Google Supported FDP & Virtual Internship Program Project

Android Grocery

Application

CONTENTS

S.No	Contents	Page No
1	Heading,Contents	1,2
2	Aim,Abstract,Conce pt	3
3	Introduction,Theoret ical analysis,My solution and it's process flow	4
4	Links for the project	5
5	Project Description and Project Output	5-14
6	Features, Advantages and Future scope	14
7	Use cases, Conclusion, Bibliography, Appendix and Disclaimer	15

Aim:

This project is aimed at providing a simple application available free of cost that provides simple User interface containing the list of groceries that a user wants which is saved by the user whenever needed and removed when it is unnecessary.

Abstract:

Generally people tend to forget everything owing to the busy schedules and daily work hours. I bring to you, a simple solutionan android mobile application containing a simple UI used to store the groceries required for him/her and delete whenever not required. The application is developed using Kotlin language.

Concept:

Introduction:

People use a vivid variety of applications in their daily lives covering both the Web and Mobile applications with one of the types of applications being organisers. Physical calendars would have been an option, provided they had provided various features. Mobiles have taken the place of calendars, notepads, diaries etc. The current application is an organiser application linked to grocery lists.

Kindly dive into them.

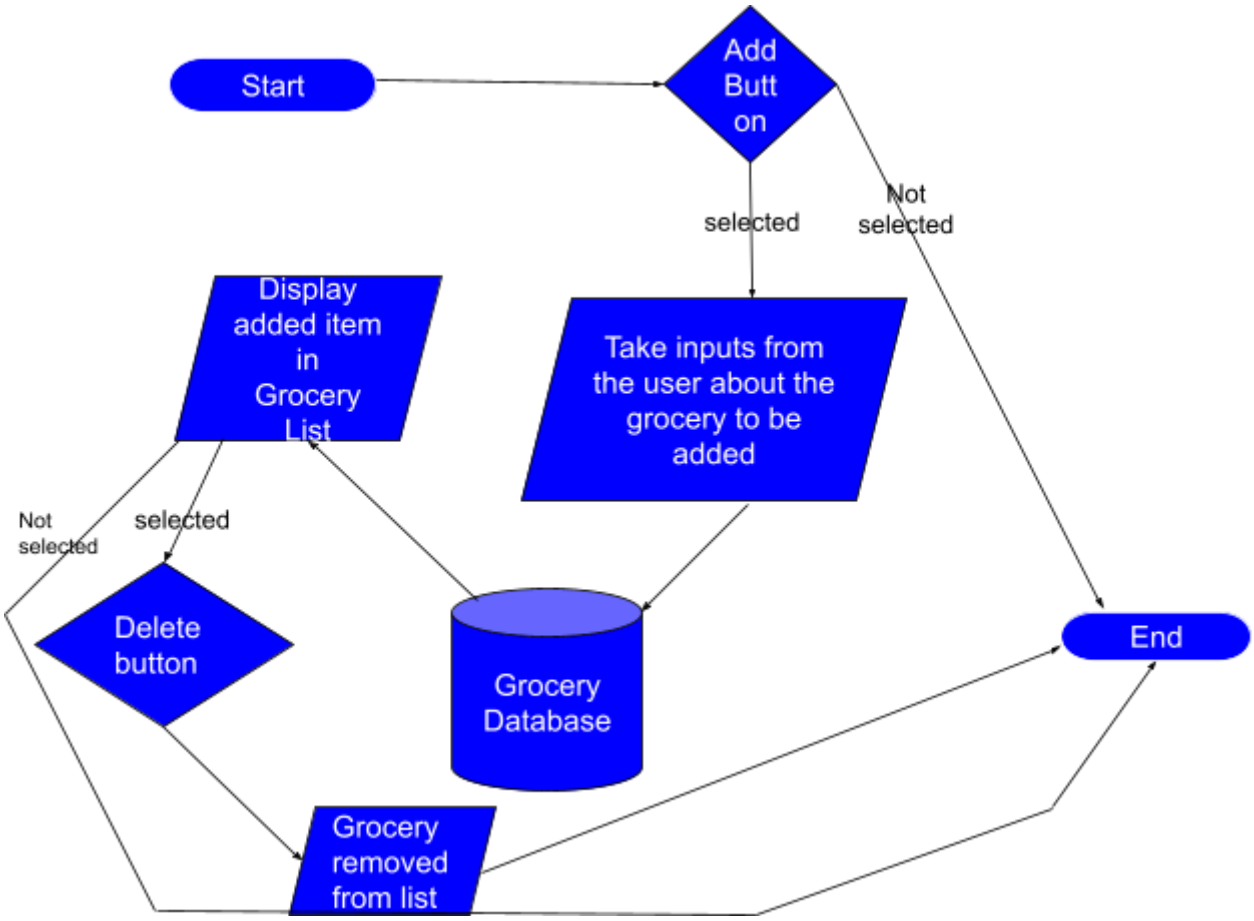
Theoretical Analysis/Prior Findings:

- ➢There are only to-do applications or notepads available to the users at present. These are general purpose applications.
- ➢So, I have introduced a solution that is particular and specific to the grocery uses.

My solution and it's Process Flow:

➢My solution is an Android Mobile Application named **Android Grocery**.

➢Process Flow:



Links for the project:

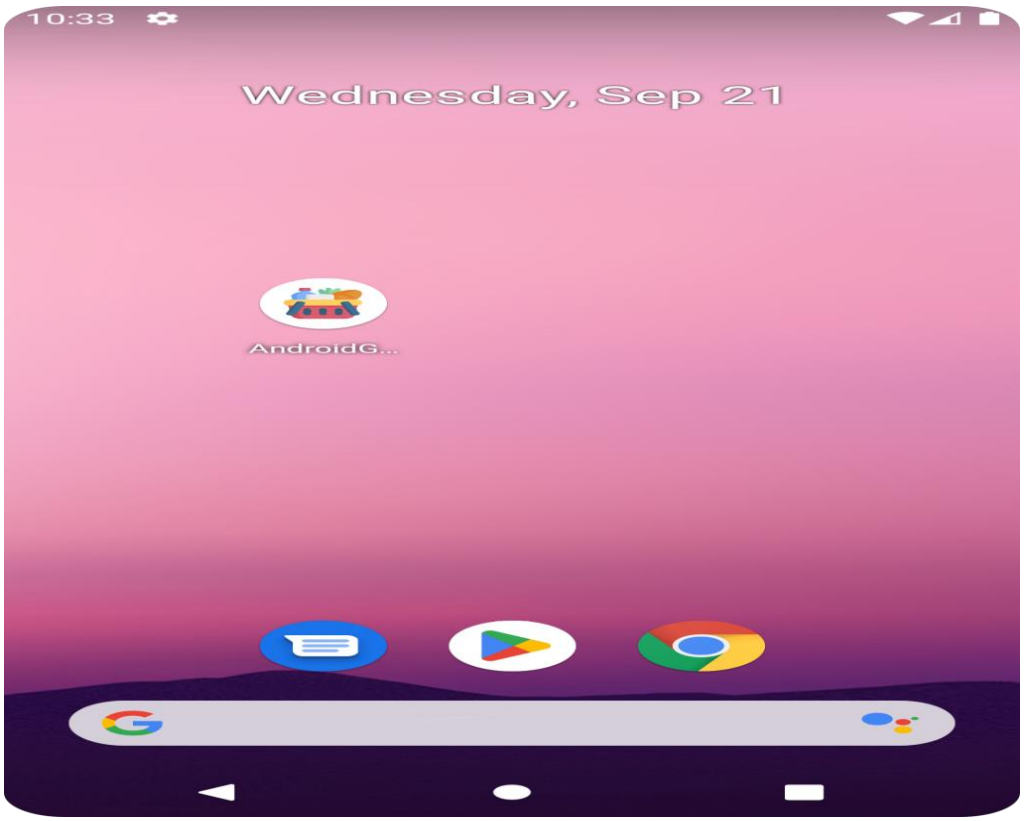
➢Source code: https://github.com/Himanshu1132/vr-project.git

Project Description and Project Output:

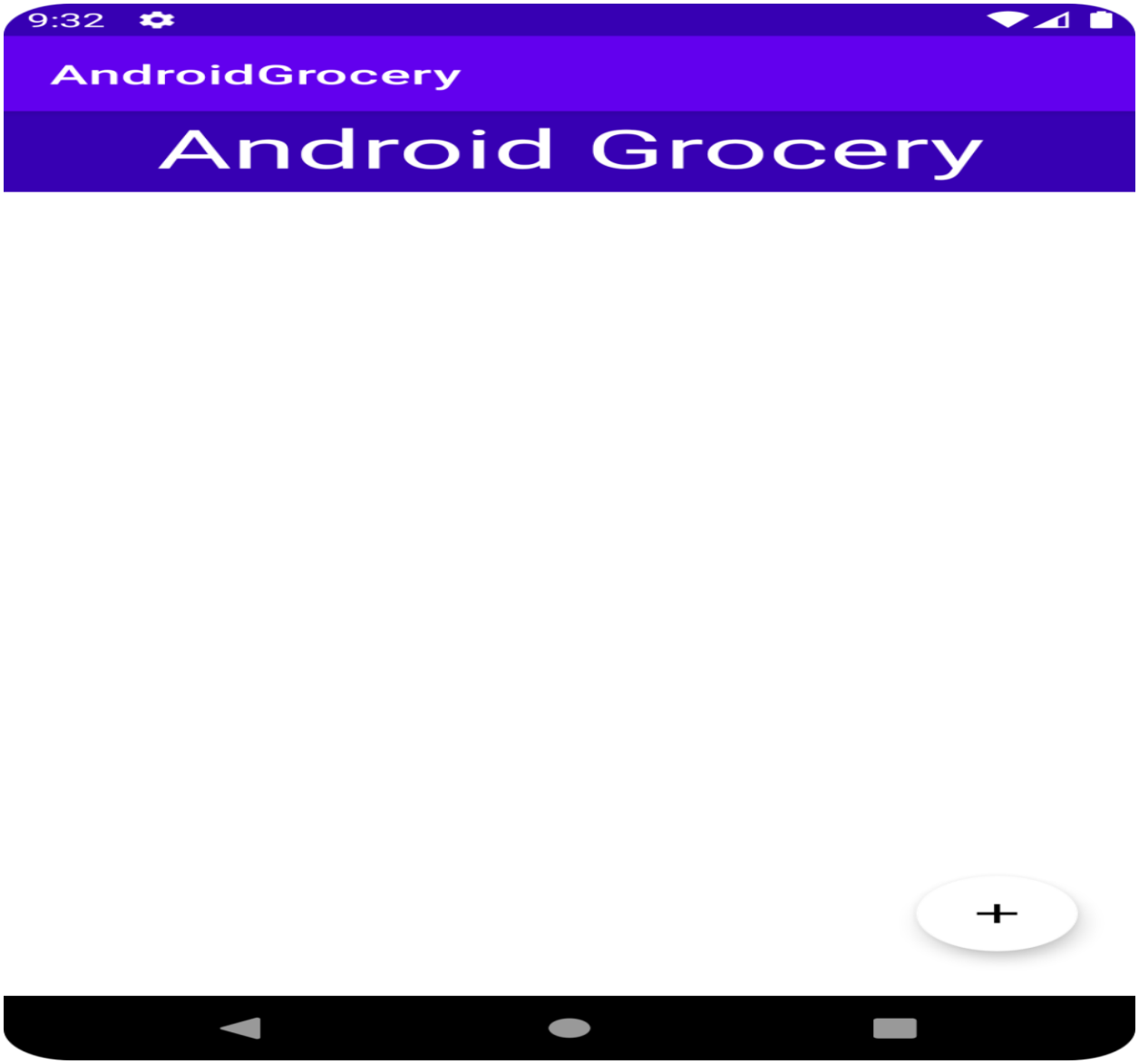
[The images displayed below are that of the emulator outputs in Android Studio]

The icon of the Android Grocery Application

The application welcomes the user with a colorful vibrant grocery basket making itself relevant to the application's use case.

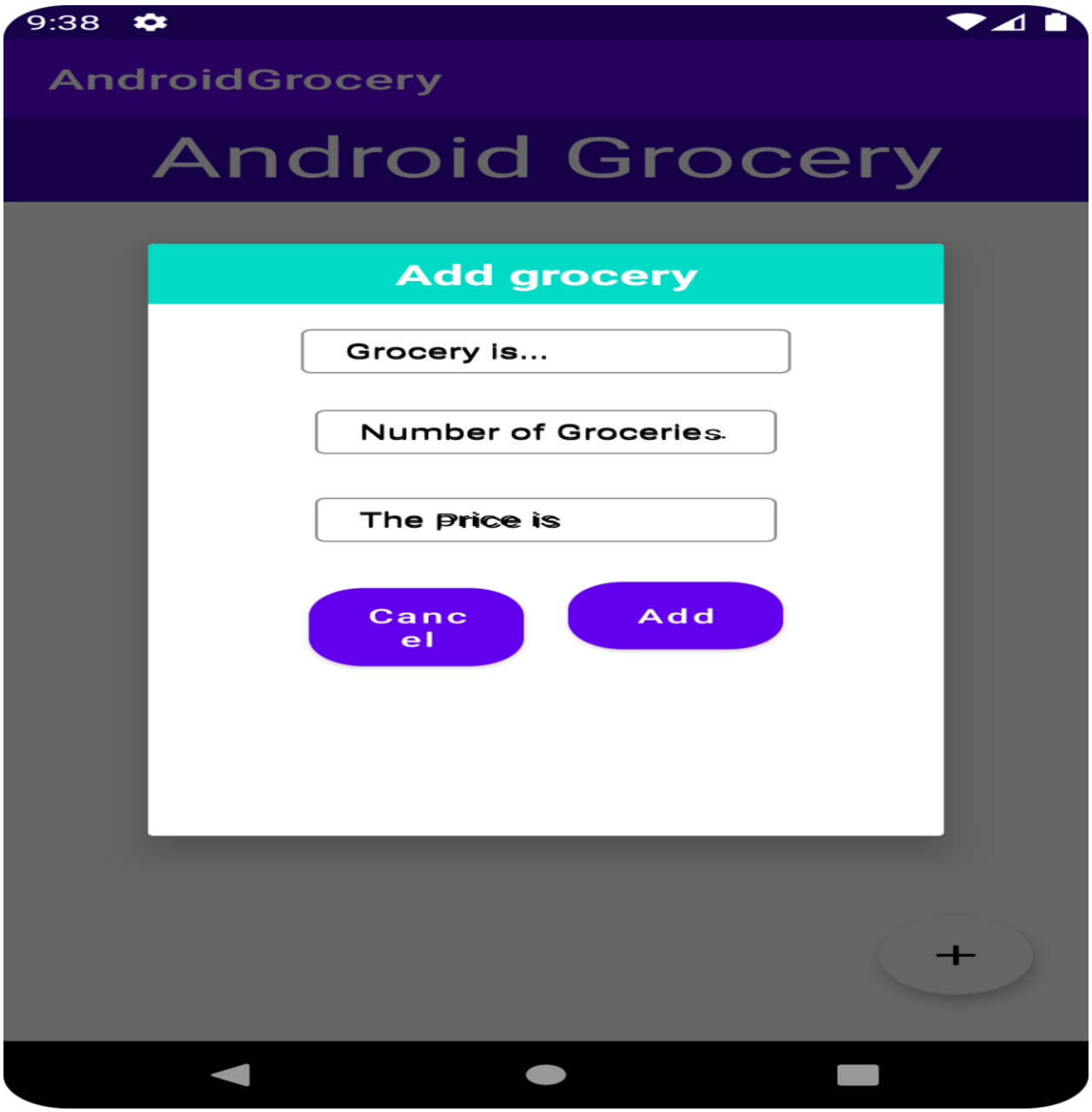

10:33
Wednesday, Sep 21
AndroidG...

The icon of the application on home screen



The homescreen of the application

This is the homescreen of the application. This uses very simple UI with a plain screen with the heading “Android Grocery” at the head of the screen in a blue box and an Interactive add button at the end of the screen. This button is used to add a new grocery and is for the user of this application.



Add Grocery dialog box

This is the dialog box that opens on clicking the add button present at the end of the screen of application. It consists of the fields to get the required inputs from the user:

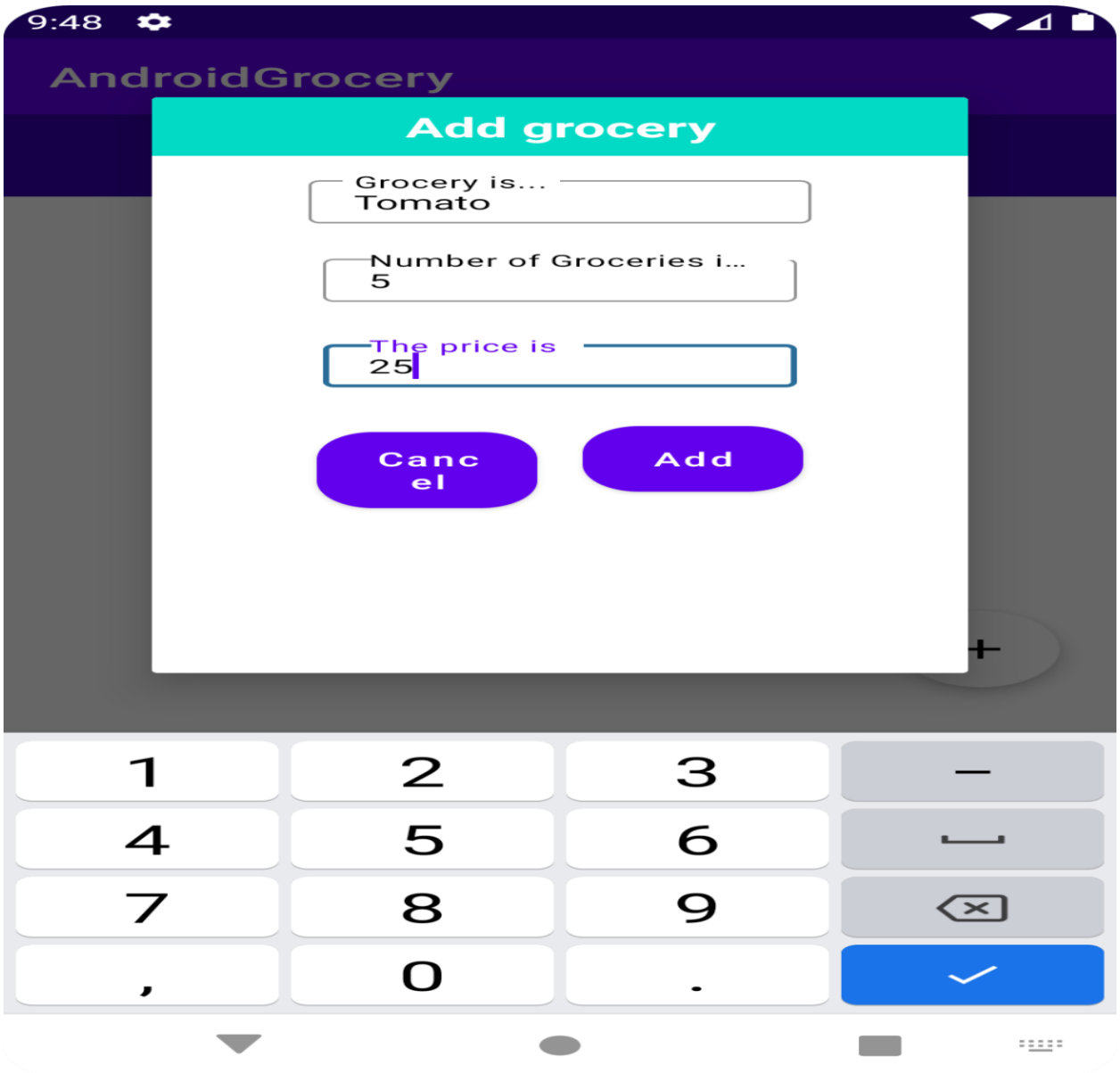
1)Grocery is…: The input field that requires the name of the grocery to be added.

2)Number of groceries: The input field that requests for the quantity of the specified grocery items.

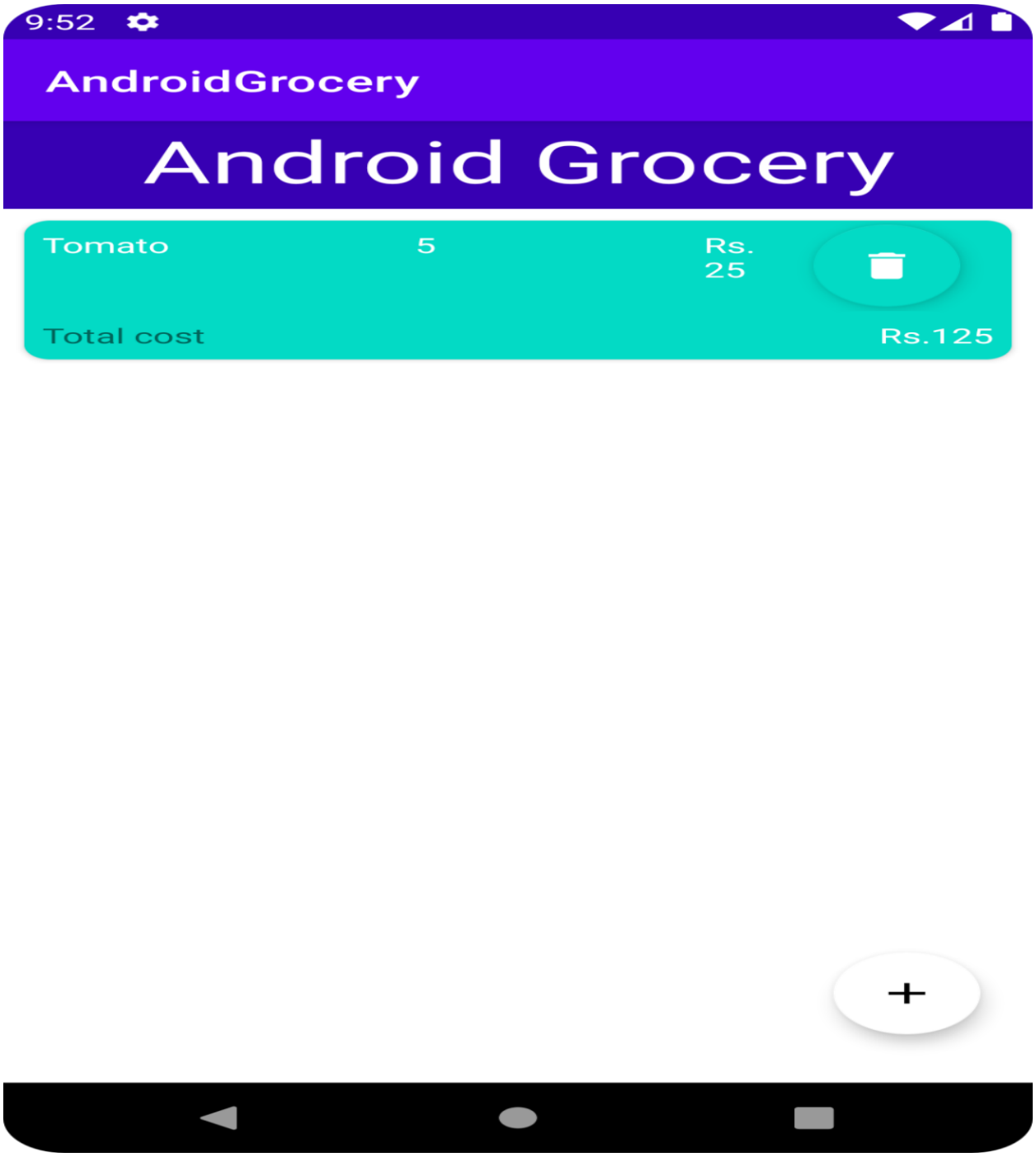
3)The price is: The input field that takes in the rate of the specified grocery as input for calculating the total price of that grocery.

It also contain buttons like:

1)Add: To add the inputted grocery item details into the application. 2)Cancel: To cancel the current process of adding the grocery into the application.



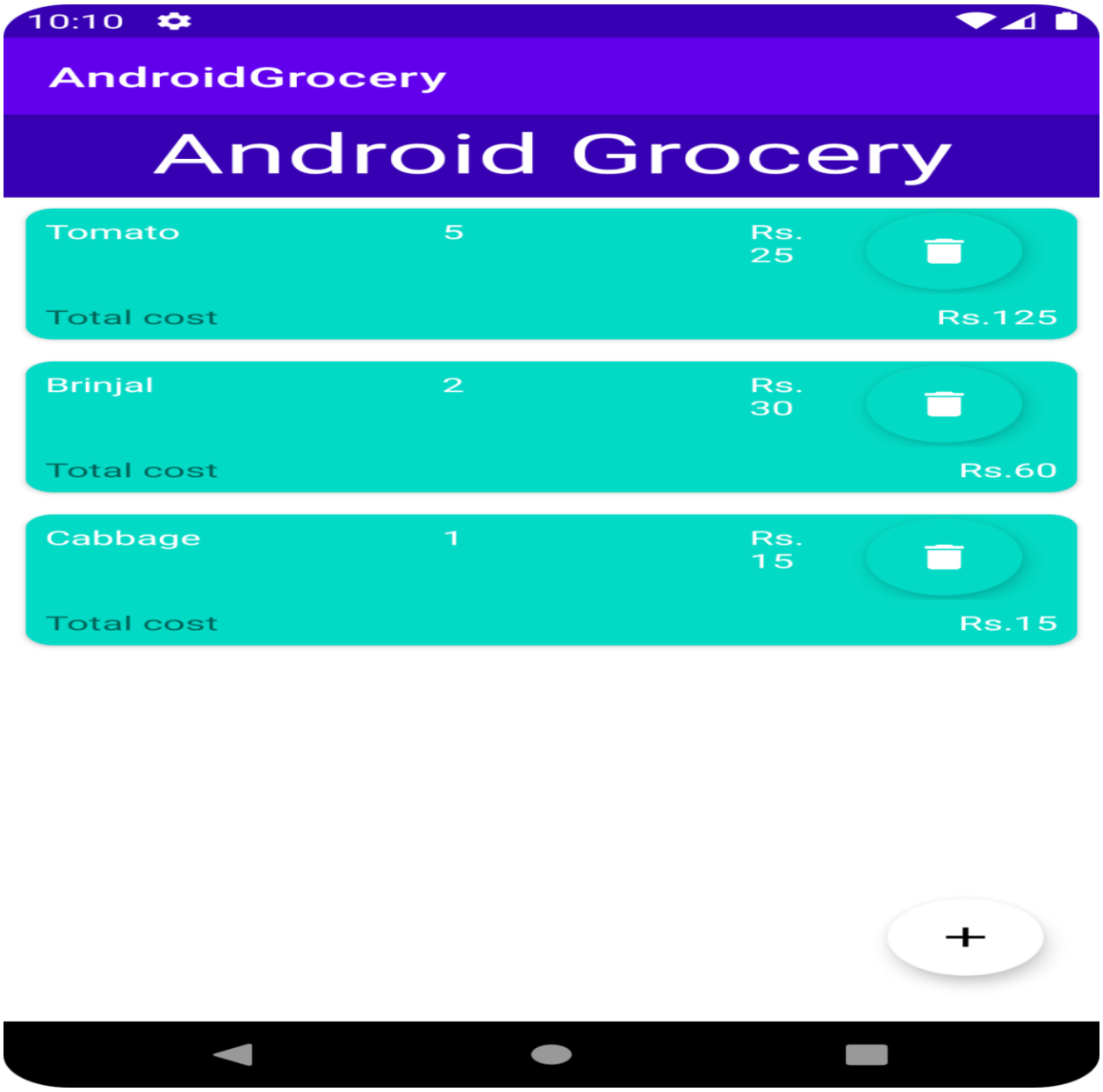
The add dialog box containing sample inputs from the user



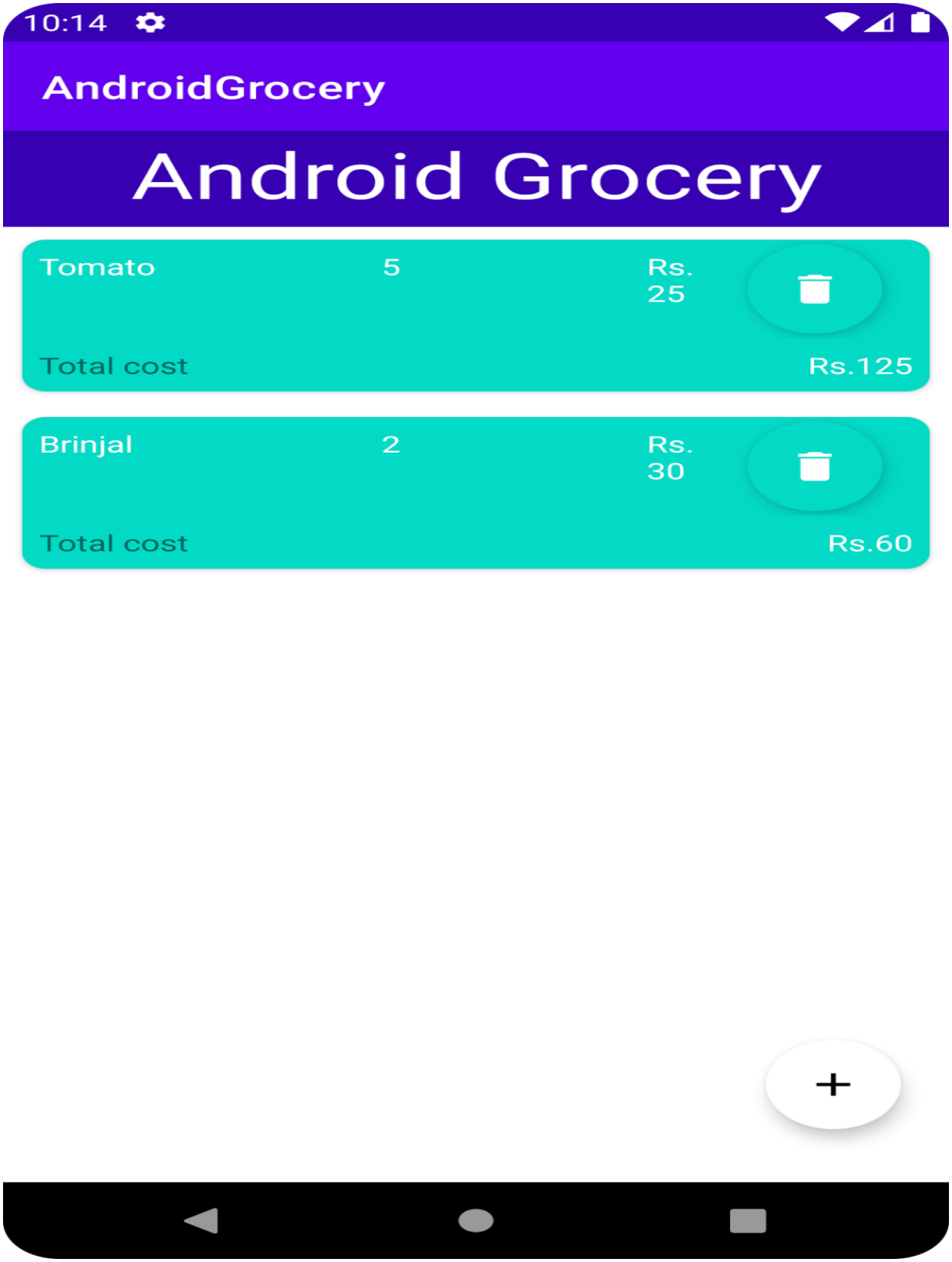
The UI of the application after the new grocery item is added by the user After the grocery details like-Name of the grocery, Quantity of Grocery and the rate of the grocery. These all are displayed in a simply looking light green colored card having the elements:

1)Name of the grocery-Input from the user
2)Quantity of the grocery-Input from the user
3)Rate of the grocery-Input from the user
4)Total cost of the grocery-Based on the rate of the grocery

5)Delete button-to delete the grocery



The icon containing multiple grocery items added to the application



The UI of the application after deleting one of the groceries using Delete button

If you click on the delete button in a card of the application, the specified grocery is deleted

This is all about the application that I have brought as a solution to the Grocery management for the users.

Features:

- ➢Simple UI and platform
- ➢Easy options to add and delete groceries
- ➢We can calculate the total cost of required groceries easily.

Advantages:

- ➢Simple
- ➢User can maintain a clean record of the all the groceries that he requires

Future Scope:

The user of this application can expect a lot of new features and updates like:

- ➢Login and signup options to ensure security
- ➢Integration with third party grocery purchasing applications to make it easier for the user to directly navigate to a grocery purchasing portal right from this application instead of going to home screen and selecting an application.

➢Integration with Google maps platform for the users who do not prefer to purchase groceries online. It suggests them the nearby stores.

Use cases:

Any individual in need of managing their groceries and knowing the total expenditure related to groceries can use this simple application. This application comes in handy with a very simple UI for the user.

Conclusion:

Any user who needs a simple application to track their groceries and the expenditures can use this application. This application can be installed in any android device ranging from Android Lollipop version to the current versions.
Hope this small contribution from me would be useful for users.

Bibliography:

➢Google Developer course on Android Basics in Kotlin

➢Resources from Composer Camps conducted by Google Developers Student Clubs

Appendix:

➢Github https://github.com/Himanshu1132/vr-project.git

Disclaimer:

I, Sai Sathwik Kosuru, do hereby declare that this is my original work and I have used some resources from the internet in the course of developing this application but I coud ensure

that this is not a republication of any existing work. Any error in this declaration could be viewed as a human error.

Name: himanshu kathane