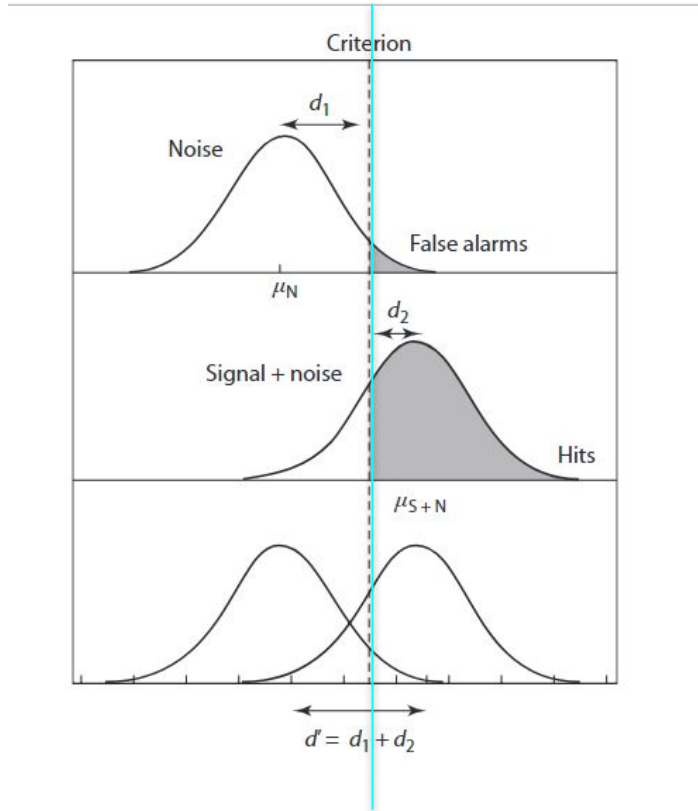


SNACKoverflow

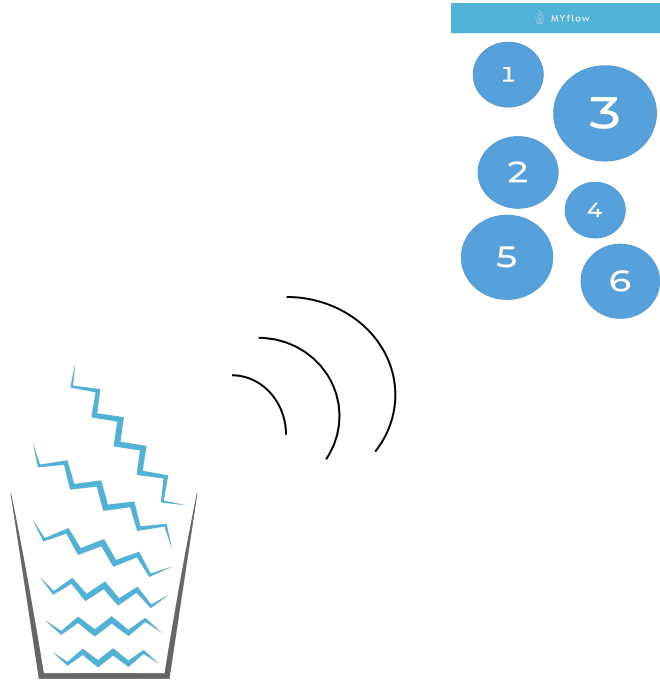
Team [#snackmans](#) submission

For ENGHACK 2018





- We Wanted to Build an app that improves service and profitability.
- The current industry standard for service is to rely on the visual detection of waitstaff for when drinks need to be refilled.
- Our app removes signal detection bias allowing for better service and a higher profitability for restaurants.



1. Moisture sensor
2. Arduino
3. Bluetooth
4. Android Phone
5. Android Application

The image shows a laptop screen with the Arduino IDE open. The main editor window displays a C++ sketch for an LED blink. The code is as follows:

```

// sketch_may25b.ino | Arduino 1.8.5
File Edit Sketch Tools Help

// BUILTIN_LED_BUILTIN
// ... BUILTIN_LED_BUILTIN

void setup() {
  Serial.begin(9600);
  pinMode(LED_BUILTIN, OUTPUT);
  digitalWrite(LED_BUILTIN, LOW);
}

void loop() {
  digitalWrite(LED_BUILTIN, HIGH); // 1s
  delay(1000);
  digitalWrite(LED_BUILTIN, LOW);
  delay(1000);
}

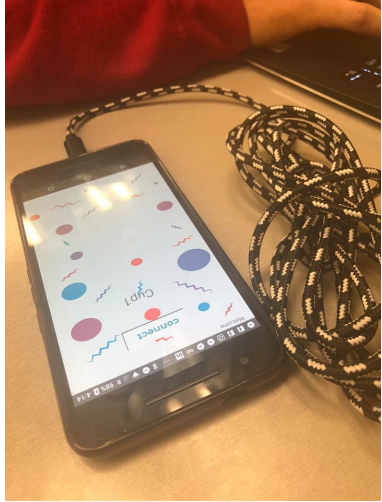
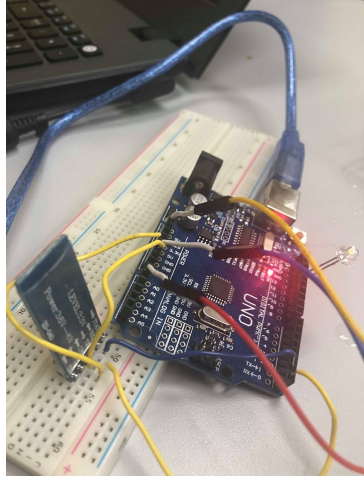
// (SerialDebugging: [151514]-30)
Serial.println("C");
pinMode(LED_BUILTIN, OUTPUT);
digitalWrite(LED_BUILTIN, LOW);
Serial.println("C");
}

```

Below the code, there is a section titled "Serial Timing" with the following text:

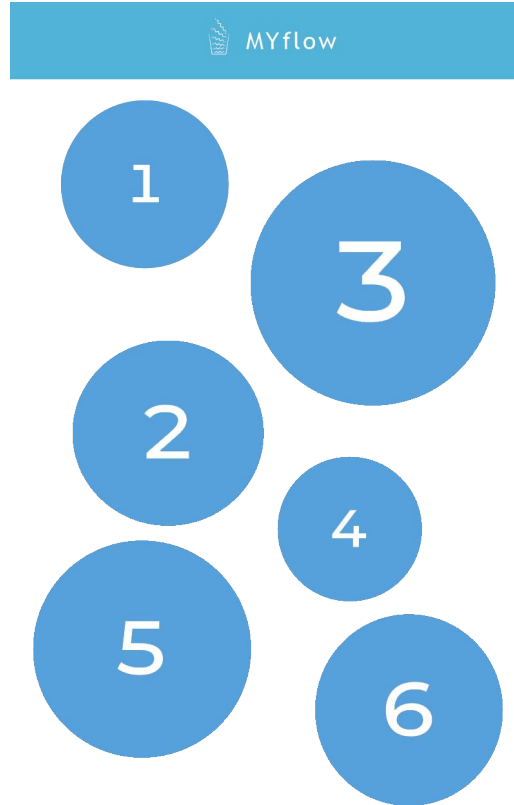
Sketch uses 3864 bytes (14) of program storage. Global variables use 530 bytes (14) of dynamic memory.

On the right side, the Serial Monitor is open, showing "COM1" and a list of connected devices. The status bar at the bottom of the IDE shows "ib-master.zip".





What we would Improve



- If we had a better sensor we could give more detailed data to server
- In this mock up as the drinks get closer to being done the tables turn more and more red
- More table could be enabled via Wifi instead of bluetooth.