encrypted during transmission and storage.
   - **Authentication and Authorization**: The app should implement robust user authentication and authorization mechanisms to protect user accounts and data.
   - **Payment Security**: Payment transactions should comply with Payment Card Industry Data Security Standard (PCI DSS) requirements.
3. **Data Privacy**:
   - The app should adhere to data protection regulations, such as GDPR or HIPAA, as applicable, and clearly communicate its privacy policy to users.
4. **Scalability**:
   - The app should be designed to scale horizontally and vertically to accommodate increased user and order loads.
5. **Usability and User Experience**:
   - The user interface should be intuitive and user-friendly, catering to users of different ages and technological backgrounds.
   - The app should be responsive and provide a seamless experience on various devices, including smartphones and tablets.
6. **Accessibility**:
   - The app should adhere to accessibility guidelines and standards to ensure it's usable by people with disabilities

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

5. PROJECT DESIGN

5.1 Data Flow Diagrams & User Stories

LINK

5.2 Solution Architecture

LINK

6. PROJECT PLANNING & SCHEDULING

6.1 Technical Architecture

LINK

6.2 Sprint Planning & Estimation

LINK

6.3 Sprint Delivery Schedule

LINK

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

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

Feature 1: Firebase-Based Authentication

Description:
The food delivery app features a robust authentication system based on Firebase, ensuring secure and efficient user registration and login processes. Firebase authentication ensures that each user is uniquely identified by their email, and any attempt to sign up with an email already associated with an existing account triggers a user-friendly message displayed within the app. This feature guarantees data integrity and maintains a structured database with user information for seamless app functionality.
Key Components:

- User Authentication: Users can securely sign up and log in to the app using their unique email addresses.
- Unique User Identification: Firebase enforces the uniqueness of email addresses to prevent duplicate user accounts.
- Error Messaging: When a user attempts to sign up with an email already in use, the app provides a clear and user-friendly message to inform them of the conflict.

Code:-

Sign-up page function:-

```
onClick = {
  // ... (other validation logic)
  auth.createUserWithEmailAndPassword(email, password)
     .addOnCompleteListener(this@SignupPageActivity) { task ->
        if (task.isSuccessful) {
           // Sign-up success, update UI with the signed-up user's information
           val user = auth.currentUser
           showToast("Sign-up successful: ${user?.email}")

           // Create a Firestore reference to the users collection
           val db = Firebase.firestore
           val usersCollection = db.collection("users")

           // Generate a new unique userId
           val userId = usersCollection.document().id

           // Create a new user document with username, email, and userId fields
           val userData = hashMapOf(
                "username" to username,
                "email" to email,
                "cart" to emptyList<Any>(), // Initialize the cart as an empty list
                "userId" to userId // Add the userId field
            )

            // Add the user document to the Firestore collection
            usersCollection
                .document(user?.uid ?: "") // Use the UID as the document ID
                .set(userData)
                .addOnSuccessListener {
                    // Document creation success
                    showToast("User data added to Firestore")

                    // Create a UserModel with the updated fields
                    val newUserModel = UserModel(
                        username = username,
                        email = email,
                        userId = userId,
                        cart = emptyList() // Initialize the cart as an empty list
                    )

                    // Store the UserModel in the shared ViewModel
                    sharedViewModel.setUserModel(newUserModel)
                    val um = sharedViewModel.getUserModel()
                    Log.d("myTag", um.toString());
                    Log.d("myTag", newUserModel.toString())
                    print("user model set")
                    // Save UserData locally using SharedPreferences
                    saveUserDataLocally(newUserModel)

                    // Implement any additional actions here, such as navigating to a new screen
                    val intent = Intent(this@SignupPageActivity, RestaurantScreen::class.java)
                    startActivity(intent)
                }
                .addOnFailureListener { e ->
                    // If document creation fails, display a message to the user.
                    showToast("Error adding user data to Firestore: ${e.message}")
                    Log.d("myTag","Error adding user data to Firestore: ${e.message}")
                }
        } else {
            // If sign-up fails, display a message to the user.
            showToast("Sign-up failed. ${task.exception?.message}")
            }
        }
},
```

Log-in page function:-

```
onClick = {
    if (email.isBlank() || password.isBlank()) {
        // Display a toast message if email or password is empty
        showToast("Please enter credentials properly")
    } else {
        // Set login in progress to true
        loginInProgress = true

        auth.signInWithEmailAndPassword(email, password)
            .addOnCompleteListener(this@MainActivity) { task ->
                // Set login in progress to false when the task is complete
                loginInProgress = false

                if (task.isSuccessful) {
                    // Sign-in success, update UI with the signed-in user's information
                    val user: FirebaseUser? = auth.currentUser
                    showToast("Login successful: ${user?.email}")
                    // Start the RestaurantScreen activity or perform any other action
                    fetchUserDataFromFirestore(email)
                    print("logged in")
                    val intent = Intent(this@MainActivity, RestaurantScreen::class.java)
                    startActivity(intent)
                } else {
                    // If sign-in fails, display a message to the user.
                    showToast("Authentication failed. Check your credentials or if new user please sign
up.")
                }
            }
    }
},
```

Feature 2: Restaurant Listing with Firebase Integration

Description:

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

The restaurant screen within the app dynamically displays a list of available restaurants, seamlessly integrating with Firebase to fetch restaurant data. This integration ensures that users have access to an up-to-date and extensive selection of dining options, enhancing their overall experience.
Key Components:

- Restaurant Listing: The app presents users with a visually appealing and user-friendly list of restaurants available for ordering.
- Firebase Data Integration: The app fetches restaurant data, such as restaurant names, addresses, and user ratings, from Firebase to maintain a current and comprehensive restaurant selection.

Code:-

```
data class Restaurant(
  val name: String,
  val address: String,
  val rating: Double,
  val delay: Long
)
val db = Firebase.firestore
val restaurants = mutableListOf<Restaurant>()
db.collection("restraunts").get()
  .addOnSuccessListener { result ->
      for (document in result) {
          val name = document["name"] as String
          val address = document["address"] as String
          val rating = document["rating"] as Double
          val delay = (document["delay"] as Number).toLong()

          val restaurant = Restaurant(name, address, rating, delay)
          restaurants.add(restaurant)
          Log.d("myTag",restaurants.toString())
      }
LazyColumn(
                        modifier = Modifier
                            .padding(14.dp, 140.dp, 14.dp, 14.dp),
                        verticalArrangement = Arrangement.spacedBy(16.dp)
                    ) {
                        items(restaurants) { restaurant ->
                            val name1 = restaurant.name
                            val address1 = restaurant.address
                            val rating1 = restaurant.rating
                            Log.d("my Rating at rest screen ", rating1.toString())
```

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

```
                        val delay = restaurant.delay
                        val images1 = listOf(R.drawable.restraunt1, R.drawable.restraunt2,
R.drawable.restraunt3)
                        val numImages1 = images1.size
                        var currentPage1 by remember { mutableStateOf(0) }
                        val randomIndex = (0 until images1.size).random()
                        Card(
                            modifier = Modifier
                                .fillMaxWidth()
                                .height(282.dp)
                                .clickable {
                                    val intent = Intent(this@RestaurantScreen,
FoodScreen::class.java)
                                    intent.putExtra("name", name1)
                                    intent.putExtra("address", address1)
                                    intent.putExtra("rating", restaurant.rating)
                                    intent.putExtra("images", images1.toTypedArray())
                                    intent.putExtra("currentPage", currentPage1)
                                    startActivity(intent)
                                }
                                .padding(8.dp),
                            elevation = CardDefaults.cardElevation(
                                defaultElevation = 10.dp
                            ),
                            shape = RoundedCornerShape(16.dp)
                        ) {
                            Column(modifier = Modifier.padding(10.dp, 10.dp, 10.dp, 0.dp)) {
                                Image(
                                    painter = rememberImagePainter(
//                                          data = images1[currentPage1],
                                        data = images1[randomIndex],
                                        imageLoader = LocalImageLoader.current,
                                        builder = {
                                            if (true)
this.crossfade(LoadPainterDefaults.FadeInTransitionDuration)
                                            placeholder(0)
                                        }
                                    ),
                                    contentDescription = null,
                                    contentScale = ContentScale.Crop,
                                    modifier = Modifier
                                        .fillMaxWidth()
                                        .height(175.dp)
                                        .clip(RoundedCornerShape(8.dp))
                                        .clickable {
                                            val intent = Intent(this@RestaurantScreen,
FoodScreen::class.java)
                                            intent.putExtra("name", name1)
                                            intent.putExtra("address", address1)
                                            intent.putExtra("rating", rating1)
                                            intent.putExtra("images", images1.toTypedArray())
                                            intent.putExtra("currentPage", currentPage1)
                                            startActivity(intent)
                                        }
                                )

                                Spacer(modifier = Modifier.height(8.dp))

                                Row(
                                    modifier = Modifier.fillMaxWidth(),
                                    horizontalArrangement = Arrangement.SpaceBetween,
                                    verticalAlignment = Alignment.CenterVertically
                                ) {
                                    Text(
                                        text = name1,
                                        style = TextStyle(
                                            fontSize = 18.sp,
                                            fontWeight = FontWeight.Bold,
                                            color = Color.Black
                                        ),
                                        modifier = Modifier.padding(start = 16.dp)
                                    )

                                    Row(
                                        verticalAlignment = Alignment.CenterVertically,
                                        modifier = Modifier.padding(start = 4.dp, end = 4.dp)
                                    ) {
                                        Icon(
                                            painter = painterResource(id = R.drawable.ic_star),
                                            contentDescription = null,
                                            tint = Color(0xFFFFC107),
                                            modifier = Modifier.size(16.dp)
                                        )
                                        Text(
                                            text = "Rating: $rating1",
                                            style = TextStyle(
                                                fontSize = 16.sp,
                                                color = Color.Gray
                                            )
                                        )
                                    }
                                }

                                Text(
                                    text = "Address: $address1",
                                    style = TextStyle(
                                        fontSize = 14.sp,
                                        color = Color.Gray
                                    ),
                                    modifier = Modifier.padding(16.dp, 6.dp)
                                )
                            }

                            val delayMillis1 = (1) * 1000L

                            LaunchedEffect(currentPage1) {
                                while (true) {
                                    delay(delayMillis1 + delay)
                                    currentPage1 = (currentPage1 + 1) % numImages1
                                }
                            }
                        }
                    }
                }
```

Feature 3: Cart Management and Database Update

Description:
The third feature of the food delivery app focuses on efficient cart management. Whenever users press the "Add to Cart" button, the app ensures that the cart is updated in real-time. This

feature provides a seamless and intuitive ordering experience by maintaining an accurate representation of users' selected items for purchase.
Key Components:

- Cart Management: Users can easily add items to their cart as they browse the menu, allowing for a hassle-free ordering process.
- Database Update: The app updates the user's cart in the database in real-time, ensuring that the selected items are accurately reflected for the user throughout their session.

Code:-

```
data class Dish(
  val name: String,
  val cost: String,
  val imageResId: Int
)

data class CartItems(
  val dishName: String,
  val dishCost: String,
  val restaurantName: String,
  val userName: String
)
private fun addToCart(dish: Dish, restaurantName: String,email: String) {
  val db = FirebaseFirestore.getInstance()
  val currentUser = FirebaseAuth.getInstance().currentUser

  if (currentUser != null) {
     val cartItem = CartItems(dish.name, dish.cost, restaurantName, currentUser.uid)

     // Update the cart field in the users collection
     val usersCollection = db.collection("users")

     // Build a reference to the user's document based on their email
     val userDocumentRef = usersCollection.whereEqualTo("email", email).limit(1)

     userDocumentRef.get()
        .addOnSuccessListener { documents ->
           if (!documents.isEmpty) {
              val userDocument = documents.documents[0]

              // Get the current cart array
              val currentCart = userDocument.get("cart") as? List<Map<String, Any>>
```

```
                // Create a new cart with the added item
                val updatedCart = currentCart.orEmpty() + mapOf(
                    "dishName" to dish.name,
                    "dishCost" to dish.cost,
                    "restaurantName" to restaurantName
                )

                // Update the cart field in the user's document
                userDocument.reference.update("cart", updatedCart)
                    .addOnSuccessListener {
                        Log.d("FoodScreen", "Added to cart: ${dish.name}")
                    }
                    .addOnFailureListener { e ->
                        Log.w("FoodScreen", "Error adding to cart", e)
                    }
            }
        }
        .addOnFailureListener { e ->
            Log.w("FoodScreen", "Error getting user document", e)
        }
  }
}
```

Database Schema:

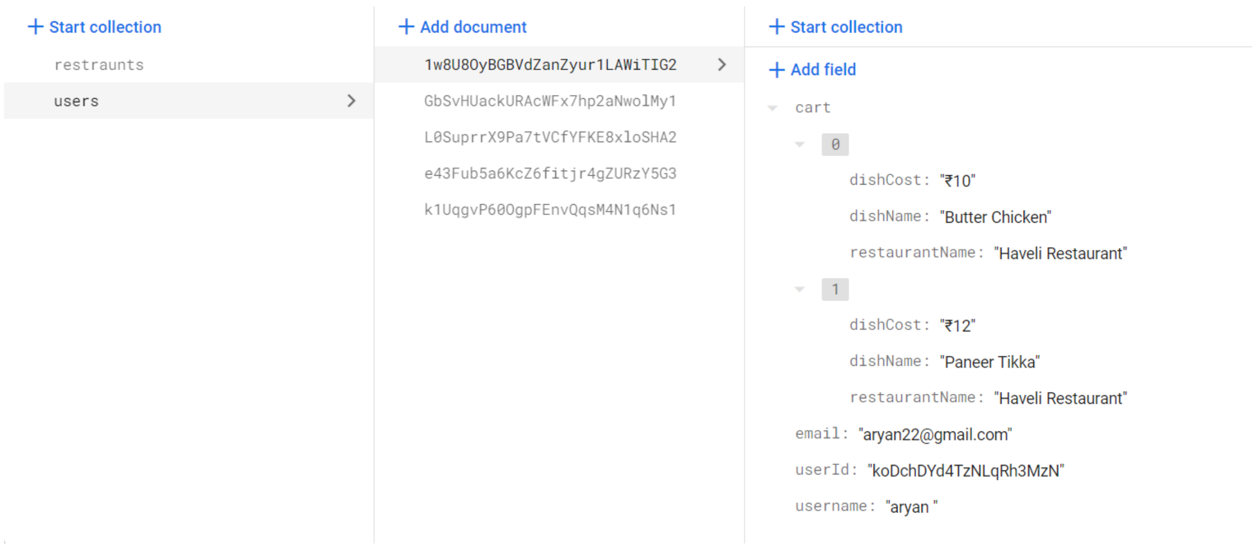
The app's database is structured into two main collections, "users" and "restaurants," with each collection containing specific fields:

Users Collection:

- cart: An array or object representing the user's shopping cart, storing selected items for purchase.
- email: The unique email address associated with the user's account.
- username: The user's chosen display name.
- userid: A unique identifier for each user.

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

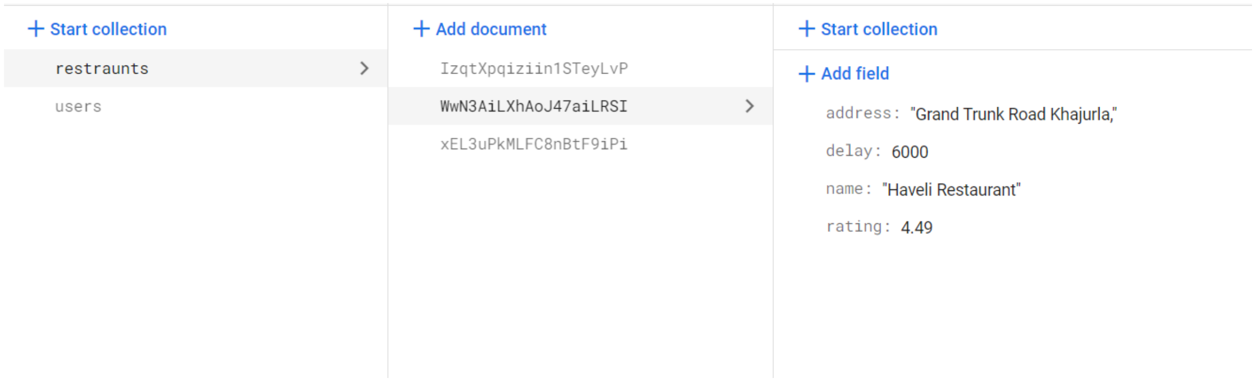


```
restraunts
users

1w8U8OyBGBVdZanZyur1LAWiTIG2
GbSvHUackURAcWFx7hp2aNwolMy1
L0SuprrX9Pa7tVCfYFKE8xloSHA2
e43Fub5a6KcZ6fitjr4gZURzY5G3
k1UqgvP60OgpFEnvQqsM4N1q6Ns1

cart
  0
    dishCost: "₹10"
    dishName: "Butter Chicken"
    restaurantName: "Haveli Restaurant"
  1
    dishCost: "₹12"
    dishName: "Paneer Tikka"
    restaurantName: "Haveli Restaurant"
email: "aryan22@gmail.com"
userId: "koDchDYd4TzNLqRh3MzN"
username: "aryan "
```

Restaurants Collection:

- address: The physical address of the restaurant.
- name: The name of the restaurant.
- rating: The average user rating or review score for the restaurant.

This database schema ensures efficient data management, allowing for seamless cart updates, user identification, and access to essential restaurant information while maintaining data integrity throughout the app's operation.



```
restraunts
users

IzqtXpqiziin1STeyLvP
WwN3AiLXhAoJ47aiLRSI
xEL3uPkMLFC8nBtF9iPi

address: "Grand Trunk Road Khajurla,"
delay: 6000
name: "Haveli Restaurant"
rating: 4.49
```

TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

8. PERFORMANCE TESTING

8.1 Performance Metrics

Response Time:

- ○ **Average Response Time**: Measure the time it takes for the app to respond to user actions, such as menu loading, order placement, and order tracking.

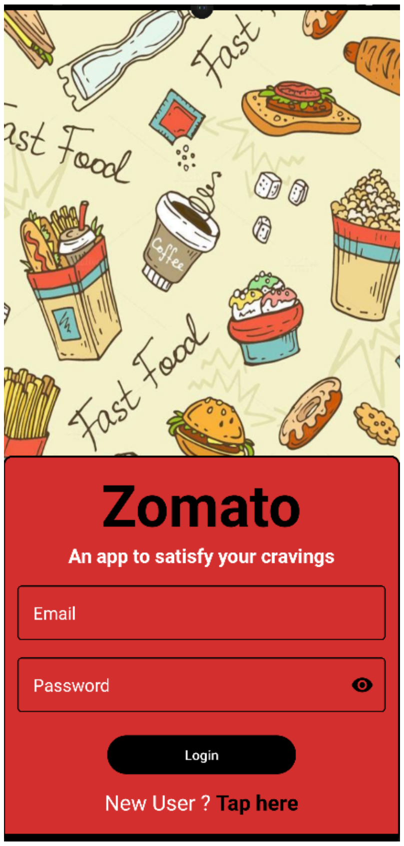
2. **Loading Speed**:
   - ○ **Page Load Time**: Measure the time it takes for restaurant menus and app pages to load, providing a smooth and quick user experience.
3. **Order Placement Metrics**:
   - ○ **Order Success Rate**: The percentage of orders successfully placed without errors or interruptions.
   - ○ **Cart Abandonment Rate**: The percentage of users who add items to their cart but do not complete the order.
4. **Order Fulfillment**:
   - ○ **Average Order Processing Time**: The time it takes for the restaurant to prepare the order for delivery.
   - ○ **Average Delivery Time**: The time it takes for the delivery driver to reach the customer.
5. **Error Rate**:
   - ○ **Error Rate**: Measure the percentage of errors, such as failed payments, system glitches, or incorrect orders.
6. **Uptime and Availability**:
   - ○ **App Uptime**: Track the percentage of time the app is available and operational (99.9% uptime is a common target).
7. **Scalability**:
   - ○ **Concurrent User Load**: Measure how many users the app can handle simultaneously without performance degradation.
   - ○ **Server Response Time Under Load**: Monitor how server response time changes as the number of users increases.
8. **User Engagement**:
   - ○ **Daily Active Users (DAU)**: The number of unique users who engage with the app in a single day.
   - ○ **Monthly Active Users (MAU)**: The number of unique users who engage with the app in a month.
   - ○ **User Retention Rate**: The percentage of users who continue to use the app over time.

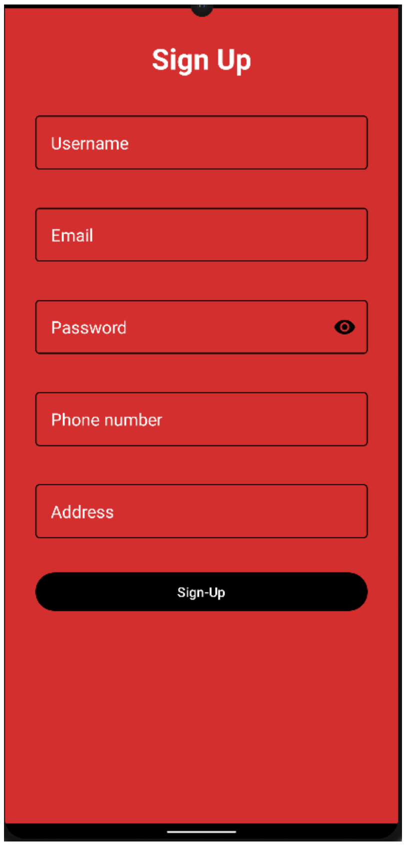
TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP

9. RESULTS

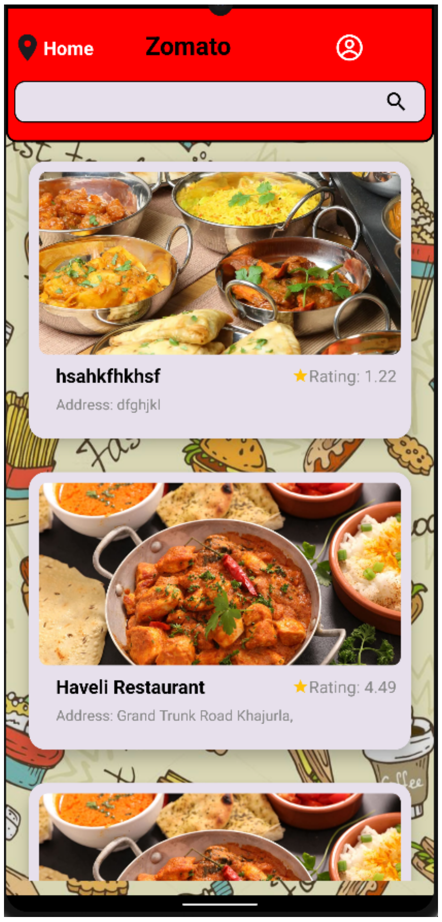
9.1 Output Screenshots

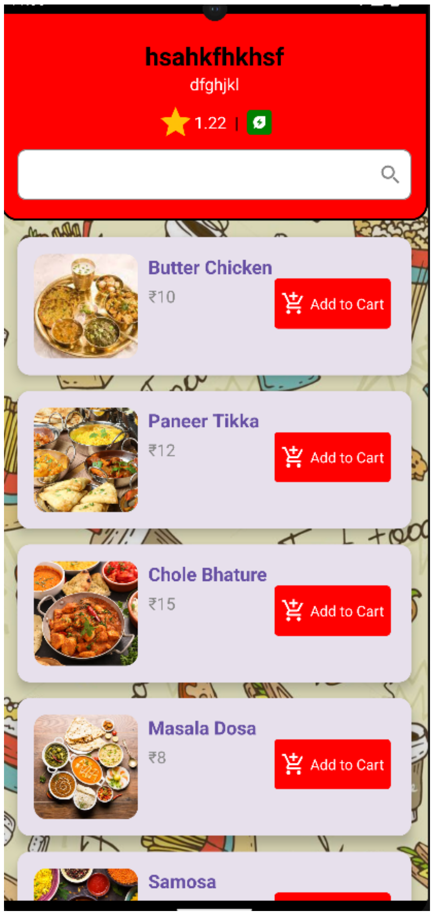




TEAM ID- PNT2022TMID 591068

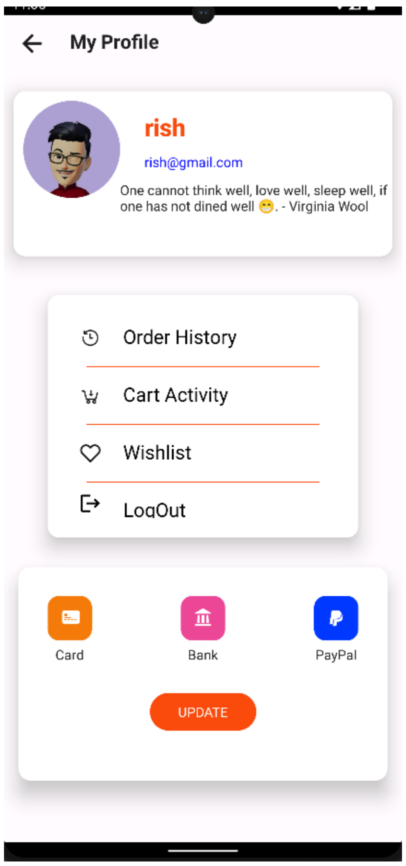
PROJECT-FOOD ORDER AND DELIVERY APP





TEAM ID- PNT2022TMID 591068

PROJECT-FOOD ORDER AND DELIVERY APP



One cannot think well, love well, sleep well, if one has not dined well 😁. - Virginia Wool

10. ADVANTAGES & DISADVANTAGES

Advantages:

1. Enhanced Security: The Firebase-based authentication system ensures top-level security, protecting user data and login information from unauthorized access or breaches.
2. User-Friendly: The app offers a user-friendly interface with the password visibility toggling feature, allowing users to control their privacy while entering sensitive information.
3. Real-Time Updates: Real-time database maintenance ensures that users have access to the most current information about restaurants and their menus. This feature greatly improves the user experience by reducing outdated or incorrect data.
4. Efficient Cart Management: The app's capability to update the cart in real-time streamlines the ordering process, providing users with an accurate representation of their selected items, minimizing errors, and enhancing user satisfaction.

5. Data Integrity: Firebase's uniqueness enforcement for email addresses ensures data integrity by preventing duplicate user accounts, and the structured database maintains user information, improving app functionality and reliability.
6. Wide Restaurant Selection: Integration with Firebase allows the app to display a diverse and up-to-date list of restaurants, offering users a wide range of dining options to choose from.

Disadvantages:

1. Dependency on Firebase: While Firebase provides numerous advantages, it also results in a dependency on a third-party service. Any issues with Firebase's servers or services could impact the app's functionality.
2. Data Costs: Real-time database maintenance can lead to increased data costs, especially if the app experiences high user traffic or frequent data updates.
3. User Privacy Concerns: Users might have privacy concerns related to their data being stored and managed by a third-party service, which could lead to reluctance in adopting the app.

11. CONCLUSION

The food delivery and order app, with its Firebase-based authentication, real-time database maintenance, and user-friendly features, offers a highly secure and efficient platform for users. It simplifies the food ordering process, maintains data integrity, and ensures an extensive selection of restaurants. While there are some dependency and cost-related concerns, the advantages significantly outweigh the disadvantages, making the app a valuable addition to the food delivery industry.

12. FUTURE SCOPE

The app has a strong foundation, and its future potential is promising. Some areas for further development and enhancement include:

1. Integration with Delivery Tracking: Implementing real-time delivery tracking to provide users with accurate information on the status and location of their orders.
2. Feedback and Review System: Enhancing the user experience by allowing customers to leave reviews and ratings for restaurants and delivery services.

3. AI-Powered Recommendations: Utilizing artificial intelligence for personalized recommendations based on user preferences and order history.
4. Multi-Language Support: Expanding the app's reach by incorporating multiple languages to cater to a broader user base.
5. Promotional Features: Offering discounts, promotions, and loyalty programs to incentivize and retain users.

13. APPENDIX

GITHUB

DEMO