CS F213 OOP PROJECT

Sem 2 2020-2021

"LiveMART" -A Virtual Grocery Shoppe

Done By:

GROUP 25

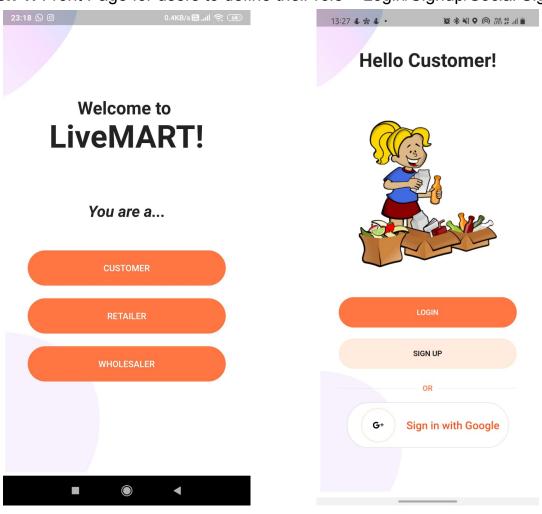
Aakanksha Bharadwaj	2018B4AA0406H
Aakanksha Singh	2018A3PS0354H
Kashish Agrawal	2018A3PS0619H
Vyshnavi S K	2018A3PS0685H

SOFTWARES/PLATFORMS USED:

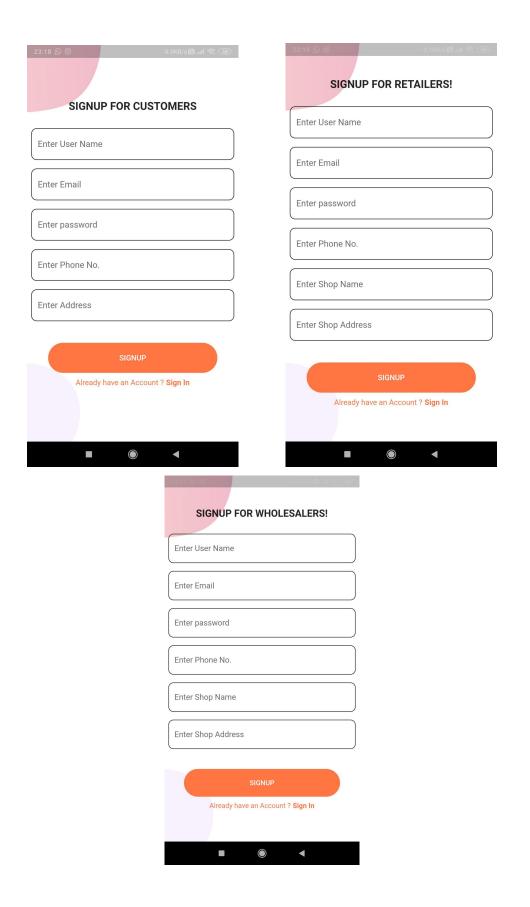
- 1. Frontend: Flutter (using Dart language)
- 2. Backend: Firebase
- 3. Google APIs
- 4. IDE: Android Studio

MODULE 1: Registration and Sign Up

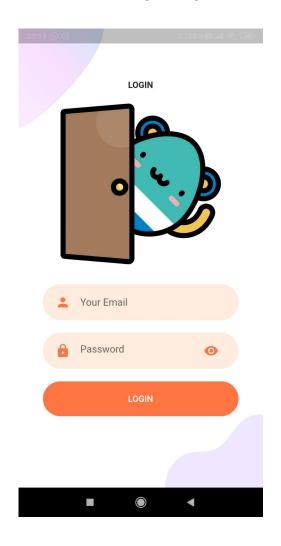
Screen 1: Front Page for users to define their role + Login/Signup/Social SignIn



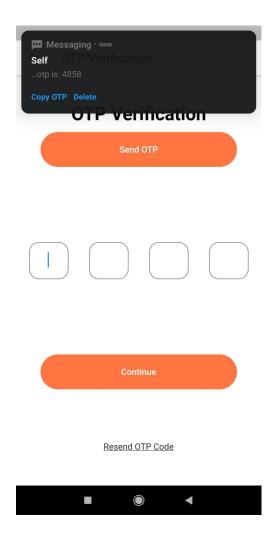
Screen 2: Registration pages for Customer, Retailer and Wholesaler



Screen 3: Login Page



Screen 4: OTP Page



MODULE 2: Dashboard for all users

Screen 5: Dashboard for customer, retailer and wholesaler

Customer



Retailer - Sell



Wholesaler

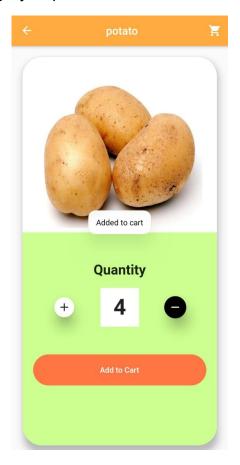


Retailer - Buy



Screen 6: Adding products to cart from a category of products and details

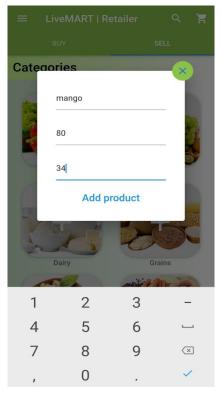




Screen 7: Cart



Screen 8: Adding products to stock from Retailer/Wholesaler Dashboard



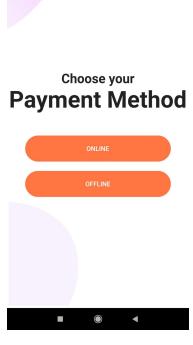
MODULE 3: Search/Navigation Module

Screen 9: MAPS API

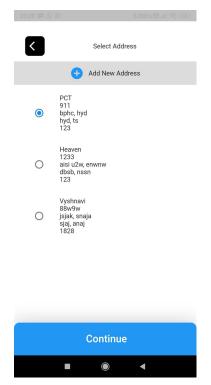


MODULE 4: Place Order and Status

Screen 10: Choose Online/Offline Payment

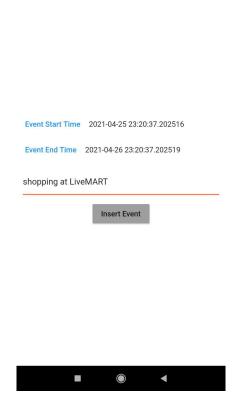


Screen 11: Online Payment



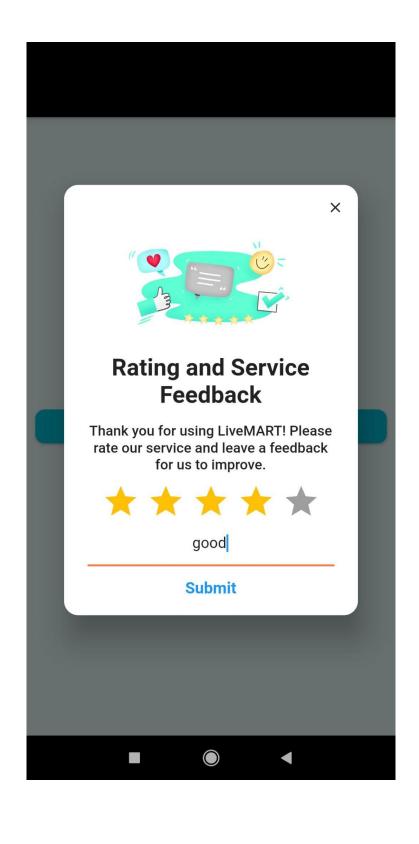


Screen 12: Offline Payment using Google Calendar API

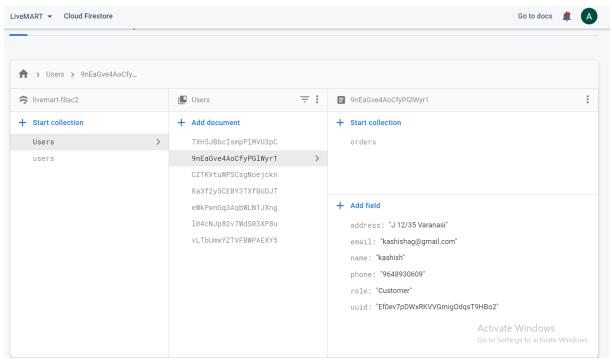


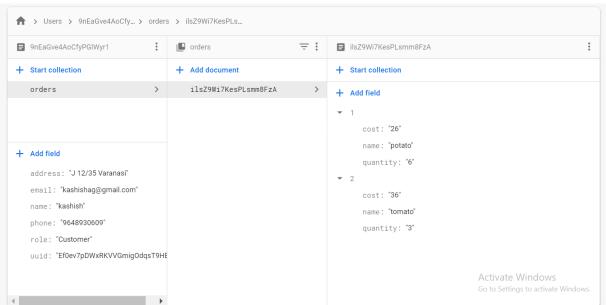
MODULE 5: Feedback and Queries

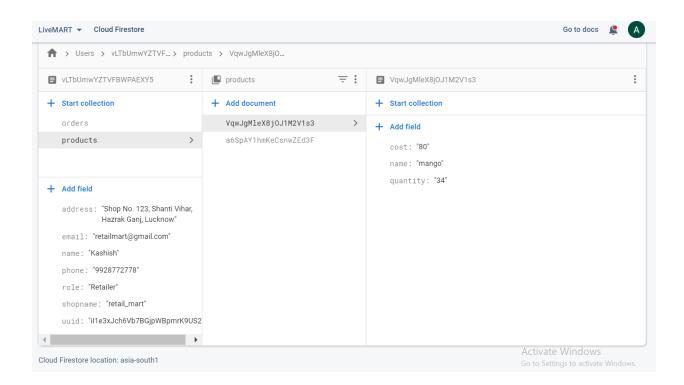
Screen 13: Feedback Page



BACKEND SCREENSHOTS IN FIREBASE:







LIST OF APIS AND DEPENDENCIES

```
dependencies:
23
24
     flutter:
25
         sdk: flutter
26
27
     # The following adds the Cupertino Icons font to your application.
28
      # Use with the CupertinoIcons class for iOS style icons.
29
      cupertino icons: ^1.0.2
       google_sign_in: ^5.0.2
31
      shared preferences: ^2.0.5
32
      fluttertoast: ^8.0.3
      font_awesome_flutter: ^9.0.0
34
      provider: ^5.0.0
      flutter_svg: ^0.22.0
      flutter_otp: ^0.3.1
      firebase_auth: ^1.1.1
      cloud firestore: ^1.0.6
      firebase core: ^1.0.4
40
41
      firebase_core_platform_interface: ^4.0.0
42
      jwt decode: ^0.3.1
      flutter secure storage: ^4.1.0
43
      firebase_storage: ^8.0.4
44
45
      connectivity: ^3.0.3
46
      rating dialog: ^2.0.0
      flutter_datetime_picker: ^1.3.8
47
48
       googleapis: ^2.0.0
       googleapis auth: ^1.1.0
49
       url launcher: ^6.0.3
```

Links to resources used:

- a. https://flutter.dev/docs
- b. https://firebase.flutter.dev/docs/overview/
- c. https://flutter.dev/docs/resources/bootstrap-into-dart
- d. https://codelabs.developers.google.com/?cat=flutter
- e. https://pub.dev/flutter/packages
- f. https://medium.com/@afegbua/flutter-thursday-13-building-a-user-registration-and-login-process-with-provider-and-external-api-1bb8781

 1fd1d
- g. https://medium.com/swlh/flutter-login-registration-using-firebase-1bef 34007b91
- h. https://medium.com/@shubham.narkhede8/flutter-login-register-ui-4f b0cf09eab3#:~:text=We%20have%203%20pages%3A,password%2 Ofield%20and%20create%20account.
- i. For e-commerce app
- j. https://developers.google.com/maps/documentation/embed/get-api-key
- k. https://firebase.google.com/docs/android/setup

Members Roles and Responsibilities:

- Aakanksha Singh: Enabling Social Login in Module 1, Module 3 and Module 2 backend
- 2. Aakanksha Bharadwaj: Enabling OTP Module 1, Module 2 backend and UI
- 3. Kashish Agrawal: Module 2 and 3 UI and backend
- 4. Vyshnavi S K: Module 1, Module 4, Module 5 UI

Challenges Faced and Resolutions:

- 1. Seeing the demo presentation and the number of complete tutorials that were available for building an android application, we also decided to create an android application using Flutter with Firebase for the backend in Android studio since these are the latest technologies. However, learning to use and getting familiar with Android Studio was itself a challenge and took us a lot of time.
- 2. When we started to code, we realized that there have been several dependency changes in both Firebase and Flutter in 2020-21, and as a result, most of the functionalities and libraries that we were supposed to

use according to the tutorials were now deprecated. Even functionalities in the official documentation were not working properly.

Resolution: We had to spend a lot of time scouring through the official documentation pages in order to implement our code. Also, since proper resources were not available, we had to search all errors separately and spend hours to resolve them.

3. Health and family wise also, we had to face several difficulties because of the second wave of Covid-19 in India. Unfortunately, one of our members, Kashish Agrawal, also got Covid and could not work for 2 weeks. Other members also had Covid-positive family members, which hindered their ability to work.

Resolution: All of us were very supportive and understanding of each other's circumstances. When one member was unable to work, others started implementing their part of the code so they can easily build up on that later, and vice-versa. Despite the challenging times, all members worked hard and contributed equally without slacking off.

4. The day before our final project demonstration, there was an update in the Flutter plugin in Android Studio because of which our application, which was running perfectly the night before, suddenly stopped working. What made this even more challenging was the lack of documentation about these kinds of errors.

Resolution: All of us worked together the whole night on resolving this error and finally we were able to run our application by doing "Flutter upgrade" and then running it in the Master channel.