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Title: Book food to save time system

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Abstract: Mobile device has become such an essential and important tool in our daily life. People tend to rely on the mobile device to fulfill their needs. Mobile devices have gradually become stylish and affordable. It is no longer just a communication platform. Developing application on Android Operating System (OS) has grown rapidly, as it is open-source software that is released by Google. Hence, this project proposed to develop Android application and a desktop application. The objective of the Android application is to book food in a specific time for delivery or walk-in and pay using a secure channel in the smart phones. This Android application planned to allow customer to use the smart phones to cut down some time in waiting and queuing in their daily life. Since every smart phone has a camera function, the Android application makes use of the camera to scan the QR code. The objective of the desktop application is to help the restaurant to cut down on the manpower expense. The application helps to generate QR code with food detail embedded for every food item that is created. With every QR code scan, the application decodes and shows the food item in the application. With the QR code scan and a purchase is made, points are accumulated and used for future purchase. Nowadays, mobile device users tend to worry about the security issue when paying through the mobile device. Hence, the application provides PayPal payment method to avoid the security issue and make the customer feel comfortable booking for food. The developments of the Android and desktop applications were done using the Eclipse Juno with the "android-support-v7-appcompat" library. Both applications were written in Java language. The application used a local SQLite and an online database (phpMyAdmin). PHP language was used to fetch data from online database to the local database. Future development could possibly focus on making the application connect with the social media to allow more interaction.

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