# Jersey

(An Android Application)



# Project Report submitted to St. Xavier's College – Autonomous Mumbai

For the partial fulfillment for the award of the degree of Bachelor of Science (BSc) in Information Technology

By Vivek Ramayan Chaurasia (UID : 205102)

**Under the Supervision of Prof. Miss. Lydia Fernandes** 

INFORMATION TECHNOLOGY
ST. XAVIER'S COLLEGE (AUTONOMOUS),
MUMBAI-400001, INDIA
April 2023



# PROJECT CERTIFICATE

This is to certify that the project entitled **Jersey - An Android Application** undertaken at the Information Technology Department of St. Xavier's College – Autonomous Mumbai has been submitted by: **Vivek Ramayan Chaurasia (UID No: 205102)**, in partial fulfillment of Bachelor's in Information Technology degree (Semester VI) Examination. It is further certified that he has completed all required phases of the project.

Signature Signature Signature

(Internal Guide) (Internal Examiner) (External Examiner)

Signature College Seal

(HOD – Information Technology department)

### **Declaration**

#### I, Vivek Ramayan Chaurasia (UID No: 205102), do hereby, certify that:

- 1) that the project report titled, "Jersey An Android Application" which is being submitted in partial fulfillment of the requirements for the Degree of Bachelor of Science with a specialization in Information Technology is the result of the **original work** carried out by us under the guidance of the Ms, Lydia Fernandes, faculty of Information Technology Department, St. Xavier's College, Mumbai-01.
- 2) This project has not previously formed the basis for the award of any degree, diploma, or certificate of this college or of any other college or university.
- 3) Whenever we have used materials (data, theoretical analysis, and text) from other sources, we have given due credit to them by providing references of them in the project documentation.
- 4) From the plagiarism test, it is found that the similarity index of whole submission is within \_\_\_\_%. [optional]

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UID: 205102

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At last, but not the least I want to thank all my friends who helped/treasured me out in completing the project, where they all exchanged their own interesting ideas, thoughts and made this possible to complete my project with all accurate information. I wish to thank my parents for their personal support or attention who inspired/encouraged me to go my own way.

#### **Abstract**

Jersey is an Android e-commerce application that allows sports enthusiasts to purchase jerseys of their favourite teams online. The app features a shopping cart that enables users to select and add the items they wish to purchase. Once the user has completed their selections, they can proceed to check out.

Upon successful payment, users will receive an order confirmation email within the next 24 hours. If they have any queries related to their order, they can contact the support team via email at jerseysupport@gmail.com.

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#### 1. Introduction

### 1.1.Background

Jersey is an Android e-commerce application designed to assist sports enthusiasts in purchasing jerseys of their favourite teams online. E-commerce is a business model that uses the internet to sell goods and services to customers. With the proliferation of smartphones and mobile devices, e-commerce is becoming increasingly popular, and mobile e-commerce or m-commerce is gaining more traction.

Jersey's primary goal is to provide a convenient and seamless experience for users who want to purchase sports jerseys online. The app features a user-friendly interface that enables users to select and add the items they wish to purchase to their shopping cart. Payment for the selected items can be made quickly and easily through the app's integrated payment gateway.

E-payment technologies have made it possible for customers to make payments online with just a few clicks. Jersey takes advantage of this technology to provide a fast and secure payment process for its users. Upon successful payment, users will receive an order confirmation email within the next 24 hours, and they can contact the support team via email at jerseysupport@gmail.com if they have any queries related to their order.

Overall, Jersey provides a convenient and hassle-free way for sports enthusiasts to purchase their favourite teams' jerseys online, making it an excellent choice for anyone looking for a reliable and user-friendly e-commerce app for Android.

### 2. Objectives

The objective of Jersey - an Android e-commerce application is to provide users with a convenient and user-friendly platform for purchasing sports jerseys online. The app aims to achieve the following objectives:

- ✓ Easy Product Navigation and Selection
- ✓ Simple and Secure Payment Gateway
- ✓ User-Friendly Interface and Time-Effective Purchase Process
- ✔ Automated Order Confirmation Email
- ✔ Efficient Order Tracking and Management
- ✓ Options to Update Products, Categories, and Website Settings at the backend
- ✓ User-Centric Features like Individual Product Quantity Modification, Best Selling Products List, and News Info for Sliders.

#### 3. Purpose and Scope

### 3.1. Purpose

The main purpose of Jersey Android Application is to provide a user-friendly platform for sports enthusiasts to purchase sports jerseys online. The app aims to make the shopping experience hassle-free and time-effective. It also provides an opportunity for sports lovers to purchase their favourite jerseys from anywhere at any time.

#### 3.2. Scope

The scope of the Jersey Android Application is to facilitate the purchase of sports jerseys online. It offers a range of sports team options and best-selling product lists for users to choose from. The app also provides an option to add products to the cart, view the cart, and make payments online. Additionally, it allows users to track their order and receive support via email.

### 3.3. Applicability

The Jersey Android Application can be used by anyone who wishes to purchase sports jerseys online. It is designed to cater to sports enthusiasts who wish to shop for sports merchandise online. The application provides an easy-to-use interface that is user-friendly and convenient. It also offers an option for users to receive support via email, making it more accessible for people who face difficulties in navigating the app.

#### 4. Achievements

The project objectives have been successfully met by developing an Android app that enables users to purchase sports products with ease. The app features a user-friendly interface that includes a navigation bar, sliders, and eight sports categories from which users can select products. Each product comes with a detailed description, and users can add products to their carts and proceed to checkout. The app also allows users to view their order history and provides a chatbot feature for recommending products.

# 5. Organization of Report

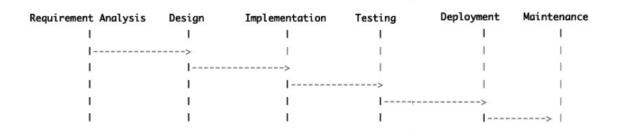


Figure 16: Waterfall Model

The report will be divided into several chapters that cover the entire software development process using **waterfall model**. The chapters include:

- **Introduction:** The introduction chapter will provide an overview of the project, including its purpose, objectives, and scope.
- **Requirement Analysis:** In this chapter, we will analyze the requirements for the Android app, including the hardware and software requirements.
- **Design:** In this chapter, we will describe the UI/UX design of the Android app, including the database schema design.
- **Technology Survey:** This chapter will compare and decide on a certain technology suitable for the Android application. The app will be developed using Android Studio, and the programming language used will be Java. For the backend db, MySQL will be used.
- **Implementation:** This chapter will include the design and programming of the modules according to the specified requirements.
- **Testing:** In this chapter, we will test all the modules and specifications thoroughly to ensure that the app is fully functional and can meet all its objectives efficiently.
- **Deployment:** After testing, the app will be deployed on the Google Play Store or any other preferred platform.
- **Maintenance:** This stage will involve providing ongoing support, maintenance, and updates to the app to ensure its continued functionality and relevance to the users.
- **Conclusion:** The conclusion chapter will summarize the project's achievements, including the challenges and lessons learned during the development process.

# 2. Survey of Technologies

#### **Front-end Technologies**

- HTML: The standard markup language used to create web pages and applications.
- CSS: Used to add visual style and layout to web pages created with HTML.
- JavaScript: A scripting language used to create interactive web pages and dynamic user interfaces.
- jQuery: A JavaScript library used to simplify HTML document traversal and manipulation, event handling, and animation.
- Android Studio: The official integrated development environment (IDE) for Android app development.

#### **Back-end Technologies**

- Java: A popular object-oriented programming language used for creating web applications and Android apps.
- MySQL: An open-source relational database management system used for storing and managing data.
- PHP: A server-side scripting language used for creating dynamic web pages and web applications.

#### **API Testing and Debugging Tools**

- Postman: A popular API testing tool used for testing and debugging APIs.
- Visual Studio Code: A lightweight, open-source code editor used for developing web and cloud applications.

#### **Payment Gateway Integration**

- Razorpay: A payment gateway integration platform that allows businesses to accept online payments.
- PayPal: A widely used payment gateway for online payments.

#### **Web Hosting Service**

• 000webhost: A free web hosting service that allows users to host their websites and applications for free.

# 3. Requirement and analysis

### 3.1.Problem Definition

The problem with the existing system is that users have to physically go to sports stores to purchase sports products. There is no online platform for purchasing sports products that is easy to use and efficient.

### **Existing System**

In the existing system, the user will have to do the following:

- 1) users have to physically visit sports stores to purchase sports products
- 2) Hard Payment Methods and Not so User-Friendly Interface
- 3) there is no online platform available with easy purchase modes for purchasing only jerseys, which makes it difficult for users to purchase products without visiting the stores

# 3.2. Requirement Specification

# • Functional Requirements

The system will allow users to purchase sports products online through an easy-to-use interface and clear payment methods.

### • Non-Functional Requirements

#### 1) Availability

The system will be easily accessible to users.

### 2) Reliability

The system will be highly accurate, reliable, and secure.

#### 3) Maintainability

The system is easily maintainable and provides an easy access to resources.

#### 4) Scalability

The system will be designed in such a way that future enhancements can be easily introduced.

# 3.3. Planning and Scheduling

| Task                                 | Start Date | End Date  | Duration |
|--------------------------------------|------------|-----------|----------|
| Requirement Analysis                 | 01-Nov-22  | 07-Nov-22 | 7 days   |
| System Design                        | 08-Nov-22  | 22-Nov-22 | 15 days  |
| Database Design                      | 23-Nov-22  | 29-Nov-22 | 7 days   |
| Front-end Development                | 30-Nov-22  | 19-Dec-22 | 20 days  |
| Back-end Development                 | 20-Dec-22  | 19-Jan-23 | 31 days  |
| Payment Gateway Integration          | 20-Jan-23  | 02-Feb-23 | 14 days  |
| Testing and Debugging                | 03-Feb-23  | 16-Feb-23 | 14 days  |
| Deployment                           | 17-Feb-23  | 28-Feb-23 | 12 days  |
| User Acceptance Testing              | 01-Mar-23  | 08-Mar-23 | 8 days   |
| Bug Fixing and Final Touches         | 09-Mar-23  | 20-Mar-23 | 12 days  |
| Project Completion and Documentation | 21-Mar-23  | 31-Mar-23 | 11 days  |

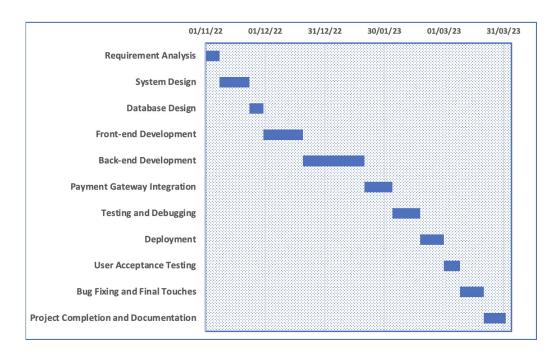


Figure 1: Gantt Chart

# 3.4. Software and Hardware Requirements

# • Hardware

- 1) Any computer or laptop running on Windows, MacOS or Linux with at least 4 GB RAM.
- 2) Minimum 500 GB storage capacity.

### • Software

- 1) VS Code, Android Studio
- 2) Microsoft SQL Server management Studio, Postman, 000webhost for server
- 3) Languages: HTML, JavaScript, PHP, MySql, Java, xml

# 3.5. Preliminary Product Description

The application will contain the following **modules:** 

#### 1. Home Page

The landing page of the jersey e-commerce selling app where users can navigate to different sections of the app.

#### 2. Search bar

Allows users to search for specific jerseys by keywords, such as team name or player name.

#### 3. Categories

A section on the home page that displays different categories of jerseys, such as by team or by sport.

#### 4. Product page

Displays detailed information about a particular jersey, including images, sizes, colors, and pricing.

#### 5. Shopping Cart

A section of the app where users can view and manage the items they have added to their cart before proceeding to checkout.

#### 6. Check Out

The process of submitting an order and providing payment and shipping information.

#### 7. Payment

The section where users can choose a payment method such as Razor Pay, bank transfer and PayPal and provide payment information i.e with order code to complete their purchase.

# 3.6. Conceptual Models

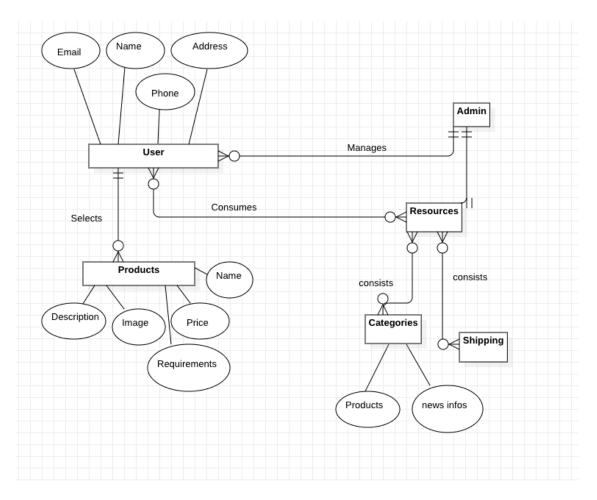


Figure 2: E-R Diagram

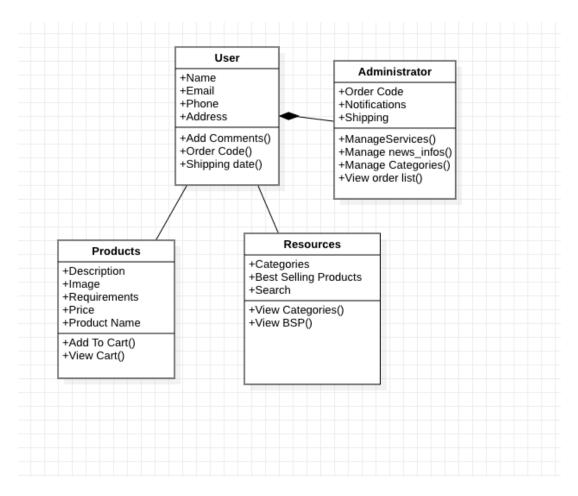


Figure 3: Class Diagram

#### Jersey - An Android Application

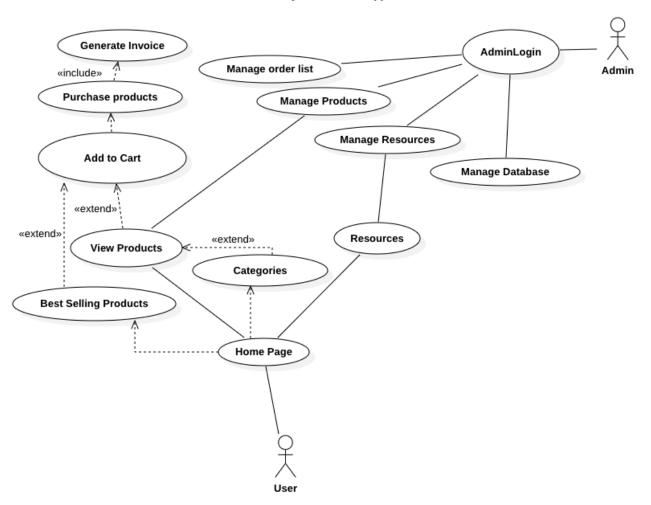


Figure 4: Use Case Diagram

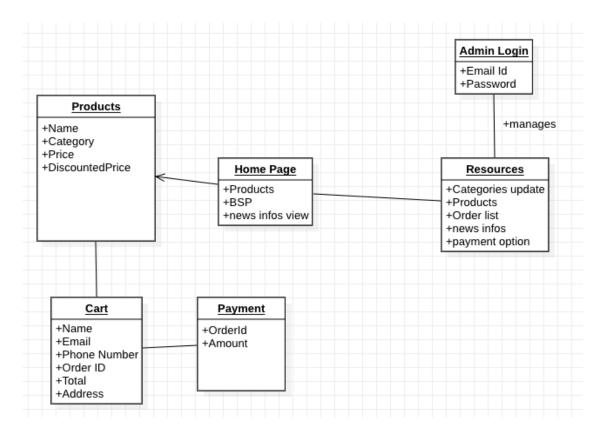


Figure 5: Object Diagram

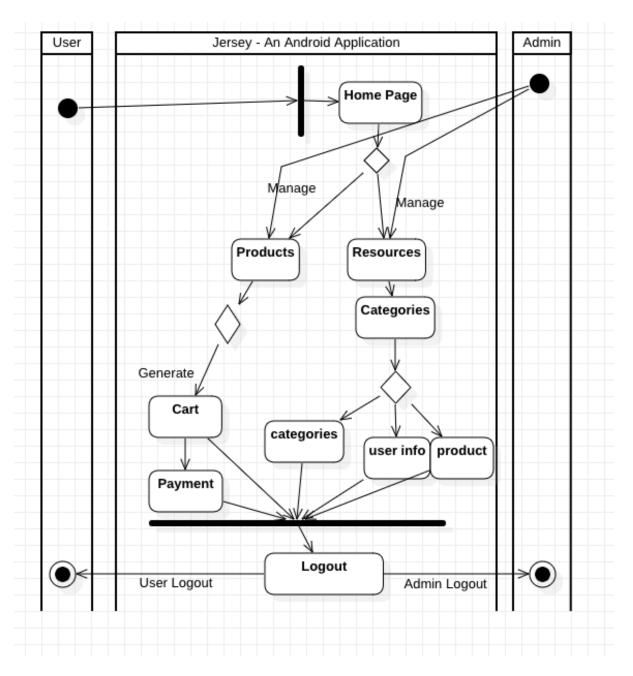


Figure 6: Activity Diagram

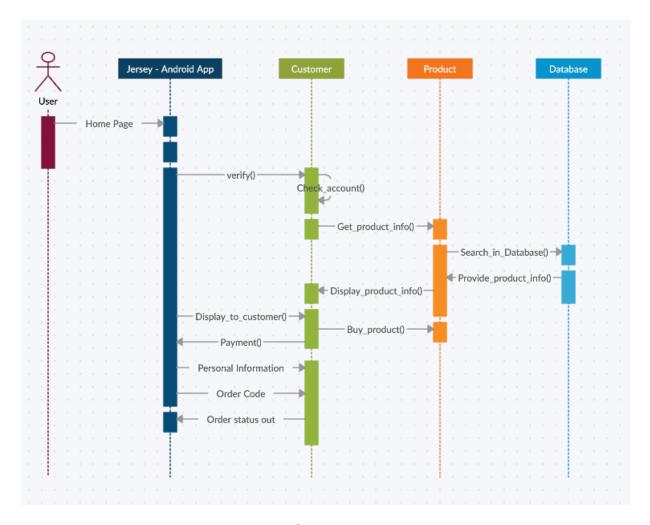


Figure 7: Sequence Diagram

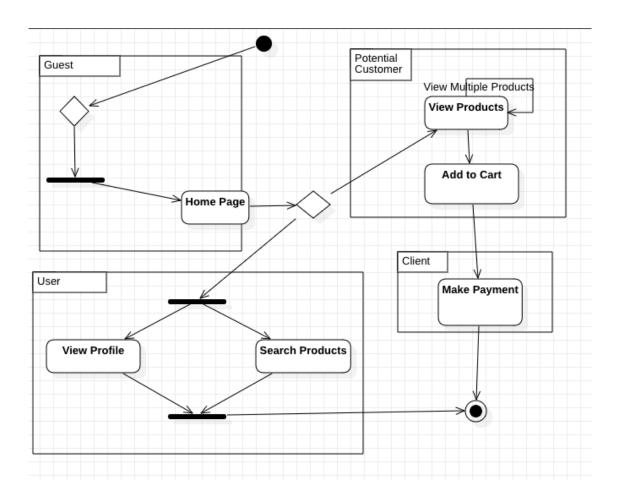


Figure 8: State Chart Diagram

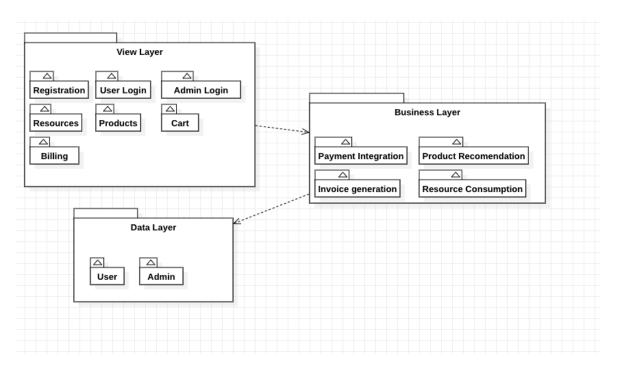


Figure 9: Package Diagram

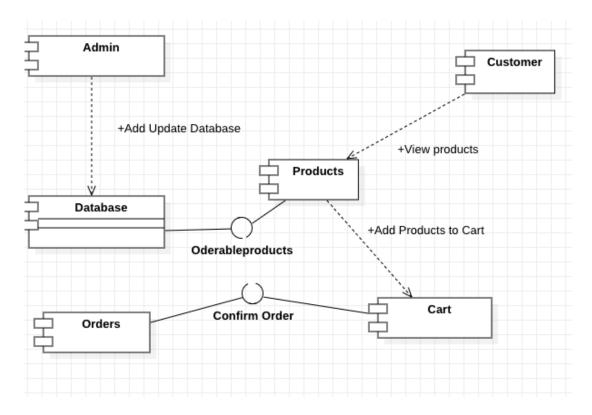


Figure 10: Component Diagram

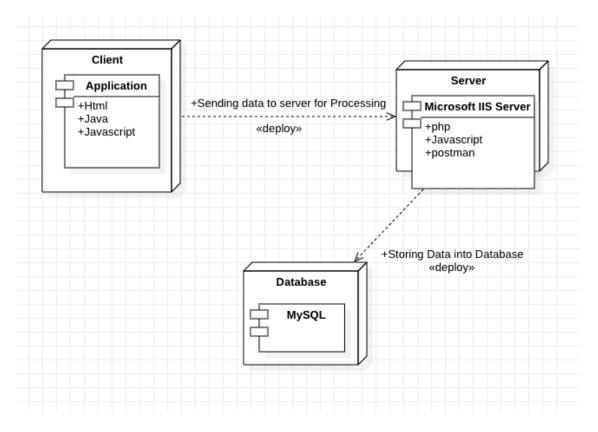


Figure 11: Deployment Diagram

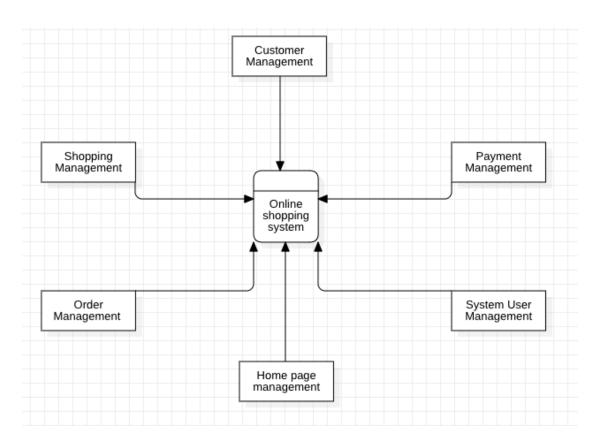


Figure 12: Data Flow Diagram (Context Level)

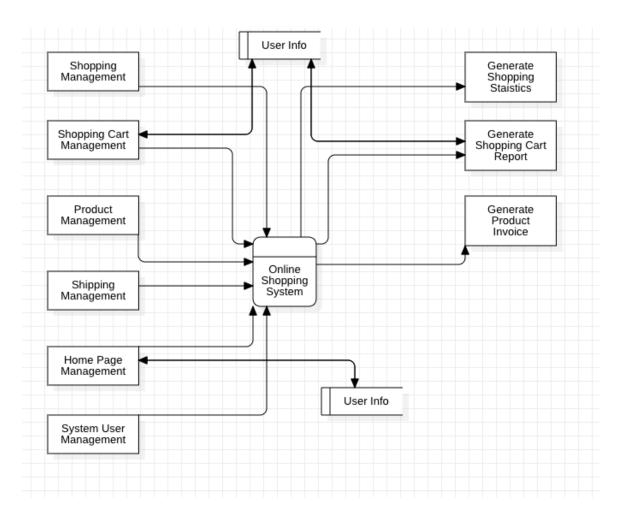


Figure 13: Data Flow Diagram (Level 1)

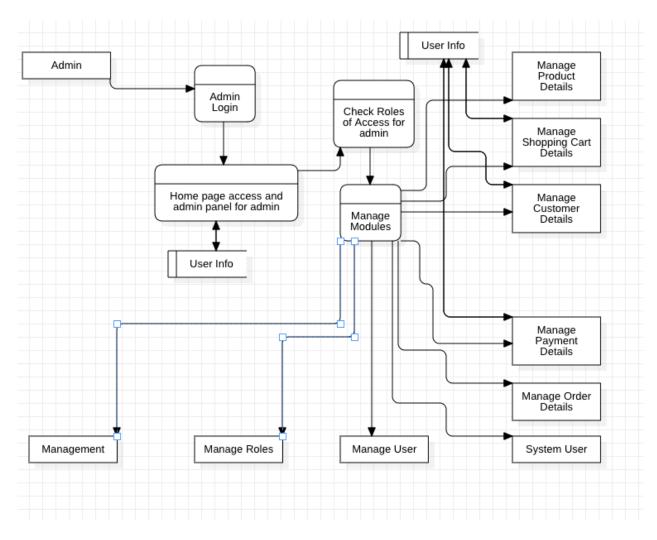


Figure 14: Data Flow Diagram (Level 2)

#### 4)1.Basic Modules

#### • Homepage:

The home page of the app will contain a navigation bar to search for products and sliders displaying the best-selling products. The user can select one of the 8 sports categories displayed on the home page to view the product list.

#### • Product Page:

On selecting a particular sports category, the user will be directed to a page where they can view the products list. The products list will contain the details of all the products available under that sports category. By clicking on a particular product, the user can view the product description and add it to the cart.

#### • Shopping Cart:

After adding a product to the cart, the user can view the product list by clicking on the cart icon. In the cart, the user can change the product quantity or remove the product from the cart. After reviewing the products in the cart, the user can proceed to checkout.

#### • Checkout:

The checkout page will ask the user to fill in the personal information such as name, email ID, phone number, shipping address, and shipping date. The user can also add comments about the order. After filling in the personal information, the user can see the order summary with the total cost of the order. Clicking on the process checkout button will redirect the user to the payment gateway.

#### • Payment:

The payment gateway will provide options to pay via Razor Pay, or bank transfer. The user can select one of the payment methods and proceed to make the payment. After successful payment, a dialog box will appear displaying the order ID and payment details.

#### • Admin Panel:

The admin panel of the app will have options to add or edit products, product categories, and news info for the sliders. The order list will display the list of orders made, and the payment options and notifications can be managed from the panel settings. The app is linked with PHPMyAdmin and web host at the backend.

For Admin panel visit: https://steric-billet.000webhostapp.com/sample\_ecom

Here, admin has to enter the username and password and then from here manage the products, categories, order list from back end.

# 4)2.Data Design

# 4)2.1.Schema Design

Note: This is the general blueprint I used to build the database for my app. However, relevant changes were made during the process of actually creating this project.

# sports\_categories

| Field         | Data Type    | Null | Constraint                                |
|---------------|--------------|------|---|
| category_id   | int          | No   | Primary key, auto-incremented category ID |
| category_name | varchar(255) | No   |   |

# products

| Field                   | Data Type         | Null | Constraint   |
|-------------------------|-------------------|------|--|
| product_id              | int               | No   | Primary key, auto-incremented product ID   |
| product_name            | varchar(25<br>5)  | No   |  |
| category_id             | int               | No   | Foreign key referencing sports_categories table, specifies the category of the product |
| product_descri<br>ption | varchar(25<br>5)  | Yes  |  |
| product_price           | decimal(10<br>,2) | No   |  |

#### users

| Field                  | Data Type        | Null | Constraint  |
|------------------------|------------------|------|---|
| user_id                | int              | No   | Primary key, auto-incremented user ID   |
| user_name              | varchar(25<br>5) | No   |   |
| user_email             | varchar(25<br>5) | No   |   |
| user_phone             | varchar(20<br>)  | No   |   |
| user_address           | varchar(25<br>5) | No   |   |
| user_shipping_<br>date | date             | Yes  |   |
| user_comment<br>s      | varchar(25<br>5) | Yes  |   |
| order_id               | int              | No   | Foreign key referencing orders table, specifies the order to which the user belongs |

# orders

| Field              | Data Type         | Null | Constraint   |
|--------------------|-------------------|------|--|
| order_id           | int               | No   | Primary key, auto-incremented order ID                                       |
| order_date         | datetime          | No   | Date and time when the order was placed                                      |
| order_total        | decimal(10<br>,2) | No   | Total amount of the order  |
| payment_met<br>hod | varchar(50<br>)   | No   | Payment method used by the user for the order                                |
| payment_stat<br>us | varchar(50<br>)   | No   | Payment status of the order  |
| user_id            | int               | No   | Foreign key referencing users table, specifies the user who placed the order |

# order\_items

| Field             | Data Type         | Null | Constraint  |
|-------------------|-------------------|------|---|
| order_item<br>_id | int               | No   | Primary key, auto-incremented order item ID   |
| order_id          | int               | No   | Foreign key referencing orders table, specifies the order to which the order item belongs |
| product_id        | int               | No   | Foreign key referencing products table, specifies the product of the order item           |
| quantity          | int               | No   | Quantity of the product in the order item   |
| price             | decimal(10<br>,2) | No   | Price of the product in the order item  |

### carts

| Field      | Data<br>Type | Null | Constraint  |
|------------|--------------|------|---|
| cart_id    | int          | No   | Primary key, auto-incremented cart ID                                     |
| user_id    | int          | No   | Foreign key referencing users table, specifies the user who owns the cart |
| product_id | int          | No   | Foreign key referencing products table, specifies the product in the cart |
| quantity   | int          | No   | Quantity of the product in the cart                                       |

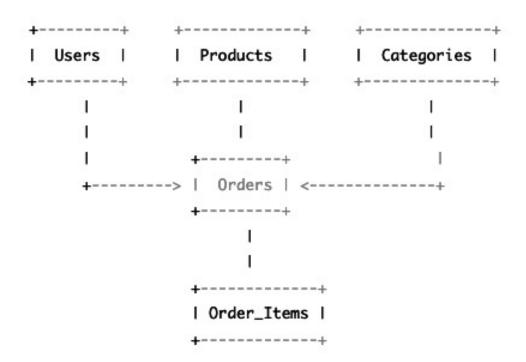


Figure 15: Database and Schema Design

# 4)2.2.Data Integrity and Constraints

### Auto Increment Constraint:

Automatically increments the value of a column for each new record.

### • Primary Key Constraint:

Uniquely identifies each row/record in a database table.

# • Foreign Key Constraint:

Creates a relationship between tables based on a primary key in one table and a corresponding foreign key in another table.

#### • Check Constraint:

Ensures that values in a column satisfy certain conditions.

#### Not Null Constraint:

Specifies that a column cannot contain NULL values.

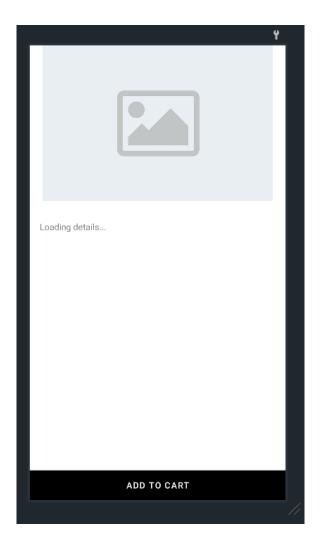
# 4)3.User Interface Designs

Figure 16: UI Designs

# main(home page)

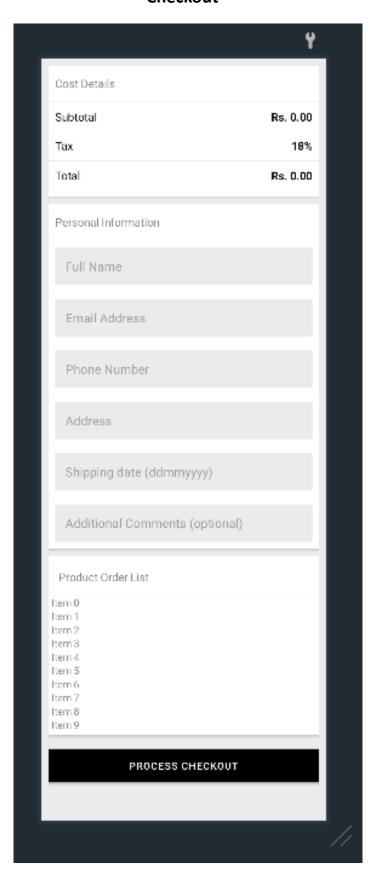
# product detail





# Item 0 Item 1 Item 2 Item 3 Item 4 Item 5 Item 6 Item 7 Item 8 Item 9

# Checkout



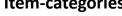
# Cart

# Payment

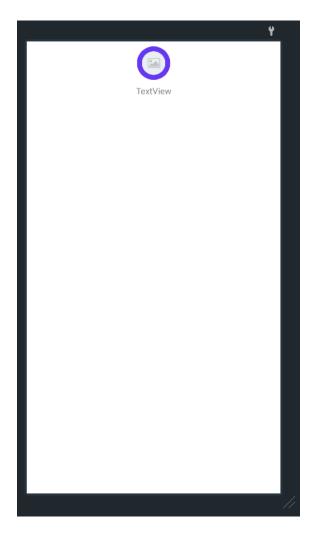


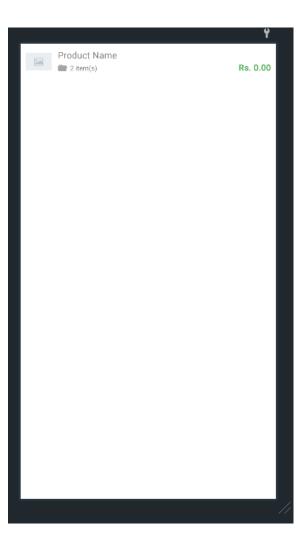


# Item-categories



### Item-cart

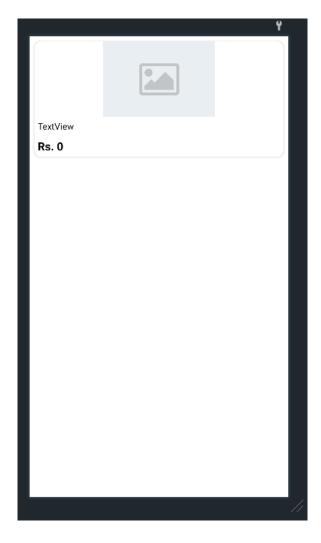


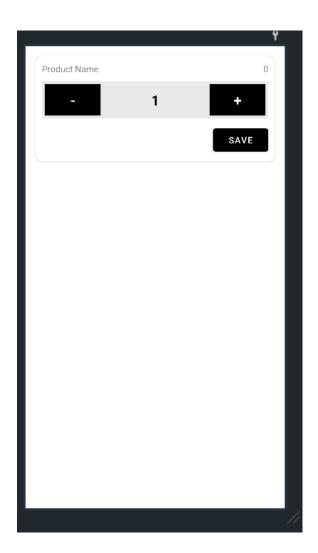


# Item-product



# **Quantity-dialog**





### 4)4. Security Issues

- **Authorization:** The system must authorize users based on their roles to prevent unauthorized access to the app's data. For example, only authenticated users with specific roles such as customer, admin, or vendor should be able to access certain parts of the application.
- **Insecure data storage:** If sensitive user data such as passwords, payment details, and personal information are not properly encrypted or stored securely, they can be vulnerable to theft or hacking.
- Lack of secure communication: If the app does not use secure communication protocols such as HTTPS, the user's sensitive data can be intercepted by attackers during transmission.
- Weak authentication: If the app uses weak authentication methods, such as simple passwords or no password at all, it can make it easier for attackers to gain access to user accounts.
- **Malware:** If the app is not properly secured, it can be vulnerable to malware attacks that can compromise user data and security.
- **Insecure third-party libraries:** If the app uses insecure third-party libraries, it can open up vulnerabilities and expose user data to attackers.
- **Insufficient app permissions:** If the app has access to more permissions than necessary, it can be easier for attackers to gain access to user data.

# 4)5.Test Case Design

| Test<br>Case<br>ID | Test Case Description   | Expected Result  | Pass/<br>Fail |
|--------------------|---|--|---------------|
| T001               | Verify that the app launches without any errors.                                | The home page of the app should load without any errors.   | Pass          |
| T002               | Verify that the navigation bar with search option to select particular product. | The navigation bar to search products and view that particular product should appear with select.                | Pass          |
| T003               | Verify that all 8 sports options are clickable and lead to the correct page.    | Clicking on any of the sports options should lead to a new page with the correct products related to that sport. | Pass          |
| T004               | Verify that the Add to Cart button adds the selected product to the cart.       | Clicking on the Add to Cart button should add the selected product to the cart without any errors.               | Pass          |
| T005               | Verify that the Cart page shows all the selected products.                      | The Cart page should display all the selected products with the correct details and quantity.                    | Pass          |
| T006               | Verify that the Continue button on the Cart page leads to the Checkout page.    | Clicking on the Continue button should lead to the Checkout page without any errors.                             | Pass          |
| T007               | Verify that all the required fields on the Checkout page are compulsory.        | All the required fields (name, email, phone number, address, shipping date) should be compulsory to fill out.    | Pass          |
| T008               | Verify that the process checkout button leads to a payment page.                | Clicking on the process checkout button should lead to a payment page without any errors.                        | Pass          |
| T009               | Verify that the payment page shows correct order details.                       | The payment page should show correct order details (order ID, name, payment options) without any errors.         | Pass          |
| T010               | Verify that the admin panel has options to update the products and categories.  | The admin panel should have options to add, edit and delete products and categories.                             | Pass          |

## 5. IMPLEMENTATION AND TESTING

### 5.1.Implementation Approach

### • Introduction

The Android app starts with the home page where the user can see the navigation bar to search and below that, there are sliders displaying the best selling products. Below that, there are 8 options to select sports. After selecting any sport, a new page appears where the user can see the list of products and select whichever they want. Then a page appears with the product description and an "Add to Cart" button. By clicking on the "Add to Cart" button, the user can add the product to their cart. At the top left corner, the user can see an option to view their cart, where they can see all the selected products.

After selecting the products, the user can click on the "Continue" button and see the total cost details. The user needs to fill in the compulsory personal information such as name, email ID, phone number, address, shipping date, and optional comments. After filling in the details, the user can click on the "Process Checkout" button.

A dialog box will appear after clicking on the "Process Checkout" button for a successful order with a "Pay Now" option. Clicking on the "Pay Now" option will take the user to a payment page where they can see their order ID/code, their name, and options to make payment using Razor Pay, or bank transfer.

Note: For testing, we have used razor pay test case api we can replace it with the actual API keys in future.

### • Input and Output Design Implementation

For this Android app project, the implementation approach involved creating different modules for specific functionalities and designing a database to store the necessary information. The user interface includes a navigation bar for searching and options to select from eight different sports. Once a sport is selected, the user can view the list of products available and add them to their cart. At the checkout page, the user is required to input personal information such as name, email<sub>37</sub>phone number, address, shipping date, and optional comments.

The app integrates with PHPMyAdmin and web host at the backend, allowing for easy updates to product and category options, news info for sliders, and payment options.

### • Code Module

This Android app was created by using Java for the front-end and SQLite for the backend. The app is linked with phpMyAdmin and web host at the backend to update the options.

### • System Implementation

The Android app is designed in such a way that the user can easily navigate through the different sections. The app has 8 sports options on the home page, and after selecting any sports option, the user can see the list of products related to that sport. By clicking on the "Add to Cart" button, the user can add the product to their cart, and they can see the selected products in the cart.

The user can go back to the home page by clicking on the top right corner and selecting any other sports option or by adding more products. The user can increase or decrease the quantity of any individual product and see the available stock as well.

The admin can update all the content from the back end which is built on PhpMyAdmin and hosted on 000webhost. In the "Product" option, the admin can add a product and select which of the 8 categories they want to keep and can add more. In the "Category" option, the admin can edit the category for the 8 categories of sports options and can add more categories. In the "News Info" option, the admin can update the sliders, and in the "Payment Option" option, the admin can keep the payment options. The app also has an "Order List" option, where the admin can see the list of orders made on the app.

### • Project Summary

This Android Jersey app is designed to allow users to purchase sports products through their mobile device. Upon opening the app, users will see a navigation bar to search and get redirect to specific product at the top, and eight options for sports to choose from below. After selecting a sport, users will be taken to a page where they can view products related to that sport and select the items they want to purchase. After selecting a product, a page with its description will appear, and users can add it to their cart by clicking on the "Add to Cart" button.

By clicking on the cart icon, users can view their selected products and proceed to checkout. The checkout page requires users to fill in personal information such as name, email address, phone number, shipping address, and comments (optional). Users can also adjust the quantity of items and see the total cost. After filling in the information, users can click on "Process Checkout" and choose a payment option such as PayPal, Razor Pay, or bank transfer.

The app also includes options to update sports teams and products, view a list of orders made and get confirmation via email within next 24 hours. It is linked with phpmyadmin and web host, allowing for easy backend management. Overall, the app provides a convenient and user-friendly way for sports enthusiasts to purchase products on their mobile devices.

### 5.2. Code Details and Code Efficiency

### Code:

Please find below the list of the main Java files for this project. For the complete set of project files and their contents, please visit the provided link and download the project's ZIP file:

https://github.com/Vivek-chaurasia-03/jersey.git

### MainActivity.java

```
package com.example.aexpress.activities;
import\ and roid x. app compat. app. App Compat Activity;
import androidx.recyclerview.widget.GridLayoutManager;
import android.content.Intent;
import android.os.Bundle;
import android.util.Log;
import android.widget.Toast;
import com.android.volley.Request;
import\ com. and roid. volley. Request Queue;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;
import com.example.aexpress.R;
import com.example.aexpress.adapters.CategoryAdapter;
import com.example.aexpress.adapters.ProductAdapter;
import com.example.aexpress.databinding.ActivityMainBinding;
import com.example.aexpress.model.Category;
import com.example.aexpress.model.Product;
import com.example.aexpress.utils.Constants;
import com.mancj.materialsearchbar.MaterialSearchBar;
import\ org. imaginative world. why notimage carousel. model. Carousel Item;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.util.ArrayList;
public class MainActivity extends AppCompatActivity {
  ActivityMainBinding binding;
  CategoryAdapter categoryAdapter;
  ArrayList<Category> categories;
  ProductAdapter productAdapter;
  ArrayList<Product> products;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    binding = ActivityMainBinding.inflate(getLayoutInflater());
    setContentView(binding.getRoot());
    binding.searchBar.setOnSearchActionListener(new MaterialSearchBar.OnSearchActionListener() {
       @Override
       public void onSearchStateChanged(boolean enabled) {
       @Override
       public void onSearchConfirmed(CharSequence text) {
         Intent intent = new Intent(MainActivity.this, SearchActivity.class);
         intent.putExtra("query", text.toString());
         startActivity(intent);
                                                                 40
       public void onButtonClicked(int buttonCode) {
```

```
});
  initCategories();
  initProducts();
  initSlider();
private void initSlider() {
  getRecentOffers();
void initCategories() {
  categories = new ArrayList<>();
  categoryAdapter = new CategoryAdapter(this, categories);
  getCategories();
  GridLayoutManager\ layoutManager = new\ GridLayoutManager(this, 4);
  binding.categoriesList.setLayoutManager(layoutManager);
  binding.categoriesList.setAdapter(categoryAdapter);
void getCategories() {
  RequestQueue queue = Volley.newRequestQueue(this);
  StringRequest request = new StringRequest(Request.Method.GET, Constants.GET_CATEGORIES_URL, new Response.Listener<String>() {
    @Override
    public void onResponse(String response) {
       try {
         Log.e("err", response);
         JSONObject mainObj = new JSONObject(response); if(mainObj.getString("status").equals("success")) {
            JSONArray categoriesArray = mainObj.getJSONArray("categories");
            for(int i =0; i < categoriesArray.length(); i++) {
              JSONObject object = categoriesArray.getJSONObject(i);
              Category category = new Category(
                   object.getString("name"),
Constants.CATEGORIES_IMAGE_URL + object.getString("icon"),
                   object.getString("color"),
                   object.getString("brief"),
                   object.getInt("id")
              categories.add(category);
            categoryAdapter.notifyDataSetChanged();
         } else {
            // DO nothing
       } catch (JSONException e) {
         e.printStackTrace();
  }, new Response.ErrorListener() {
    @Override
    public void onErrorResponse(VolleyError error) {
  });
  queue.add(request);
void getRecentProducts() {
  RequestQueue queue = Volley.newRequestQueue(this);
  String url = Constants.GET_PRODUCTS_URL + "?count=8";
  StringRequest request = new StringRequest(Request.Method.GET, url, response -> {
    try {
       JSONObject object = new JSONObject(response);
       if(object.getString("status").equals("success")){
         JSONArray productsArray = object.getJSONArray("products");
         for(int i =0; i < productsArray.length(); i++) {
            JSONObject childObj = productsArray.getJSONObject(i);
            Product product = new Product(
                 childObj.getString("name"),
                 Constants.PRODUCTS_IMAGE_URL + childObj.getString("image"),
                 childObj.getString("status"),
                 childObj.getDouble("price"),
                 childObj.getDouble("price_discount"),
                 childObj.getInt("stock"),
                                                                41
                 childObj.getInt("id")
            products.add(product);
```

```
productAdapter.notifyDataSetChanged();
     } catch (JSONException e) {
       e.printStackTrace();
  }, error -> { });
  queue.add(request);
void getRecentOffers() {
  RequestQueue queue = Volley.newRequestQueue(this);
  StringRequest request = new StringRequest(Request.Method.GET, Constants.GET OFFERS URL, response -> {
    JSONArray offerArray = object.getJSONArray("news_infos");
for(int i =0; i < offerArray.length(); i+++) {
    JSONObject childObj = offerArray.getJSONObject(i);
    binding.carousel.addData(
                 new CarouselItem(
                       Constants.NEWS IMAGE URL + childObj.getString("image"),
                      childObj.getString("title")
     } catch (JSONException e) {
       e.printStackTrace();
  }, error -> {});
  queue.add(request);
void initProducts() {
  products = new ArrayList<>();
  productAdapter = new ProductAdapter(this, products);
  getRecentProducts();
  GridLayoutManager layoutManager = new GridLayoutManager(this, 2);
  binding.productList.setLayoutManager(layoutManager);
  binding.productList.setAdapter(productAdapter);
```

### ProductDetailActivity.java

```
package com.example.aexpress.activities;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.text.Html;
import android.view.Menu;
import android.view.MenuItem;
import android.view.View;
import android.widget.Toast;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;
import com.bumptech.glide.Glide;
import com.example.aexpress.R;
import com.example.aexpress.databinding.ActivityProductDetailBinding;
import com.example.aexpress.model.Product;
import com.example.aexpress.utils.Constants;
import com.hishd.tinycart.model.Cart;
import com.hishd.tinycart.util.TinyCartHelper;
                                                                42
import org.json.JSONException;
import org.json.JSONObject;
```

```
ActivityProductDetailBinding binding;
Product currentProduct;
@Override
protected void onCreate(Bundle savedInstanceState) {
  super.onCreate(savedInstanceState);
  binding = ActivityProductDetailBinding.inflate(getLayoutInflater());
  setContentView(binding.getRoot());
  String name = getIntent().getStringExtra("name");
  String image = getIntent().getStringExtra("image");
  int id = getIntent().getIntExtra("id",0);
  double price = getIntent().getDoubleExtra("price",0);
  Glide.with(this)
       .load(image)
       .into(binding.productImage);
  getProductDetails(id);
  getSupportActionBar().setTitle(name);
  getSupportActionBar().setDisplayHomeAsUpEnabled(true);
  Cart cart = TinyCartHelper.getCart();
  binding.addToCartBtn.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
       cart.addItem(currentProduct,1);
       binding.addToCartBtn.setEnabled(false);
       binding.addToCartBtn.setText("Added in cart");
  });
@Override
public boolean onCreateOptionsMenu(Menu menu) {
  getMenuInflater().inflate(R.menu.cart, menu);
  return super.onCreateOptionsMenu(menu);
@Override
public boolean onOptionsItemSelected(@NonNull MenuItem item) {
  if(item.getItemId() == R.id.cart) {
    startActivity(new Intent(this, CartActivity.class));
  return super.onOptionsItemSelected(item);
void getProductDetails(int id) {
  RequestQueue queue = Volley.newRequestQueue(this);
  String url = Constants.GET PRODUCT DETAILS URL + id;
  StringRequest request = new StringRequest(Request.Method.GET, url, new Response.Listener<String>() {
    @Override
    public void onResponse(String response) {
         JSONObject object = new JSONObject(response);
         if(object.getString("status").equals("success")) {
           JSONObject product = object.getJSONObject("product");
           String description = product.getString("description");
           binding.productDescription.setText(
                Html.fromHtml(description)
           );
           currentProduct = new Product(
                product.getString("name"),
                Constants.PRODUCTS IMAGE URL + product.getString("image"),
                product.getString("status"),
                product.getDouble("price"),
                product.getDouble("price_discount"),
                product.getInt("stock"),
                product.getInt("id")
           );
                                                              43
       } catch (JSONException e) {
         e.printStackTrace();
```

```
}, new Response.ErrorListener() {
    @Override
    public void onErrorResponse(VolleyError error) {
    }
});
queue.add(request);
}
@Override
public boolean onSupportNavigateUp() {
    finish();
    return super.onSupportNavigateUp();
}
```

### Category Activity. java

```
package com.example.aexpress.activities;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.GridLayoutManager;
import android.os.Bundle;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;
import com.example.aexpress.adapters.ProductAdapter;
import\ com. example. a express. databinding. Activity Category Binding;
import com.example.aexpress.model.Product;
import com.example.aexpress.utils.Constants;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.util.ArrayList;
public class CategoryActivity extends AppCompatActivity {
  ActivityCategoryBinding binding;
  ProductAdapter productAdapter;
  ArrayList<Product> products;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    binding = ActivityCategoryBinding.inflate(getLayoutInflater());
    setContentView(binding.getRoot());
    products = new ArrayList<>();
    productAdapter = new ProductAdapter(this, products);
    int\ catId = getIntent().getIntExtra("catId",\ 0);
    String categoryName = getIntent().getStringExtra("categoryName");
    getSupportActionBar().setTitle(categoryName);
    getSupportActionBar().setDisplayHomeAsUpEnabled(true);\\
    getProducts(catId);
    GridLayoutManager layoutManager = new GridLayoutManager(this, 2);
    binding.productList.setLayoutManager(layoutManager);\\
    binding.productList.setAdapter(productAdapter);
  @Override
  public boolean onSupportNavigateUp() {
    finish();
    return super.onSupportNavigateUp();
  void getProducts(int catId) {
                                                                44
    RequestQueue queue = Volley.newRequestQueue(this);
    String url = Constants.GET_PRODUCTS_URL + "?category_id=" + catId;
    StringRequest request = new StringRequest(Request.Method.GET, url, response -> {
```

```
JSONObject object = new JSONObject(response);
     if(object.getString("status").equals("success")){
        JSONArray productsArray = object.getJSONArray("products");
        for(int i =0; i < productsArray.length(); i++) {
          JSONObject childObj = productsArray.getJSONObject(i);
Product product = new Product(
                childObj.getString("name"),
                Constants.PRODUCTS_IMAGE_URL + childObj.getString("image"),
               childObj.getString("status"),
               childObj.getDouble("price"),
childObj.getDouble("price_discount"),
               childObj.getInt("stock"),
               childObj.getInt("id")
          products.add(product);
       productAdapter.notifyDataSetChanged();
  } catch (JSONException e) {
     e.printStackTrace();
}, error -> { });
queue.add(request);
```

```
CartActivity.java
package com.example.aexpress.activities;
import androidx.appcompat.app.AlertDialog;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.DividerItemDecoration;
import androidx.recyclerview.widget.LinearLayoutManager;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import com.example.aexpress.R;
import com.example.aexpress.adapters.CartAdapter;
import com.example.aexpress.databinding.ActivityCartBinding;
import com.example.aexpress.model.Product;
import com.hishd.tinycart.model.Cart;
import com.hishd.tinycart.model.Item;
import com.hishd.tinycart.util.TinyCartHelper;
import java.util.ArrayList;
import java.util.Map;
public class CartActivity extends AppCompatActivity {
  ActivityCartBinding binding;
  CartAdapter adapter;
  ArrayList<Product> products;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    binding = ActivityCartBinding.inflate(getLayoutInflater());
    setContentView(binding.getRoot());
    products = new ArrayList<>();
    Cart cart = TinyCartHelper.getCart();
    for(Map.Entry \!\!<\! Item,\, Integer \!\!> item: cart.getAllItemsWithQty().entrySet()) \; \{
       Product product = (Product) item.getKey();
       int quantity = item.getValue();
       product.setQuantity(quantity);
       products.add(product);
    adapter = new CartAdapter(this, products, new CartAdapter.CartListener() {
       @Override
       public void onQuantityChanged() {
         binding.subtotal.setText(String.format("Rs. %.2f",cart.getTotalPrice()));
    });
```

```
LinearLayoutManager layoutManager = new LinearLayoutManager(this);
    DividerItemDecoration itemDecoration = new DividerItemDecoration(this, layoutManager.getOrientation());
    binding.cartList.setLayoutManager(layoutManager);
    binding.cartList.addItemDecoration(itemDecoration);
    binding.cartList.setAdapter(adapter);
    binding.subtotal.setText(String.format("Rs. %.2f",cart.getTotalPrice()));
    binding.continueBtn.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View view) {
         startActivity(new Intent(CartActivity.this, CheckoutActivity.class));
    });
    getSupportActionBar().setDisplayHomeAsUpEnabled(true);\\
  @Override
  public boolean onSupportNavigateUp() {
    finish();
    return super.onSupportNavigateUp();
SearchActivity.java
package com.example.aexpress.activities;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.GridLayoutManager;
import android.os.Bundle;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;
import com.example.aexpress.adapters.ProductAdapter;
import com.example.aexpress.databinding.ActivitySearchBinding;
import com.example.aexpress.model.Product;
import com.example.aexpress.utils.Constants;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.util.ArrayList;
public class SearchActivity extends AppCompatActivity {
  ActivitySearchBinding binding;
  ProductAdapter productAdapter;
  ArrayList<Product> products;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    binding = ActivitySearchBinding.inflate(getLayoutInflater());
    setContentView(binding.getRoot());
    products = new ArrayList<>();
    productAdapter = new ProductAdapter(this, products);
    String query = getIntent().getStringExtra("query");
    getSupportActionBar().setTitle(query);
    getSupportActionBar().setDisplayHomeAsUpEnabled(true);
    getProducts(query);
    GridLayoutManager layoutManager = new GridLayoutManager(this, 2);
    binding.productList.setLayoutManager(layoutManager);
    binding.productList.setAdapter(productAdapter);
                                                                46
  @Override
```

public boolean onSupportNavigateUp() {

finish():

```
return super.onSupportNavigateUp();
  void getProducts(String query) {
     RequestQueue queue = Volley.newRequestQueue(this);
     String url = Constants.GET_PRODUCTS URL + "?q=" + query;
     StringRequest request = new StringRequest(Request.Method.GET, url, response -> {
       try {
          JSONObject object = new JSONObject(response);
          if(object.getString("status").equals("success")){
    JSONArray productsArray = object.getJSONArray("products");
    for(int i =0; i< productsArray.length(); i++) {
               JSONObject childObj = productsArray.getJSONObject(i);
               Product product = new Product(
                    childObj.getString("name"),
Constants.PRODUCTS_IMAGE_URL + childObj.getString("image"),
                    childObj.getString("status"),
                    childObj.getDouble("price"),
                    childObj.getDouble("price discount"),
                    childObj.getInt("stock"),
childObj.getInt("id")
               products.add(product);
            product A dapter.notify Data Set Changed (); \\
       } catch (JSONException e) {
          e.printStackTrace();
     }, error -> { });
     queue.add(request);
CheckoutActivity.java
package com.example.aexpress.activities;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.DividerItemDecoration;
import androidx.recyclerview.widget.LinearLayoutManager;
import android.app.AlertDialog;
import android.app.ProgressDialog;
import android.content.DialogInterface;
import android.content.Intent;
import android.os.Bundle;
import android.text.TextUtils;
import android.util.Log;
import android.util.Patterns;
import android.view.View;
import android.widget.Toast;
import com.android.volley.AuthFailureError;
import com.android.volley.Request;
import com.android.volley.RequestQueue;
import com.android.volley.Response;
import com.android.volley.VolleyError;
import com.android.volley.toolbox.JsonObjectRequest;
import com.android.volley.toolbox.StringRequest;
import com.android.volley.toolbox.Volley;
import com.example.aexpress.R;
import com.example.aexpress.adapters.CartAdapter;
import com.example.aexpress.databinding.ActivityCheckoutBinding;
import com.example.aexpress.model.Product;
import com.example.aexpress.utils.Constants;
import com.hishd.tinycart.model.Cart;
import com.hishd.tinycart.model.Item;
import com.hishd.tinycart.util.TinyCartHelper;
import org.json.JSONArray;
import org.json.JSONException;
import org.json.JSONObject;
import java.util.ArrayList;
                                                                      47
import java.util.Calendar;
import java.util.HashMap;
```

import java.util.Map;

public class CheckoutActivity extends AppCompatActivity {

```
ActivityCheckoutBinding binding;
CartAdapter adapter;
ArrayList<Product> products;
double totalPrice = 0;
final int tax = 18;
ProgressDialog progressDialog;
Cart cart;
protected void onCreate(Bundle savedInstanceState) {
  super.onCreate(savedInstanceState);
  binding = ActivityCheckoutBinding.inflate(getLayoutInflater());
  setContentView(binding.getRoot());
  progressDialog = new ProgressDialog(this);
  progressDialog.setCancelable(false);
  progressDialog.setMessage("Processing...");
  products = new ArrayList<>();
  cart = TinyCartHelper.getCart();
  for(Map.Entry<Item, Integer> item: cart.getAllItemsWithQty().entrySet()) {
     Product product = (Product) item.getKey();
     int quantity = item.getValue();
     product.setQuantity(quantity);
     products.add(product);
  adapter = new CartAdapter(this, products, new CartAdapter.CartListener() {
     public void onQuantityChanged() {
        binding.subtotal.setText(String.format("Rs. %.2f",cart.getTotalPrice()));
  });
  LinearLayoutManager layoutManager = new LinearLayoutManager(this);
  DividerItemDecoration itemDecoration = new DividerItemDecoration(this, layoutManager.getOrientation());
  binding.cartList.setLayoutManager(layoutManager);
  binding.cartList.addItemDecoration(itemDecoration);
  binding.cartList.setAdapter(adapter);
  binding.subtotal.setText(String.format("Rs. %.2f",cart.getTotalPrice()));
  totalPrice = (cart.getTotalPrice().doubleValue() * tax / 100) + cart.getTotalPrice().doubleValue();
  binding.total.setText("Rs. " + totalPrice);
  binding.checkoutBtn.setOnClickListener(new View.OnClickListener() {
     @Override
     public void onClick(View view) {
       processOrder();
  });
  getSupportActionBar().setDisplayHomeAsUpEnabled(true);
void processOrder() {
  if (!validateFields()) {
     return;
  progressDialog.show();
  RequestQueue queue = Volley.newRequestQueue(this);
  JSONObject productOrder = new JSONObject();
  JSONObject dataObject = new JSONObject();
     productOrder.put("address",binding.addressBox.getText().toString());
     productOrder.put("buyer",binding.nameBox.getText().toString());
     productOrder.put("comment", binding.commentBox.getText().toString());
     productOrder.put("created_at", Calendar.getInstance().getTimeInMillis()); productOrder.put("last_update", Calendar.getInstance().getTimeInMillis()); productOrder.put("date_ship", Calendar.getInstance().getTimeInMillis());
     productOrder.put("email", binding.emailBox.getText().toString());
productOrder.put("phone", binding.phoneBox.getText().toString());
productOrder.put("serial", "cab8c1a4e4421a3b");
     productOrder.put("shipping", "");
     productOrder.put("shipping_location", "");
     productOrder.put("shipping_rate", "0.0");
```

```
productOrder.put("status", "WAITING");
       productOrder.put("tax", tax);
       productOrder.put("total_fees", totalPrice);
        JSONArray product order detail = new JSONArray();
       for(Map.Entry<Item, Integer> item: cart.getAllItemsWithQty().entrySet()) {
          Product product = (Product) item.getKey();
          int quantity = item.getValue();
          product.setQuantity(quantity);
          JSONObject productObj = new JSONObject();
productObj.put("amount", quantity);
          productObj.put("price_item", product.getPrice());
productObj.put("product_id", product.getId());
          productObj.put("product name", product.getName());
          product_order_detail.put(productObj);
       dataObject.put("product_order",productOrder);
       dataObject.put("product_order_detail",product_order_detail);
       Log.e("err", dataObject.toString());
     } catch (JSONException e) {}
     JsonObjectRequest request = new JsonObjectRequest(Request.Method.POST, Constants.POST ORDER URL, dataObject, new
Response.Listener<JSONObject>() {
        @Override
       public void onResponse(JSONObject response) {
          try {
            Toast.makeText(CheckoutActivity.this, "Success")) {
Toast.makeText(CheckoutActivity.this, "Success order.", Toast.LENGTH_SHORT).show();
String orderNumber = response.getJSONObject("data").getString("code");
               new AlertDialog.Builder(CheckoutActivity.this)
                     .setTitle("Order Successful")
                     .setCancelable(false)
                     .setMessage("Your order number is: " + orderNumber)
                .setPositiveButton("Pay Now", new DialogInterface.OnClickListener() {
                  public void onClick(DialogInterface dialogInterface, int i) {
                    Intent intent = new Intent(CheckoutActivity.this, PaymentActivity.class); intent.putExtra("orderCode", orderNumber);
                     startActivity(intent);
               }).show();
             } else {
                new AlertDialog.Builder(CheckoutActivity.this)
                     .setTitle("Order Failed")
                     .setMessage("Something went wrong, please try again.")
                     .setCancelable(false)
                     .setPositiveButton("Close", new DialogInterface.OnClickListener() {
                       @Override
                       public void onClick(DialogInterface dialogInterface, int i) {
                     }).show();
               Toast.makeText(CheckoutActivity.this, "Failed order.", Toast.LENGTH_SHORT).show();
             progressDialog.dismiss();
             Log.e("res", response.toString());
          } catch (Exception e) {}
     }, new Response.ErrorListener() {
       @Override
       public void onErrorResponse(VolleyError error) {
     }) {
       @Override
       public Map<String, String> getHeaders() throws AuthFailureError {
          Map<String, String> headers = new HashMap<>();
          headers.put("Security", "secure_code");
          return headers;
     queue.add(request);
  @Override
                                                                        49
  public boolean onSupportNavigateUp() {
     return super.onSupportNavigateUp();
```

```
private boolean validateFields() {
    String name = binding.nameBox.getText().toString();
    String email = binding.emailBox.getText().toString();
    String phone = binding.phoneBox.getText().toString();
    String address = binding.addressBox.getText().toString();
    String shippingDate = binding.dateBox.getText().toString();
    if (TextUtils.isEmpty(name)) {
       binding.nameBox.setError("Full name is required.");
       binding.nameBox.requestFocus();
       return false;
    if (TextUtils.isEmpty(email)) {
       binding.emailBox.setError("Email address is required.");
       binding.emailBox.requestFocus();
       return false;
      else if (!Patterns.EMAIL_ADDRESS.matcher(email).matches()) {
       binding.emailBox.setError("Invalid email address.");
       binding.emailBox.requestFocus();
       return false;
    if (TextUtils.isEmpty(phone)) {
       binding.phoneBox.setError("Phone number is required.");
       binding.phoneBox.requestFocus();
       return false;
      else if (phone.length() != 10) {
      binding.phoneBox.setError("Phone number should have exactly 10 digits.");
       binding.phoneBox.requestFocus();
       return false;
    if (TextUtils.isEmpty(address)) {
       binding.addressBox.setError("Address is required.");
       binding.addressBox.requestFocus();
       return false;
    if (TextUtils.isEmpty(shippingDate)) {
       binding.dateBox.setError("Shipping date is required.");
       binding.dateBox.requestFocus();
       return false;
    } else if (!shippingDate.matches("\d{2}\d{2}\d{4}")) {
       binding.dateBox.setError("Shipping date should be in the format 'ddmmyyyy'.");
       binding.dateBox.requestFocus();
       return false;
    return true;
PaymentActivity.java
package com.example.aexpress.activities;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import com.example.aexpress.databinding.ActivityPaymentBinding;
import com.example.aexpress.utils.Constants;
public class PaymentActivity extends AppCompatActivity {
  ActivityPaymentBinding binding;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    binding = ActivityPaymentBinding.inflate(getLayoutInflater());
    setContentView(binding.getRoot());\\
    String orderCode = getIntent().getStringExtra("orderCode");
    binding.webview.setMixedContentAllowed(true);
    binding.webview.loadUrl(Constants.PAYMENT_URL + orderCode);
    getSupportActionBar().setDisplayHomeAsUpEnabled(true);\\
```

```
@Override
public boolean onSupportNavigateUp() {
    finish();
    return super.onSupportNavigateUp();
}
```

### CartAdapter.java

```
package com.example.aexpress.adapters;
import android.annotation.SuppressLint;
import android.content.Context;
import android.graphics.drawable.ColorDrawable;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.Toast;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AlertDialog;
import androidx.recyclerview.widget.RecyclerView;
import com.bumptech.glide.Glide;
import com.example.aexpress.R;
import com.example.aexpress.activities.CartActivity;
import com.example.aexpress.databinding.ItemCartBinding;
import com.example.aexpress.databinding.ItemCategoriesBinding;
import com.example.aexpress.databinding.QuantityDialogBinding;
import com.example.aexpress.model.Product;
import com.hishd.tinycart.model.Cart;
import com.hishd.tinycart.util.TinyCartHelper;
import java.util.ArrayList;
public class CartAdapter extends RecyclerView.Adapter<CartAdapter.CartViewHolder> {
  Context context;
  ArrayList<Product> products;
  CartListener cartListener;
  Cart cart;
  public interface CartListener {
    public void onQuantityChanged();
  public CartAdapter(Context context, ArrayList<Product> products, CartListener cartListener) {
    this.context = context;
     this.products = products;
    this.cartListener = cartListener;
    cart = TinyCartHelper.getCart();
  @NonNull
  @Override
  public CartViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
    return\ new\ CartViewHolder(LayoutInflater.from(context).inflate(R.layout.item\_cart,\ parent,false));
  @Override
  public void onBindViewHolder(@NonNull CartViewHolder holder, int position) {
    Product product = products.get(position);
    Glide.with(context)
          .load(product.getImage())
         .into(holder.binding.image);
    holder.binding.name.setText(product.getName());\\
    holder.binding.price.setText("Rs. " + product.getPrice());
holder.binding.quantity.setText(product.getQuantity() + " item(s)");
    holder.itemView.setOnClickListener(new View.OnClickListener() {
       @SuppressLint("ResourceAsColor")
       @Override
         QuantityDialogBinding quantityDialogBinding = QuantityDialogBinding inflate(LayoutInflater.from(context));
         AlertDialog dialog = new AlertDialog.Builder(context)
               .setView(quantityDialogBinding.getRoot())
               .create();
```

```
\label{lem:quantityDialogBinding.productName.setText(product.getName()); } quantityDialogBinding.productStock.setText("Stock: " + product.getStock()); quantityDialogBinding.quantity.setText(String.valueOf(product.getQuantity())); } \\
        int stock = product.getStock();
        quantityDialogBinding.plusBtn.setOnClickListener(new View.OnClickListener() {
           @Override
          public void onClick(View view) {
             int quantity = product.getQuantity();
             quantity++;
             if(quantity>product.getStock()) {
                Toast.makeText(context, "Max stock available: "+ product.getStock(), Toast.LENGTH SHORT).show();
                return:
             } else {
                product.setQuantity(quantity);
                quantityDialogBinding.quantity.setText(String.valueOf(quantity));
             notifyDataSetChanged();
             cart.updateItem(product, product.getQuantity());
             cartListener.onQuantityChanged();
        });
        quantityDialogBinding.minusBtn.setOnClickListener(new View.OnClickListener() {
           @Override
          public void onClick(View view) {
             int quantity = product.getQuantity();
if(quantity > 1)
                quantity--;
             product.setQuantity(quantity);
             quantity Dialog Binding. quantity. set Text (String. value Of (quantity)); \\
             notifyDataSetChanged();
             cart.updateItem(product, product.getQuantity());
             cartListener.onQuantityChanged();
        });
        quantityDialogBinding.saveBtn.setOnClickListener(new View.OnClickListener() {
          @Override
          public void onClick(View view) {
             dialog.dismiss();
notifyDataSetChanged();
               cart.updateItem(product, product.getQuantity());
               cartListener.onQuantityChanged();
        });
        dialog.show();
  });
@Override
public int getItemCount() {
  return products.size();
public class CartViewHolder extends RecyclerView.ViewHolder {
  ItemCartBinding binding;
  public CartViewHolder(@NonNull View itemView) {
     super(itemView);
     binding = ItemCartBinding.bind(itemView);
}
```

dialog.getWindow().setBackgroundDrawable(new ColorDrawable(android.R.color.transparent));

### Category Adapter. java

```
package com.example.aexpress.adapters;
import android.content.Context;
import android.content.Intent;
import android.graphics.Color;
import android.text.Html;
import android.view.LayoutInflater;
import android.view.View;
```

```
import android.view.ViewGroup;
import androidx.annotation.NonNull;
import androidx.recyclerview.widget.RecyclerView;
import com.bumptech.glide.Glide;
import com.example.aexpress.R;
import com.example.aexpress.activities.CategoryActivity;
import com.example.aexpress.databinding.ItemCategoriesBinding;
import com.example.aexpress.model.Category;
import java.util.ArrayList;
public class CategoryAdapter extends RecyclerView.Adapter<CategoryAdapter.CategoryViewHolder> {
  Context context:
  ArrayList<Category> categories;
  public CategoryAdapter(Context context, ArrayList<Category> categories) {
    this.context = context;
    this.categories = categories;
  @NonNull
  @Override
  public CategoryViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
    return new CategoryViewHolder(LayoutInflater.from(context).inflate(R.layout.item_categories, parent, false));
  @Override
  public void onBindViewHolder(@NonNull CategoryViewHolder holder, int position) {
    Category = categories.get(position);
    holder.binding.label.setText(Html.fromHtml(category.getName()));
    Glide.with(context)
         .load(category.getIcon())
         .into(holder.binding.image);
    holder.binding.image.set Background Color (Color.parse Color (category.get Color ())); \\
    holder.itemView.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View view) {
         Intent intent = new Intent(context, CategoryActivity.class);
         intent.putExtra("catId", category.getId());
intent.putExtra("categoryName", category.getName());
         context.startActivity(intent);
    });
  @Override
  public int getItemCount() {
    return categories.size();
  public class CategoryViewHolder extends RecyclerView.ViewHolder {
    ItemCategoriesBinding binding;
    public CategoryViewHolder(@NonNull View itemView) {
       super(itemView);
       binding = ItemCategoriesBinding.bind(itemView);
ProductAdapter.java
package com.example.aexpress.adapters;
import android.content.Context;
import android.content.Intent;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import androidx.annotation.NonNull;
import androidx.recyclerview.widget.RecyclerView;
import com.bumptech.glide.Glide;
                                                                 53
import com.example.aexpress.R;
```

import com.example.aexpress.activities.ProductDetailActivity; import com.example.aexpress.databinding.ItemProductBinding;

import com.example.aexpress.model.Product;

```
import java.lang.reflect.Array;
import java.util.ArrayList;
public class ProductAdapter extends RecyclerView.Adapter<ProductAdapter.ProductViewHolder> {
  Context context:
  ArrayList<Product> products;
  public ProductAdapter(Context context, ArrayList<Product> products) {
    this.context = context;
this.products = products;
  @NonNull
  @Override
  public ProductViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
    return new ProductViewHolder(LayoutInflater.from(context).inflate(R.layout.item product, parent, false));
  @Override
  public void onBindViewHolder(@NonNull ProductViewHolder holder, int position) {
    Product product = products.get(position);
    Glide.with(context)
          .load(product.getImage())
          .into(holder.binding.image);
    holder.binding.label.setText(product.getName());\\
    holder.binding.price.setText("Rs. " + product.getPrice());
    holder.itemView.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View view) {
          Intent intent = new Intent(context, ProductDetailActivity.class);
         intent.putExtra("name", product.getName());
intent.putExtra("image", product.getImage());
          intent.putExtra("id", product.getId());
          intent.putExtra("price", product.getPrice());
          context.startActivity(intent);
    });
  }
  @Override
  public int getItemCount() {
    return products.size();
  public class ProductViewHolder extends RecyclerView.ViewHolder {
    ItemProductBinding binding;
    public\ ProductViewHolder(@NonNull\ View\ itemView)\ \{
       super(itemView);
       binding = ItemProductBinding.bind(itemView);
  }
Category.java
package com.example.aexpress.model;
public class Category {
  private String name, icon, color, brief;
  private int id;
  public Category(String name, String icon, String color, String brief, int id) {
    this.name = name;
    this.icon = icon;
    this.color = color;
    this.brief = brief;
    this.id = id;
  public String getName() {
    return name;
                                                                    54
  public void setName(String name) {
    this.name = name;
```

public String getIcon() {

```
return icon;
}

public void setIcon(String icon) {
    this.icon = icon;
}

public String getColor() {
    return color;
}

public void setColor(String color) {
    this.color = color;
}

public String getBrief() {
    return brief;
}

public void setBrief(String brief) {
    this.brief = brief;
}

public int getId() {
    return id;
}

public void setId(int id) {
    this.id = id;
}
```

### Product.java

```
package com.example.aexpress.model;
import com.hishd.tinycart.model.Item;
import java.io.Serializable;
import java.math.BigDecimal;
public class Product implements Item, Serializable {
  private String name, image, status;
  private double price, discount;
  private int stock, id;
  private int quantity;
  public Product(String name, String image, String status, double price, double discount, int stock, int id) {
     this.name = name;
     this.image = image;
     this.status = status;
    this.price = price;
this.discount = discount;
     this.stock = stock;
     this.id = id;
  public String getName() {
     return name;
  public void setName(String name) {
     this.name = name; \\
  public String getImage() {
    return image;
  public void setImage(String image) {
     this.image = image;
  public String getStatus() {
     return status;
  public void setStatus(String status) {
                                                                      55
     this.status = status;
  public double getPrice() {
```

```
return price;
  public void setPrice(double price) {
     this.price = price;
  public double getDiscount() {
     return discount;
  public void setDiscount(double discount) {
     this.discount = discount;
  public int getStock() {
     return stock;
  public void setStock(int stock) {
     this.stock = stock;
  public int getId() {
     return id;
  public void setId(int id) {
     this.id = id;
  @Override
  public BigDecimal getItemPrice() {
     return new BigDecimal(price);
  @Override
  public String getItemName() {
     return name;
  public int getQuantity() {
     return quantity;
  public void setQuantity(int quantity) {
     this.quantity = quantity;
Constants.java
package com.example.aexpress.utils;
public class Constants {
  public static String API_BASE_URL = "https://steric-billet.000webhostapp.com/sample_ecom";
  public static String GET_CATEGORIES_URL = API_BASE_URL + "/services/listCategory"; public static String GET_PRODUCTS_URL = API_BASE_URL + "/services/listProduct";
  public static String GET_OFFERS_URL = API_BASE_URL + "/services/listFeaturedNews";
public static String GET_PRODUCT_DETAILS_URL = API_BASE_URL + "/services/getProductDetails?id=";
public static String POST_ORDER_URL = API_BASE_URL + "/services/submitProductOrder";
  public static String PAYMENT_URL = API_BASE_URL + "/services/paymentPage?code=";
  public static String NEWS_IMAGE_URL = API_BASE_URL + "/uploads/news/"; public static String CATEGORIES_IMAGE_URL = API_BASE_URL + "/uploads/category/";
  public static String PRODUCTS_IMAGE_URL = API_BASE_URL + "/uploads/product/";
AndroidManifest.xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</p>
  package="com.example.aexpress">
  <uses-permission android:name="android.permission.INTERNET" />
  <application
     android:allowBackup="true"
                                                                             56
```

android:icon="@drawable/ic\_launcher" android:label="@string/app\_name" android:roundIcon="@drawable/ic\_launcher"

android:supportsRtl="true"

```
android:theme="@style/Theme.AExpress"
         android:usesCleartextTraffic="true">
          <activity
               android:name=".activities.SearchActivity"
               android:exported="false"
               android:theme="@style/Theme.AExpress.Actionbar"/>
               android:name=".activities.CategoryActivity"
              android:exported="false" android:theme="@style/Theme.AExpress.Actionbar" />
          <activity
               android:name=".activities.PaymentActivity"
               android:exported="false"
               android:label="Payment"
              android:theme="@style/Theme.AExpress.Actionbar" />
          <activity
               android:name=".activities.CheckoutActivity"
               android:exported="false"
               android:label="Checkout"
              android:theme="@style/Theme.AExpress.Actionbar" />
          <activity
               android:name=".activities.CartActivity"
               android:exported="false"
               android:label="Shopping Cart"
              android:theme="@style/Theme.AExpress.Actionbar" />
          <activity
               android:name=".activities.ProductDetailActivity"
               android:exported="false"
               android:theme="@style/Theme.AExpress.Actionbar" />
          <activity
               android:name=".activities.MainActivity"
               android:exported="true">
               <intent-filter>
                     <action android:name="android.intent.action.MAIN" />
                    <category android:name="android.intent.category.LAUNCHER" />
               </intent-filter>
          </activity>
          <meta-data
               android:name="preloaded fonts"
               android:resource="@array/preloaded_fonts" />
     </application>
</manifest>
build.gradle
plugins {
    id 'com.android.application'
android {
     compileSdk 32
     buildFeatures {
         viewBinding true
     defaultConfig {
         applicationId "com.example.aexpress"
         minSdk 23
         targetSdk 32
         versionCode 1
         versionName "1.0"
         testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
     buildTypes {
               minifyEnabled false
              proguard Files\ get Default Proguard File ('proguard-android-optimize.txt'), 'proguard-rules.pro' files\ proguard Files\ pro
         }
     compileOptions {
         sourceCompatibility JavaVersion.VERSION 1 8
         targetCompatibility JavaVersion.VERSION_1_8
```

```
implementation 'androidx.appcompat:1.4.1'
implementation 'com.google.android.material:material:1.6.0'
implementation 'androidx.constraintlayout:constraintlayout:2.1.3'
implementation 'androidx.legacy:legacy-support-v4:1.0.0'
testImplementation 'junit:junit:4.13.2'
androidTestImplementation 'androidx.test.ext:junit:1.1.3'
androidTestImplementation 'androidx.test.espresso:espresso-core:3.4.0'
/* For Loading images from internet - Start */
implementation 'com.github.bumptech.glide:glide:4.13.0'
annotationProcessor 'com.github.bumptech.glide:compiler:4.13.0'
/* For Slider - End */
/* For Rounded Image View */
implementation 'com.makeramen:roundedimageview:2.3.0'
/* For Material Search Bar */
implementation 'com.github.mancj:MaterialSearchBar:0.8.5'
/* For Slider - Start */
// Material Components for Android. Replace the version with the latest version of Material Components library.
implementation 'com.google.android.material:material:1.5.0'
// Circle Indicator (To fix the xml preview "Missing classes" error)
implementation 'me.relex:circleindicator:2.1.6'
implementation 'org.imaginativeworld.whynotimagecarousel:whynotimagecarousel:2.1.0'
/* For Slider - End */
implementation 'com.android.volley:volley:1.2.1'
implementation 'com.github.hishd:TinyCart:1.0.1'
implementation 'com.github.delight-im:Android-AdvancedWebView:v3.2.1'
```

### **5.2.1.Code Efficiency**

This Android app project uses Java for efficient app development and integrates well with the backend database through PHPMyAdmin and web host. The optimized UI design includes navigation bars, sliders, and multiple pages for displaying product information and order details. The use of PHP programming language allows for easy updates to product details, categories, and news information. The project's efficient programming languages, UI design, and database management make it a user-friendly solution for online shopping. Overall, the Android app project is a reliable and efficient solution for online shopping needs.

### **5.3.**Testing Approach

Following testing approaches has been performed on the system: Unit Testing, Integration Testing, System Testing

### **5.3.1.**Unit Testing

Unit Testing was performed by testing each module as a separate function. Each module in the project was tested separately to ensure that it is functioning as expected. For example, the Cart module was tested separately to verify that the details are added to the database.

### **5.3.2.Integration Testing**

Integration Testing was performed by testing multiple modules at a time to ensure that they work together correctly. For example, the Payment module was tested with the My Orders module to ensure that the payment made for an order is displayed correctly in the My Orders module.

### **5.3.3.System Testing**

System Testing was performed on the completely integrated system to assess whether it meets the requirements and passes the defined test cases. The Android app has successfully met all the criteria and has passed all the tests as separate units and as a completely integrated system.

### **5.4. Modification and Improvements**

After thoroughly testing and debugging the Android app, all the encountered errors were fixed by identifying and troubleshooting them. Exceptions were properly handled by incorporating try-catch blocks in relevant sections of the code, minimizing redundant code in index files. While it is impossible to completely eliminate all bugs, the majority of them have been resolved, with the remaining ones being addressed in ongoing development efforts.

To further enhance the functionality of the app, one possible improvement could be adding a product comparison feature to facilitate decision-making for users. Additionally, as there is no login system, direct bill generation cannot be incorporated into the app. Instead, a workaround has been provided to users with the option to email their order details, and receive a bill through email or for any queries on jerseysupport@gmail.com.

Furthermore, since a chatbot is not included in the app, an alternative option could be to include an email-based query system where users can send their queries through email and receive a response from the support team. By making these modifications and improvements, the overall user experience of the app can be enhanced, making it more efficient and user-friendly.

# **6.RESULTS AND DISCUSSIONS**

# 1. Test Report

| Test<br>Conditi<br>on | Input  | Expected Result   | Actual Result   | Pass/<br>Fail |
|-----------------------|--|---|---|---------------|
| Search<br>Product     | Search for valid product name in search bar                    | Product list with matching products is displayed                | Product list with matching products is displayed                | Pass          |
|                       | Search for invalid product name in search bar                  | No matching products found message is displayed                 | No matching products found message is displayed                 | Pass          |
| Select<br>Sport       | Click on a sport category button                               | Product list of selected sport category is displayed            | Product list of selected sport category is displayed            | Pass          |
| View<br>Product       | Click on a product in the product list                         | Product details page is displayed                               | Product details page is displayed                               | Pass          |
| Add to<br>Cart        | Click on "Add to<br>Cart" button in<br>product details<br>page | Product is added to cart<br>and success message<br>is displayed | Product is added to cart<br>and success message<br>is displayed | Pass          |
|                       | Increase product quantity using "+" button                     | Quantity is increased and price is updated                      | Quantity is increased and price is updated                      | Pass          |
|                       | Decrease product quantity using "-" button                     | Quantity is decreased and price is updated                      | Quantity is decreased and price is updated                      | Pass          |
| Remov<br>e<br>Product | Click on "Remove" button in the cart                           | Product is removed from cart and cart total is updated          | Product is removed from cart and cart total is updated          | Pass          |
| Checko<br>ut          | Fill all required fields in checkout form                      | User is taken to payment options page                           | User is taken to payment options page                           | Pass          |
|                       | Leave a required field blank in checkout form                  | Error message is displayed and user cannot proceed to payment   | Error message is displayed and user cannot proceed to payment   | Pass          |

### 2. User Documentation

Welcome to **Jersey** App, an easy and hassle-free way to purchase sports products! This user documentation will guide you through the app's features and functionalities to help you buy your favourite sports products.

Let's get started!

### Download the app:

First, download the app from the link below and install it on your device. Once installed, open the app and you'll see the home screen.

Link: https://drive.google.com/drive/folders/
1ppqpaxC5DZJH86 6jtt84vKuVqHT3Eex?usp=sharing

### **Home Screen:**

- Open the App named "Jersey".
- The home screen of the app displays 8 different sports team options, the best-selling product lists and with a navigation bar to search products. Choose any sports team option to see the products for that particular sport.

### **Product Selection:**

After clicking on any sports team, a new page will appear where you can see the list of products related to that sport. Select the product that you want to buy by clicking on it. A new page with the product's description and an "Add to Cart" button will appear.

### **Adding Products to Cart:**

Click on the "Add to Cart" button to add the product to your cart. You can click on any individual product to increase or decrease the quantity. You can also see the available stock and affected price.

### View Cart:

To view your cart, click on the cart icon at the top right corner of the screen. A new page will appear where you can see all the products you've selected and a "Continue" button below.

### **Checkout:**

After clicking on the "Continue" button, you will see the total cost details. You need to add the personal info which is compulsory such as name, email Id, phone number, address, shipping date and comments which is optional and you can see below the product order list.

### **Payment:**

After filling all the details at the checkout page, click on "Process Checkout". A dialog box will appear after clicking on "Process Checkout" of a successful order with a "Pay Now" option. Click on it, and a payment page will appear. You can see your order id/code, your name, and options to make payment either via Razorpay or bank transfer.

### **Order Notification:**

After placing an order, if the payment is successful, you will receive a confirmation email with the order details in 24 hours from our team. If the payment is unsuccessful, you will receive an email with the reason for the failure.

Congratulations, you have successfully purchased a sports product using Jersey App! If you face any issues, you can reach out to the support team by sending an email to jerseysupport@gmail.com.

### 7.CONCLUSION

### 1. Conclusion

The Android app project "Jersey" has been developed successfully with features like product browsing, selection, and checkout. However, it has some limitations like no login system, transaction history, or chatbot for query resolution. In the future, the project can be enhanced with features like a login system, transaction history, chatbot, and improved user interface.

### 2. Limitations

- No login system for users to create and manage their accounts
- No transaction history to view past purchases or orders
- No chatbot to solve queries or provide customer support
- Limited payment options available for users
- Limited product categories and sports teams available

### 3. Future scope of the project

- Implement a login system for users to create and manage their accounts
- Provide a transaction history feature for users to view past purchases or orders
- Integrate a chatbot for customer support and query solving
- Increase the payment options available for users
- Expand the product categories and sports teams available for selection
- Implement a recommendation system to suggest products based on user preferences
- Add a feature for users to rate and review products
- Integrate social media sharing options for users to share their purchases or orders
- Implement a loyalty program to incentivize repeat purchases

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