**Project Synopsis**

**Grocery Online**

**Drish InfoTech**

**(**[**www.drishinfo.com**](http://www.drishinfo.com/)**)**

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**INTRODUCTION**

Grocery is an android application which will be used by customers who wish to buy products.

It will present various options which help a customer for managing the process of buying products.

The application stores and fetches data from a web server.

**DURATION:** 6 Months

**TOOLS AND TECHNOLOGIES**

Database: SQLite

Tools: Android Studio

Technology: Android, Java

**SYSTEM SPECIFICATION:**

Presentation Layer

Persistence Layer

Database Layer

Business Logic Layer

**Presentation Tier**

This tier will contain the user interface, which user will interact with. This is developed using XML.

**Business Logic Tier**

This tier will contain the business logic to provide business methods. For all type of clients Business Logic will be same.This is developed using Java.

**Persistence Tier**

This tier will contain the functionality to provide data storage service to the customers. This is developed using SQLite.

Web Container EJB Container

Database

Business Logic

WA(Web Browser)

WA (Mobile Application)

**BACK-END**

**USER:**

* Customers

**Customer Module** :

This module will be developed in Android. It will handle the following tasks:

1. Login, Sign Up, Guest User
2. View Profile, Order History
3. View Products
4. Cart Management
5. Place Order
6. Give Suggestions and Feedback