ESTORE

A mobile application for your online shopping needs.

EStore

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ABOUT

EStore is an Android application developed using Android Studio, MVVM Architecture, and Kotlin that helps customers fulfill their shopping needs. The app supports two languages at this moment (English and Hebrew) and offers a variety of products with their description and price to the user who can choose to add them to their cart if logged in or register or continue browsing as a guest.

As a guest, users can still use the app almost like registered users and, browse through the available products. The app provides detailed information about different products from jewelry to electronics to men’s/woman’s wear, including their price descriptions, and other relevant information to help users make informed decisions.

Our target audience is people with smartphones and access to the internet who are looking to buy the products we offer easily

Youtube video: https://www.youtube.com/watch?v=W3eA2aCp2qI

LIBRARIES

Firebase – trusted by millions of businesses around the world and backed by google Firebase is a comprehensive app development platform that provides backend services, real-time databases, and user authentication services.

Retrofit – a type-safe HTTP client for Android and Java that makes it easy to connect to REST web services.

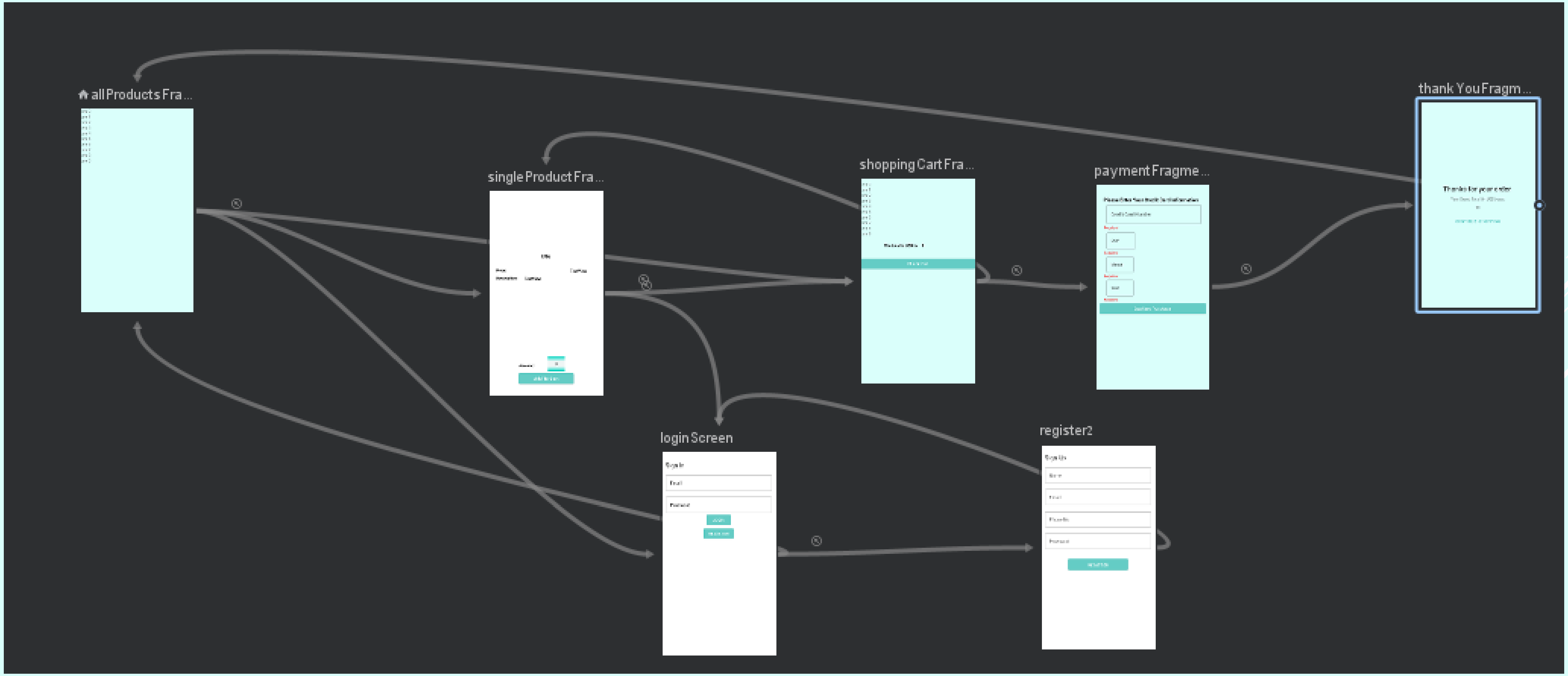
Room – a persistence library for Android that provides an abstraction layer over SQLite to make it easier to work with databases in Android apps.

Hilt – an opinionated dependency injection library for Android that reduces the boilerplate of using manual DI in your project.

Glide – an Image Loader Library for Android developed by Bumptech and is a library that is recommended by Google..

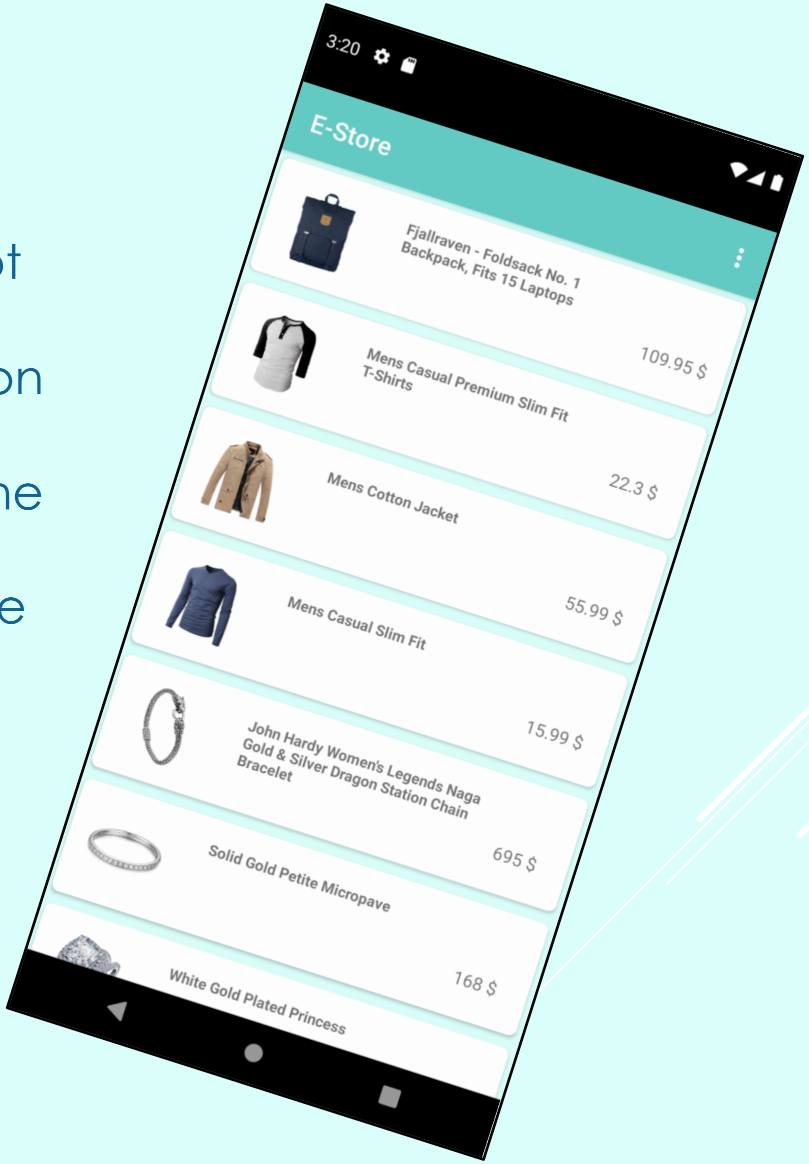
EStore

NAVIGATION



PRODUCTS SCREEN

The first screen the user will encounter is the products screen which is a RecycleView that shows all of the products we got from our web API.
From this screen, the user can go to the login screen or tap on a product and see that product description.
By pressing the menu the user can also (if logged in) go to the shopping cart, see his account details, and log out.
If he is not logged in he can go to the login/registration page



3:20

E-Store

Fjallraven - Foldsack No. 1 Backpack, Fits 15 Laptops
109.95 $

Mens Casual Premium Slim Fit T-Shirts
22.3 $

Mens Cotton Jacket
55.99 $

Mens Casual Slim Fit
15.99 $

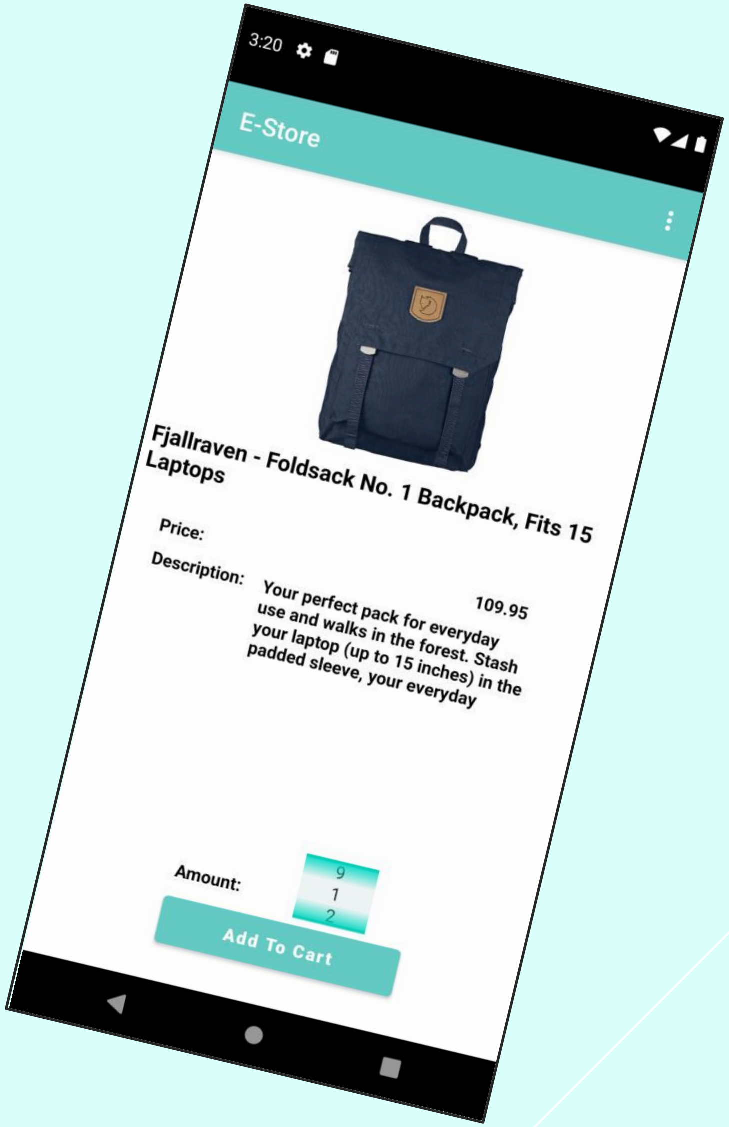
John Hardy Women's Legends Naga Gold & Silver Dragon Station Chain Bracelet
695 $

Solid Gold Petite Micropave
168 $

White Gold Plated Princess

PRODUCT DETAILS SCREEN

After the user has tapped on one of the products he will land on this screen that will show him the price, description, and will let him send that product with a click of a button to his shopping cart, and choose the amount of this product.



Fjallraven - Foldsack No. 1 Backpack, Fits 15 Laptops

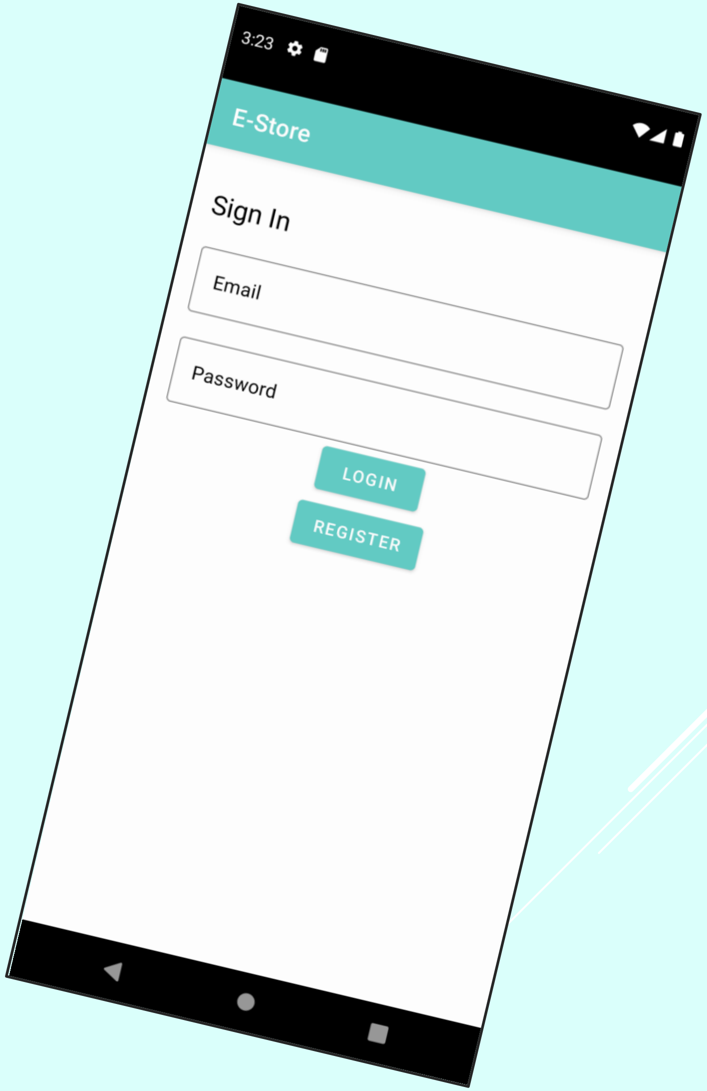
Price: 109.95

Description: Your perfect pack for everyday use and walks in the forest. Stash your laptop (up to 15 inches) in the padded sleeve, your everyday

Amount: 1

LOG-IN SCREEN

If the user has a registered account he will sign in here to make the most out of his experience and buy some of our products.
The user authentication and validation are made with Firebase.


3:23

E-Store

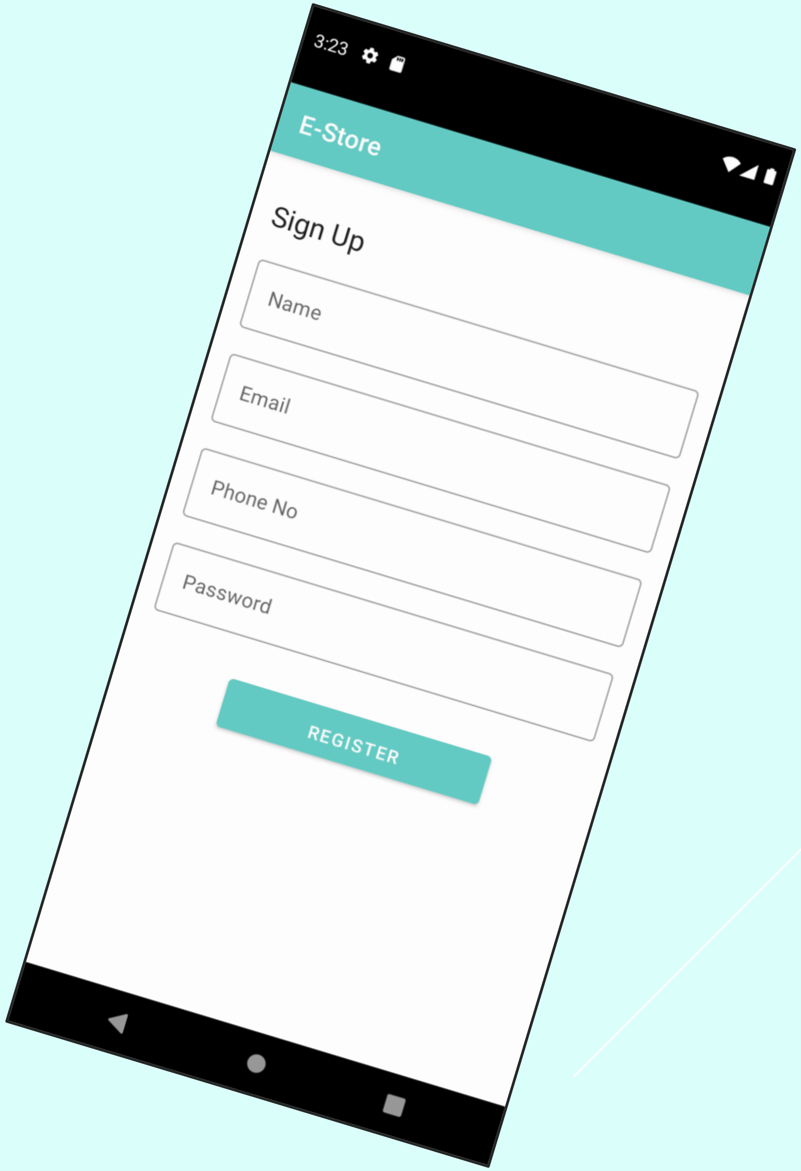
Sign In

Email

Password

SIGN-UP SCREEN

On this screen, the user will enter his information which we will store in Firebase and fetch them when he logs in.
After the user will sign up he will continue browsing and ordering our products

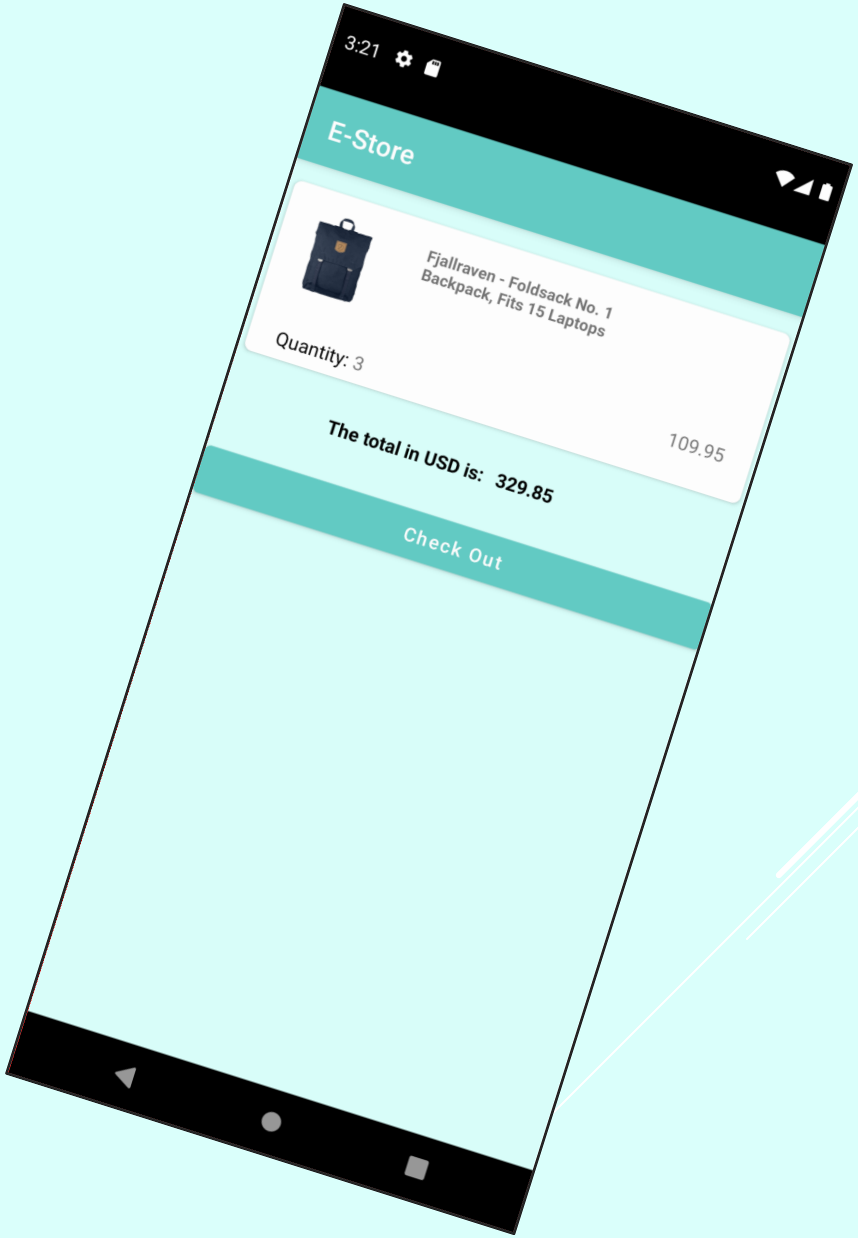


SHOPPING CART SCREEN

The user can access this screen in two ways (only if logged in) if he pressed the add to cart button or selected it from the menu.
In the photo attached, you can see another Recycler view of items the user sent to the cart.

The cart informs the user about his grand total price, and shows him his cart items, and what's the quantity of the item he chose to send to the cart.

By pressing the checkout button the user will be sent to a payment page.



3:21

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Fjallraven - Foldsack No. 1 Backpack, Fits 15 Laptops

Quantity: 3

109.95

The total in USD is: 329.85

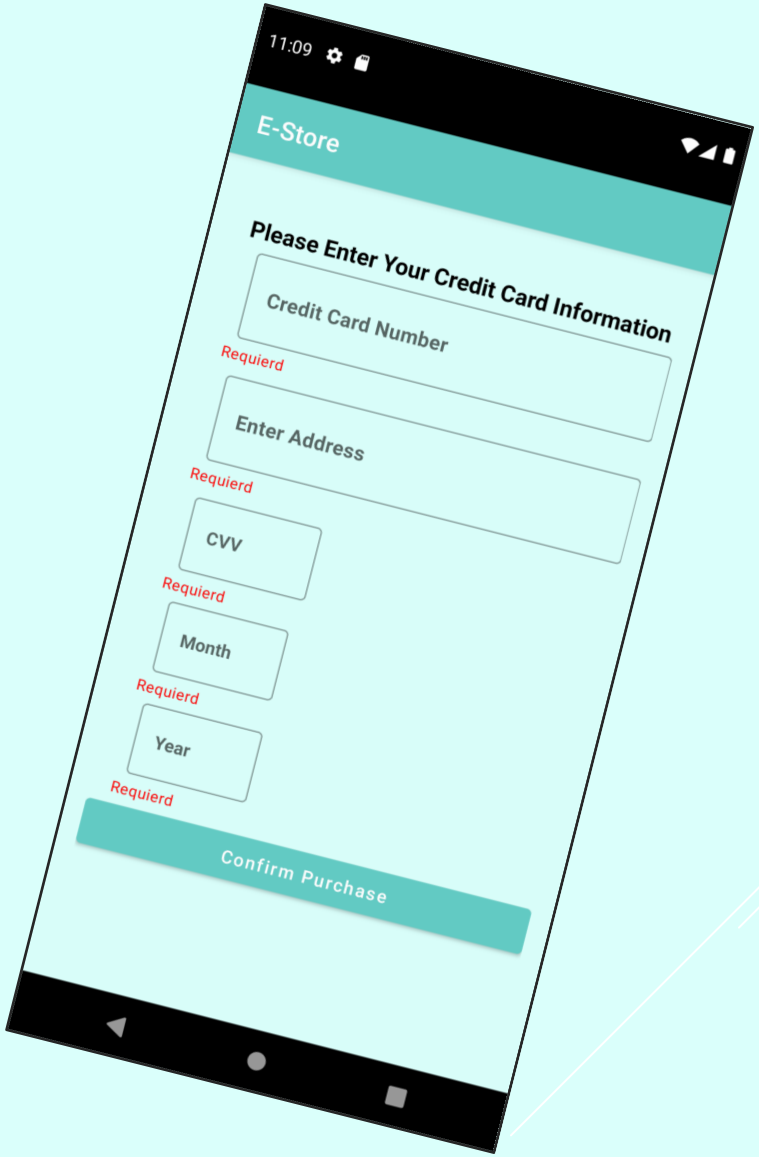
Check Out

PAYMENT SCREEN

Only after tapping the checkout button on the shopping cart the user will get to this screen and enter his credit card information.

This screen will validate and will not allow the user to submit his order unless all of the information has been entered correctly

Credit card number- 16 numeric characters
Address- at least 2 characters
CVV- 3 numeric characters
Month- A valid month (1-12)
Year- from (23-32)



11:09

E-Store

Please Enter Your Credit Card Information

Credit Card Number

Requierd

Enter Address

Requierd

CVV

Requierd

Month

Requierd

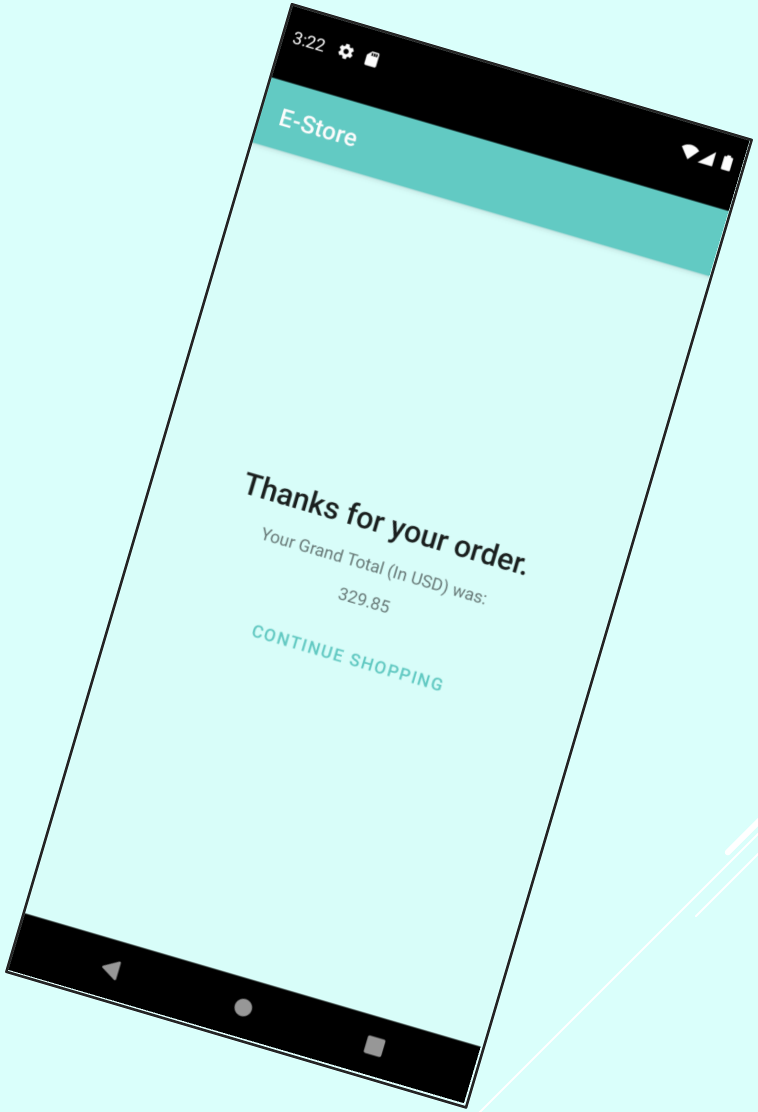
Year

Requierd

Confirm Purchase

THANK YOU SCREEN

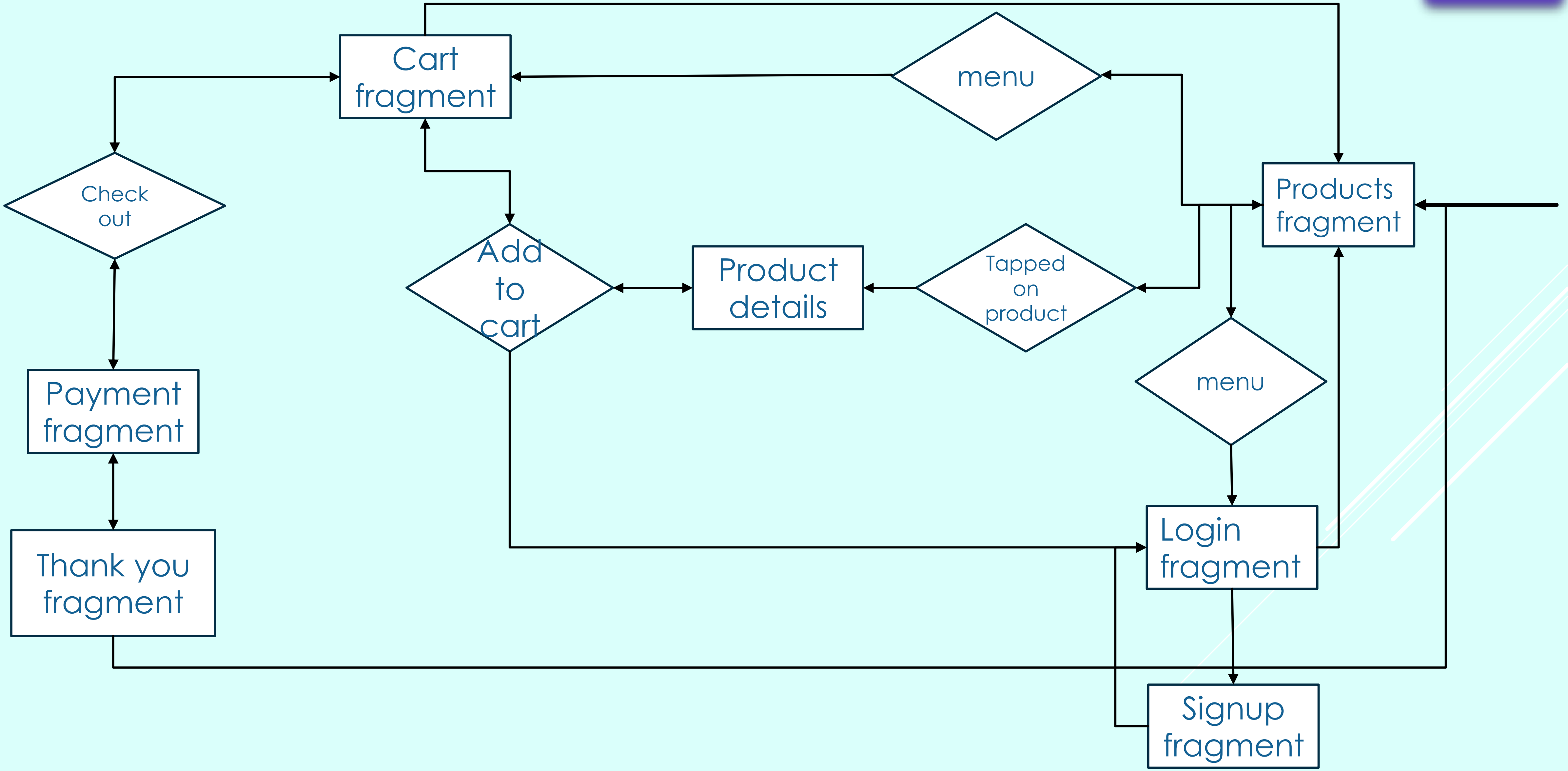
We apricate every customer of ours and we want to show them our gratitude, so on this screen, we do so and confirm to the user his order and show him his total and also let him continue shopping by tapping the “Continue Shopping” button.



Thanks for your order.

Your Grand Total (In USD) was:

329.85


Cart fragment
menu
Check out
Add to cart
Product details
Tapped on product
Products fragment
menu
Payment fragment
Thank you fragment
Login fragment
Signup fragment

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TROUBLE AND TROUBLESHOOTING

During this project, numerous problems came up almost every step of the way, the toughest cookies were troubleshooting the external libraries errors as some of the solutions were outdated or deprecated we had to use creative ways to pass important values from one data source to the other for example or to get that precise shape or edit or value that we wanted.

As we started to work on our project our API gave us some troubles like the JSON that we got was nothing like we have worked with so we learned about handling different kinds of JSON using Retrofit and Gson.
We also got partial information but we fixed it with a lot of help from Doctor Google.

There were also small problems that the solution mostly came from StackOverflow or Android documentation and also from Eran’s amazing videos and tutorials.

REFERENCES

- https://kotlinlang.org/docs/home.html
- https://www.youtube.com/
- https://www.gool.co.il/
- https://square.github.io/retrofit/
- https://developer.android.com/
- https://github.com/
- https://fakestoreapi.com/

THANK YOU FOR LISTENING

We hope you enjoyed our app and presentation

Estore team

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