

# **1. INTRODUCTION**

## **1.1 Overview**

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.

## **1.2 Purpose**

Grocery shopping is a android application where user can add grocery products to cart. Grocery Products are displayed in effective graphical user interface. This system will be like a virtual supermarket.

User can select the product he wants to buy and the selected product will be added to cart. Cart contains user's name, contact details, product he had selected and the amount. User can search for the product through category like Fruits, Vegetables, and Detergents etc.

Since this system is made in android it is easily available in smart phones. Customer who has phones supporting android can easily use the application.

## **2. LITERATURE SURVEY**

### **2.1 Existing problem**

The groceries segment of India is one of the major components of the Indian retail market of which the groceries holds a whopping share of 60% as food is the basic requirement of all the people irrespective of their class. Online grocery shopping is one of the mega-trends which involves sale and purchase of groceries over the internet.

### **2.2 Proposed solution**

The concept though conceived in the west is gaining lot of popularity in the emerging markets of India. Since the industry is growing at a tremendous pace it has attracted huge investments by venture capitalists and angel investors. The market has seen lot of emerging players of which Big Basket, Zopnow, Aaramshop and Local Banya leads from the front. These startups have been very successful because they currently are present in different cities and commanding leading sales.

Although online grocery shopping is yet to catch up with the residents of many cities, yet all these e-commerce companies have started operating in many metro cities with an aim to change the way people do their grocery, veggie and staples shopping.

### 3.1 Block diagram

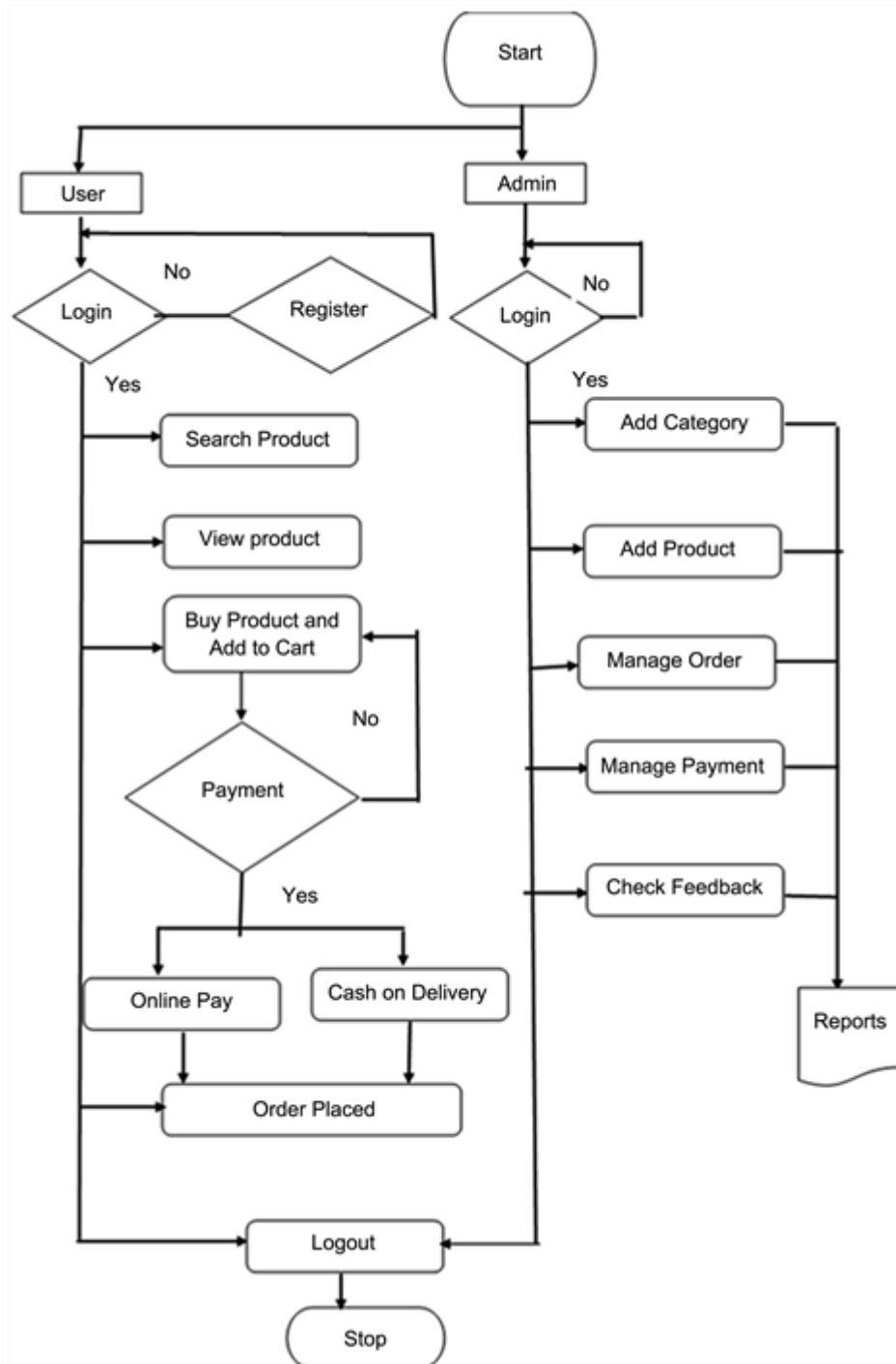


Fig 1.0

## **3.2 Hardware / Software designing**

**Front End:** Android Sdk

**Backend:** Sql

### **Software Requirements:**

- Windows Xp, Windows 7(ultimate, enterprise)
- Android Development Toolkit(ADT)
- Visual Studio 2010

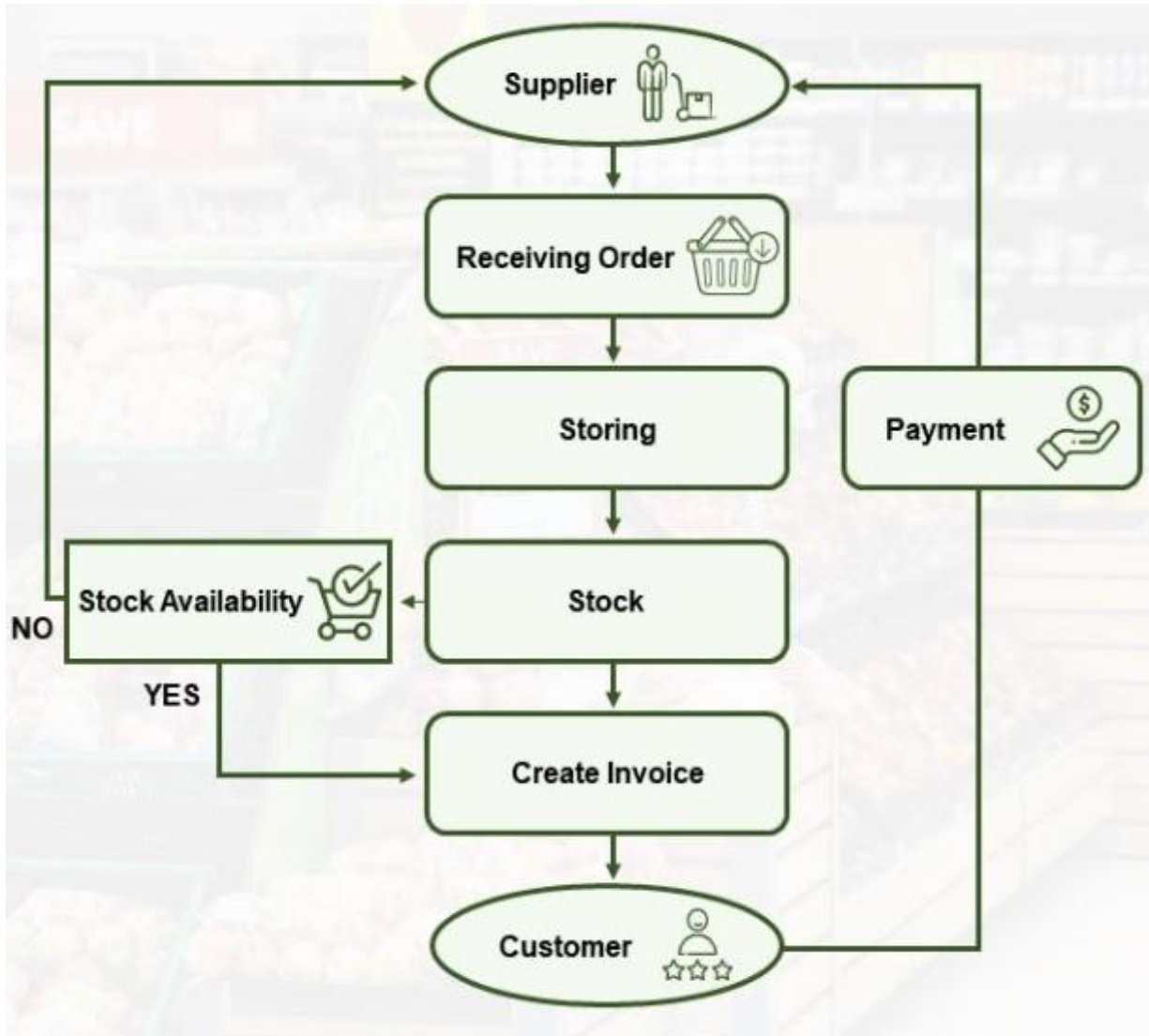
### **Hardware Components:**

- Processor – i3
- Hard Disk – 5 GB
- Memory – 1GB RAM
- Android device

## **4. EXPERIMENTAL INVESTIGATIONS**

This study focused on consumer motives and planned behavior components to predict consumers' mobile grocery app use intention and behavior among consumers. Past research frequently combined the U&G theory and the TPB to predict behavior because the TPB expands its scope by adding U&G components and increases theoretical rigor. A significant batch of research on both online and grocery shopping looked into consumer motives, perceptions, attitudes, and behaviors. However, the studies were aligned with either the motivation or the planned behavior stream rather than integrating both to convene the kernel of solid research. Further, they focused on external factors rather than internal and psychological factors. In mobile grocery shopping research, combining motivations and the decision-making process of planned behavior has little been conducted and is deserving of pursuit in light of theoretical power amplification and application to similar scholarly domains. Given this review, consumer motives for mobile grocery app use predict positive attitudes toward use.

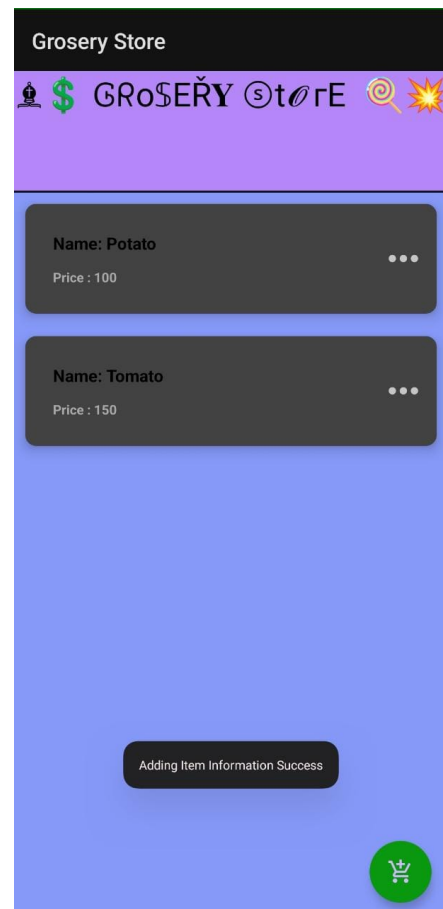
## 5. FLOWCHART



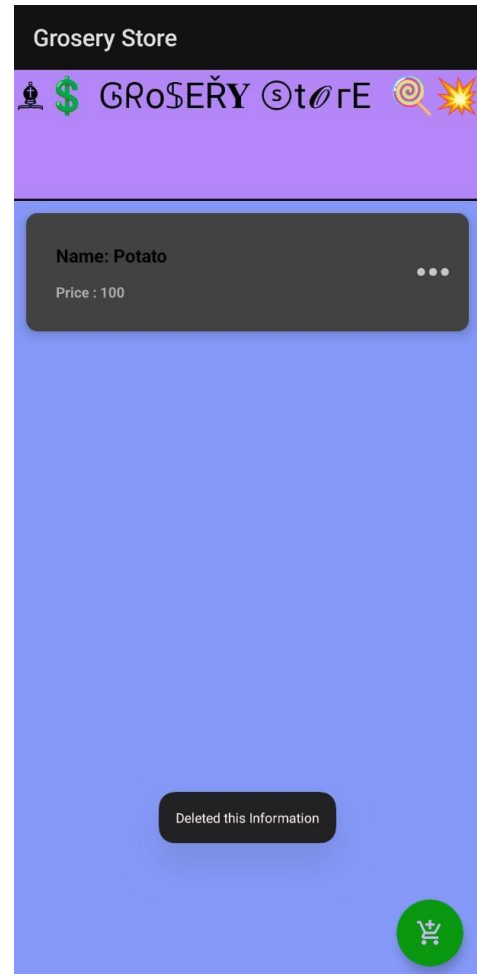
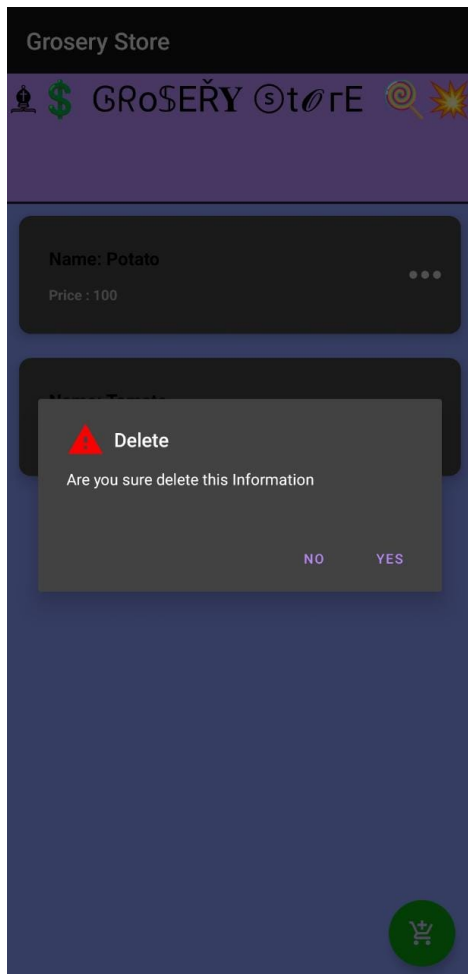
## 6. RESULT

User can select the product he wants to buy and the selected product will be added to cart. Cart contains user's name, contact details, product he had selected and the amount. User can search for the product through category like Fruits, Vegetables, and Detergents etc.

Since this system is made in android it is easily available in smart phones. Customer who has phones supporting android can easily use the application.



## 6.1 SNAPSHOTS





## **7. ADVANTAGES & DISADVANTAGES**

### **Advantages:**

- User can purchase grocery products through his mobile phones that support android.
- User does not have to wait in long queue and does not have to struggle with trolleys.
- User can coolly sit at home and purchase the products according to his like.

### **Disadvantages:**

- This system won't work in mobile phone that does not support android.
- Product quality would differ from manually purchasing product in a supermarket.

## **8. APPLICATIONS**

- Retail and Wholesale
- This application can be used by any user who loves to shop and this application can be used by many house wives.
- Online Marketing
- Finance
- Manufacturing
- Online Booking
- Online Publishing
- Digital Advertising
- Auctions

## **9. Conclusion**

Our project is only a humble venture to satisfy the needs to manage their project work . Several user friendly coding have also adopted . This package shall prove to be a powerful package in satisfying all the requirements of the school . The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses .

## **10. FUTURE SCOPE**

In a nutshell , it can be summarized that the future scope of the project circles around maintaining information regarding :

- We can add printer in future .
- We can give more advance software for Online Grocery Ordering System including more facilities.
- We will host the platform on online servers to make it accessible worldwide.
- Integrate multiple load balancers to distribute the loads of the system.
- Create the master and slave database structure to reduce the overload of the database queries.
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.

## **11.BIBILOGRAPHY**

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- [2] Willett, W.; Rockström, J.; Loken, B.; Springmann, M.; Lang, T.; Vermeulen, S.; Garnett, T.; Tilman, D.; DeClerck, F.; Wood, A.; et al. Food in the Anthropocene: The EAT–Lancet Commission on healthy diets from sustainable food systems. *Lancet* 2019, 393, 447–492.
- [3] Hoek, A.; Pearson, D.; James, S.; Lawrence, M.; Friel, S. Healthy and environmentally sustainable food choices: Consumer responses to point-of-purchase actions. *Food Qual. Prefer.* 2017, 58, 94–106.
- [4] Santos, B.D.L.; Hortaçsu, A.; Wildenbeest, M.R. Testing Models of Consumer Search Using Data on Web Browsing and Purchasing Behavior. *Am. Econ. Rev.* 2012, 102, 2955–2980.
- [5] Cameron, A.J.; Charlton, E.; Ngan, W.W.; Sacks, G. A Systematic Review of the Effectiveness of Supermarket-Based Interventions Involving Product, Promotion, or Place on the Healthiness of Consumer Purchases. *Curr. Nutr. Rep.* 2016, 5, 129–138.

## 11.1 Source Code

### XML Code:

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <TextView
        android:id="@+id/textView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_alignParentStart="true"
        android:layout_alignParentTop="true"
        android:layout_alignParentEnd="true"
        android:layout_alignParentBottom="true"
        android:layout_marginStart="0dp"
        android:layout_marginTop="0dp"
        android:layout_marginEnd="0dp"
        android:layout_marginBottom="659dp"
        android:background="#b486f8"
        android:text="👤 $ GRóSĚRY ©tO ré ©🌟"
        android:textAlignment="center"
        android:textColor="@color/black"
        android:textSize="30dp" />

    <LinearLayout
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="wrap_content">

    </LinearLayout>
    <com.google.android.material.floatingactionbutton.FloatingActionButton
        android:id="@+id/addingBtn"
```

```
android:src="@drawable/ic_add"  
app:tint="#d2b7fb"  
android:layout_alignParentBottom="true"  
android:layout_alignParentEnd="true"  
android:layout_margin="15dp"  
android:layout_width="wrap_content"  
android:layout_height="wrap_content"/>
```

```
<androidx.recyclerview.widget.RecyclerView  
    android:id="@+id/mRecycler"  
    android:layout_width="match_parent"  
    android:layout_height="657dp"  
    android:layout_alignParentBottom="true"  
    android:layout_marginBottom="0dp"  
    android:background="#8699f8" />
```

```
</RelativeLayout>
```

## Kotlin Code

```
package com.malkinfo.editingrecyclerview

import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.view.LayoutInflater
import android.widget.EditText
import android.widget.Toast
import androidx.appcompat.app.AlertDialog
import androidx.recyclerview.widget.LinearLayoutManager
import androidx.recyclerview.widget.RecyclerView
import com.google.android.material.floatingactionbutton.FloatingActionButton
import com.malkinfo.editingrecyclerview.model.UserData
import com.malkinfo.editingrecyclerview.view.UserAdapter

class MainActivity : AppCompatActivity() {
    private lateinit var addsBtn:FloatingActionButton
    private lateinit var recv:RecyclerView
    private lateinit var userList:ArrayList<UserData>
    private lateinit var userAdapter:UserAdapter
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        /**set List*/
        userList = ArrayList()
        /**set find Id*/
        addsBtn = findViewById(R.id.addingBtn)
        recv = findViewById(R.id.mRecycler)
        /**set Adapter*/
        userAdapter = UserAdapter(this,userList)
        /**setRecycler view Adapter*/
        recv.layoutManager = LinearLayoutManager(this)
        recv.adapter = userAdapter
        /**set Dialog*/
        addsBtn.setOnClickListener { addInfo() }
    }

    private fun addInfo() {
        val inflater = LayoutInflater.from(this)
        val v = inflater.inflate(R.layout.add_item,null)
        /**set view*/
    }
}
```

```
val userName = v.findViewById<EditText>(R.id.userName)
val userNo = v.findViewById<EditText>(R.id.userNo)

val addDialog = AlertDialog.Builder(this)

addDialog.setView(v)
addDialog.setPositiveButton("Ok"){
    dialog,_->
        val names = userName.text.toString()
        val number = userNo.text.toString()

        userList.add(UserData("Name: $names","Price : $number"))
        userAdapter.notifyDataSetChanged()
        Toast.makeText(this,"Adding Item Information
Success",Toast.LENGTH_SHORT).show()
        dialog.dismiss()
    }
addDialog.setNegativeButton("Cancel"){
    dialog,_->
        dialog.dismiss()
        Toast.makeText(this,"Cancel",Toast.LENGTH_SHORT).show()
    }
addDialog.create()
addDialog.show()
}
```