



PBL Presentation Phase – 1

Title: Android Application Development

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INTRODUCTION

In this Project we aim to solve a Real life daily problem which we are facing around in our college campus.

Students in the Campus face lot of difficulty in purchasing Stationery and to contact the stationary shop owner in campus for say,

- We do not have accurate information about timings of the shop.
- On major days, the shop remains closed without prior information.
- Lack of clarity on availability of Items (quantity/Stock).
- Huge amount of time spent waiting during break time due to hassle created at times due to print out errors, which sometimes leads us to miss our classes.
- 1sr Year students lack information about items they need or kind of textbook they should use.
- During Pandemic either of the two: students or the shopkeeper are at remote places which brakes communication. Etc.....

So as a solution We Aim to develop a platform between the Students and Shopkeeper which can lead to a hassle -free purchase and Digitalization of the transaction.



ABSTRACT

This Project is aimed to develop an android application which works as an e-commerce app for purchase of stationery items from BMSIT stationery shop and in addition this app provides Digitalization to Process like providing Direct soft copies for print out, announcements by shopkeeper , to check availability of items, and to know the Syllabus mentioned textbooks and their availability . To keep transparency at college level for quantity of stationary flow and to maintain adequate stock, and bookings can be taken as well.



PROBLEM STATEMENT :

To develop an Android Application which serves as a platform between students and Bmsit Shopkeeper, which can take student orders, and fulfil req. stock, create direct Contact to take printouts, provide home deliveries during holidays and during situations like pandemic.

PROPOSED SYSTEM :

We aim to reduce student doubts regarding any concerned problems regarding college stationery shop, we provide various functionalities, where student have personal accounts to access the app, and the shopkeeper has admin account to update available items and stock and to make relevant announcements, Students can see req. textbook for their semester and make a choice of purchase. This app would be easy to access and with simple navigation.

OBJECTIVES

- To provide students, the announcements of stationery shop timings and other important announcements regarding stock etc.
- To avail booking facility to students.
- To provide Direct sending platform of printout soft copies.
- To let institute, know about shop transaction and analysis of stationery movements in the shop.
- Teachers can make announcement and give soft copies for notes/forms printout.
- To make online cash transaction easy and accountable.
- To reduce student time wasted waiting at stationary store.



METHODOLOGY

1. Create Student/Teacher and Admin login Account.
2. Check announcements of timings and Stock availability.
3. Make Req. stationery orders.
4. Confirm order and make payments.
5. Update cart as required by the students.
6. Post queries if any to the Shopkeeper.
7. Anytime and anywhere easy logout and login.



SUBJECT RELEVANCE

1. Operating Systems : For Study of Android OS and its Support to Application developed, and connect to default mobile Application and resources.
2. Object Oriented Concepts : We are using JAVA as major Programming Language In Application development.
3. Data Communication : Communication of Data Between two different applications. Usage of internet to connect to server data and user data and implement seamless communication.

CONCLUSION

We develop an application which clear lack of gap between the students and stationery shopkeeper,
We reduce the time wasted at the Stationery Shop,
We make way to hassle free transaction of cash and stationary items. We keep an upto-date announcements of the timings and stock of the books or stationary in the shop.



References :

Professional Internet Site

- [1] Android Studio Documentation <https://developer.android.com>
- [2] material.angular.io
- [3] <https://github.com/>

- Youtube Videos in process of real time learning.

