# A React Native Drink Ordering App for Mo Coffee and Tea in Bac Kan

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***Abstract*—This undergraduate thesis investigates a drink-ordering mobile application for Mo Coffee and Tea in Bac Kan. Customers need a simple mobile route for viewing drinks and placing orders. The student builds a React Native application backed by Firebase and documents its basic ordering screens and data interactions. The conclusion reports a working student application with core ordering functions. It also acknowledges errors, incomplete functions, and a lack of optimization. QR-code and e-wallet payments are listed as future work, and no live payment is independently verified. The source does not demonstrate actual shop adoption, verified completed payments, or a controlled usability and reliability study. The contribution is a documented student study or prototype whose stated scope can guide further testing.**

***Index Terms*—React Native, Firebase, drink ordering, Mo Coffee and Tea**

## I. Introduction

Customers need a simple mobile route for viewing drinks and placing orders. This thesis investigates a drink-ordering mobile application for Mo Coffee and Tea in Bac Kan. 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], [5], [6]. Related published studies provide context for the subject and methods [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 student builds a React Native application backed by Firebase and documents its basic ordering screens and data interactions. 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 conclusion reports a working student application with core ordering functions. It also acknowledges errors, incomplete functions, and a lack of optimization. QR-code and e-wallet payments are listed as future work, and no live payment is independently verified. 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 demonstrate actual shop adoption, verified completed payments, or a controlled usability and reliability study. Further work could finish the incomplete functions, verify order and payment states, and test the app with realistic menus and customers. 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 drink-ordering mobile application for Mo Coffee and Tea in Bac Kan. The conclusion reports a working student application with core ordering functions. It also acknowledges errors, incomplete functions, and a lack of optimization. QR-code and e-wallet payments are listed as future work, and no live payment is independently verified. The source does not demonstrate actual shop adoption, verified completed payments, or a controlled usability and reliability study. Further work could finish the incomplete functions, verify order and payment states, and test the app with realistic menus and customers. 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].

# References


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