Restaurant

This project is an ordering system for restaurants. Users can use it to reserve an appropriate table according to the number of people dining, and they can also preorder the dishes through an AI chat in the system before they arrive restaurant.

To compile and run the code, users need to download and install the Android Package (APK) into their android system, and open it, the code can be run.

Classes:

1. Msg.java

This class creates a msg object. It includes 3 variable which are “content”, “type” and “time”. “content” is the content of the chat for interacting with users; “type” regulates that each message should appear on the left or right of the interface.; “time” represent the real time that the message sent.

Then constructer, getters, setters and toString method are created for the msg object.

1. Welcome.java

This class contributes for the welcome interface. There are 2 Buttons created here which are “en” for entering and have a chat and “leaving” for quitting the system. This function is achieved by 2 OnclickListener methods.

1. MainActivity.java

This class if for the chatting interface. It asks number of customers dining, gives service options for user, and helps user to order through detecting the key words from users’ message.

Firstly, a chat method is created. It contains a 1 second time delay for the message sending. Then, a series of if condition are responsible for detecting key words from user and giving responding information or service.

Besides, in the onCreate method, it starts the chat. Once the user typed the response in the dialog box, and click the button “send”, then the chat method would be called so the conversation can be continued. At the same time, the real time that the message sent is also going to be shown. Lastly, the addOnScrollListener() is created to hide the keyboard through a gesture of swiping down.