A Flutter Application for Fast-Food Sales

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***Abstract*—This undergraduate thesis investigates a Flutter application for browsing and ordering fast food. A mobile food storefront needs clear menus, selection, carts, and an ordering path. The author reviews Dart and Flutter, analyzes mobile application requirements, and documents screens and workflows for food items, a cart, and order-related actions. The thesis includes use cases and interface design. The body of the manuscript documents a fast-food application prototype. Its conclusion contains text about unrelated student administrative procedures, so that passage is not treated as evidence of implemented food-ordering functions. The source does not verify paid orders, restaurant adoption, delivery completion, or a controlled usability result. The inconsistency in the conclusion makes the demonstrated screens and development chapters the safer evidence base. The contribution is a documented student study or prototype whose stated scope can guide further testing.**

***Index Terms*—Flutter, Dart, fast food, mobile application**

I. Introduction

A mobile food storefront needs clear menus, selection, carts, and an ordering path. This thesis investigates a Flutter application for browsing and ordering fast food. It begins from a practical engineering need and explains the technologies and workflow chosen for the case. The objective is to document a student implementation or comparative investigation, together with the evidence available in the manuscript. Broader operational or economic effects require separate measurements and are not assumed from the existence of a prototype [1]. Earlier ICTU student work on related designs is included here for context [2], [3], [4]. Related published studies provide context for the subject and methods [5], [6], [7], [8], [9], [10]. These contextual works were selected for this English summary; they are not asserted to appear in the original thesis bibliography.

II. Methods

The author reviews Dart and Flutter, analyzes mobile application requirements, and documents screens and workflows for food items, a cart, and order-related actions. The thesis includes use cases and interface design. The source is summarized through its stated design, implementation material, examples, and conclusion. Features shown in the manuscript are distinguished from proposals for later development. This review does not add a new experiment, fill missing measurements with estimates, or treat a planned capability as an observed result. The source thesis remains the provenance for the reported work [1].

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III. Results

The body of the manuscript documents a fast-food application prototype. Its conclusion contains text about unrelated student administrative procedures, so that passage is not treated as evidence of implemented food-ordering functions. The report's screens, configurations, examples, or measurements constitute the evidence for this summary. A capability described only as a design intention is not counted as a validated operational outcome. No additional performance, adoption, financial, or safety figure has been introduced here. The result is interpreted within the scope of the student's documented setup [1].

IV. Discussion

The source does not verify paid orders, restaurant adoption, delivery completion, or a controlled usability result. The inconsistency in the conclusion makes the demonstrated screens and development chapters the safer evidence base. A later version could test menu accuracy, cart behavior, order confirmation, and staff handling with a real restaurant while correcting the source documentation. These limitations affect how the evidence should be read. The current manuscript can support understanding of the design and reported demonstration, while independent tests would be needed for stronger claims. Any later deployment should document its environment and separate observed outcomes from intended benefits [1].

V. Conclusion

The thesis documents a Flutter application for browsing and ordering fast food. The body of the manuscript documents a fast-food application prototype. Its conclusion contains text about unrelated student administrative procedures, so that passage is not treated as evidence of implemented food-ordering functions. The source does not verify paid orders, restaurant adoption, delivery completion, or a controlled usability result. The inconsistency in the conclusion makes the demonstrated screens and development chapters the safer evidence base. A later version could test menu accuracy, cart behavior, order confirmation, and staff handling with a real restaurant while correcting the source documentation. Accordingly, the present contribution is a source-grounded account of the student work and its tested or illustrated scope. Claims about broader effectiveness should be assessed in later work using explicit evaluation conditions [1].

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