



Gujarat Technological University

Chandkheda, Ahmedabad

Gandhinagar Institute of Technology

Moti Bhoyan Road, Gandhinagar, Gujarat (Affiliated with GTU)

A Summer Internship Report on

“E-COMMERCE APPLICATION”

At the industry or company **Brainy Beam Technologies Pvt. Ltd.**

Under the subject

Summer Internship (3170001)

Computer Engineering

Submitted By

Name

Bhatt Prutha

Enrollment No.

200120107544

Internal Guide

Prof. Ruchika Patel

Academic Year

(2022-2023)

HOD – CE

DR. Nimisha Patel

External Guide

Mr. Sagar Jasani



Gandhinagar Institute of Technology

Moti Bhoyan Road, Gandhinagar, Gujarat
(Affiliated with GTU)

CERTIFICATE

This is to certify that the work of Sumer Internship (3170001) entitled “E-Commerce Application” has been carried out by *Bhatt Prutha Deven (200120107544)* under my guidance in partial fulfilment for the degree of Bachelor of Engineering in *Computer Engineering* 7th Semester at the Department of Computer Engineering, *Gandhinagar Institute of Technology*, Moti-Bhoyan, Gandhinagar, Gujarat, during the academic year 2022-2023 and his/her work is satisfactory. This student has successfully completed all the activity under my guidance related to Summer Internship for 7th semester.

Internal Guide,

Prof. Ruchika Patel,
Assistant Professor,
Computer Engineering Department

External Guide

Mr. Sagar Jasani
C.E.O.,
BrainyBeam Technologies Pvt. Ltd.

Dr. Nimisha Patel,

Head Of Department,
Computer Engineering Department,
Gandhinagar Institute of Technology.

Acknowledgement

I have taken efforts in this Summer Internship. However, it would not have been possible without the kind support and help of many individuals and organizations. I would like to extend my sincere thanks to all of them.

I am highly indebted to **Prof. Ruchika Patel & Mr. Sagar Jasani** for their guidance and constant supervision as well as for providing necessary information regarding the Internship. I take this opportunity to thank all my friends and colleagues who started me out on the topic and provided extremely useful review feedback and for their all-time support and help in each and every aspect of the course of my project preparation. I am grateful to my college Gandhinagar Institute of Technology, for providing me all required resources and good working environment.

I would like to express my gratitude towards Head of Department, **Dr Nimisha Patel** and Director, **Dr H N Shah** for their kind co-operation and encouragement which help me in this Summer Internship.

Thank You

Prutha Bhatt

(200120107544)

Particular			Page No.
Title Page			I
Certificates			II
Acknowledgement			III
List of Table			IV
1		Introduction	1
	1.1	Introduction of Summer Internship (Summary)	1
	1.2	Aim and Objectives	1
2	1.2	Tools & Technologies	2
		Implementation	2
	2.1	Functional	2
	2.2	Non-Functional	2
3		Outcomes	3
	3.1	Progress Report with Results (Day-Wise)	3-16
	3.2	Future Enhancement	16
	3.3	Conclusion	16-17
4		Bibliography	18
	4.1	References	

Chapter 1 Introduction

1.1 Project Summary

This project is intended to develop an e-commerce application for the retail store which is capable to sell the products of the vendor. This application has various features such as product management, price management, delivery management, payment gateway etc. This project is all about selling the groceries online. I want provide so many discounts to the customers, people will get up-to 10%-50% discounts on all the groceries that they buy from the local shop at the market retail price. The only thing is to be done from the customer end is to install the mobile app and order using our mobile app.

For the designing the app I am using the android studio using which I give to my app design and as sell as the functionality. The app will consists of number of wigids with the help of the number of layout method to layout the components of the android app.

1.2 Aim and Objective

The objective of the project is to make an application in android platform to purchase items. A complete and efficient E-Commerce application which can provide the online shopping experience is the basic objective of the project.

The main aim of this project is to make the work of a sales person easy and nontiring. This website makes it easier for the sales manager to manage the selling of the products in an easier and user-friendly way.

1.3 Tools & Technologies

- Languages-Java
- IDE-Android Studio
- Database-Firebase

Chapter 2 Implementation

2.1 Functional

- Register for customer.
- login for customer.
- Change or forgot password.
- Edit profile for customer
- View his shopping and payment history

2.2 Non-Functional

We have tried to make application as effective as it is possible, however we are lagging in some aspects such as:

- Performance
- Responsiveness
- Availability

Chapter 3 Outcomes

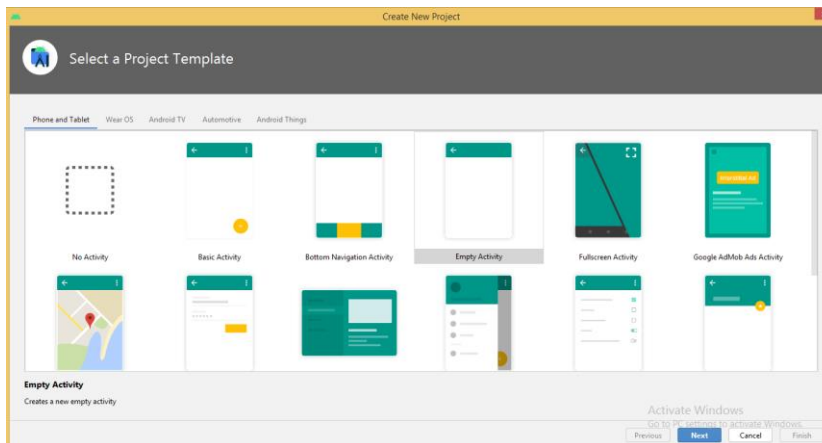
3.1 Progress Report with Outcomes:(Day Wise)

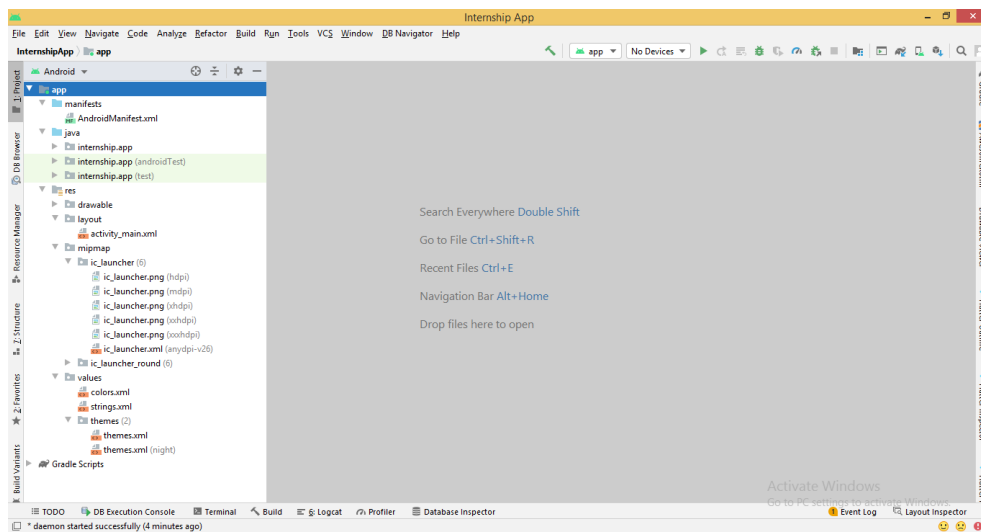
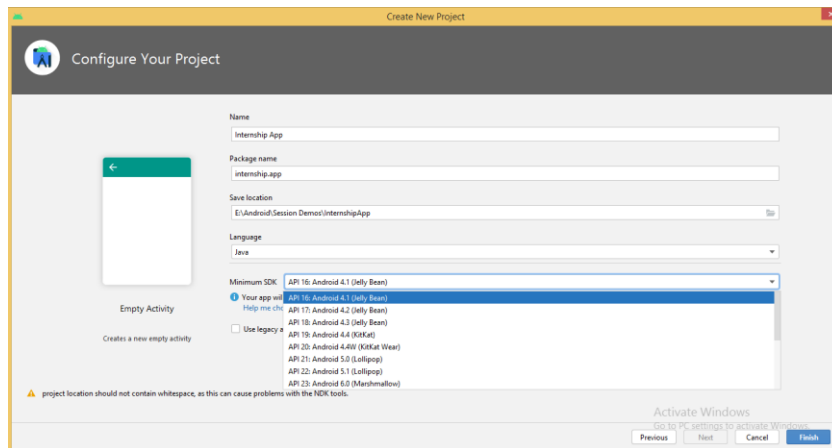
Day 1:

- Introduction to Android
- OOPS Concepts: Object, Class, Inheritance, Polymorphism, Abstract, Encapsulation, Access Modifiers, Single/Multiple Inheritance, Constructors.
- History Of Android
- Different Versions of Android
- Android Architecture
- Different IDEs of Android
- Download-Install-Configure Android IDE: Android Studio
- How to Create a New Activity

Day 2:

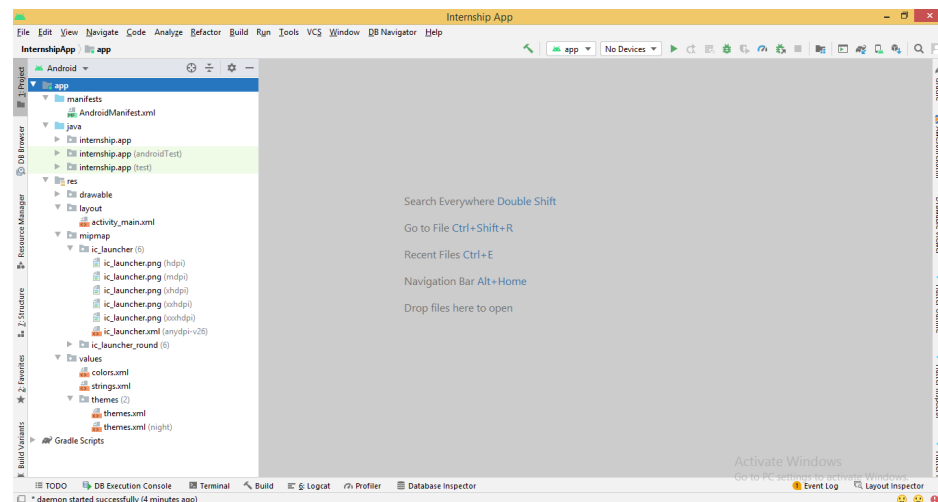
- Creating a New Project



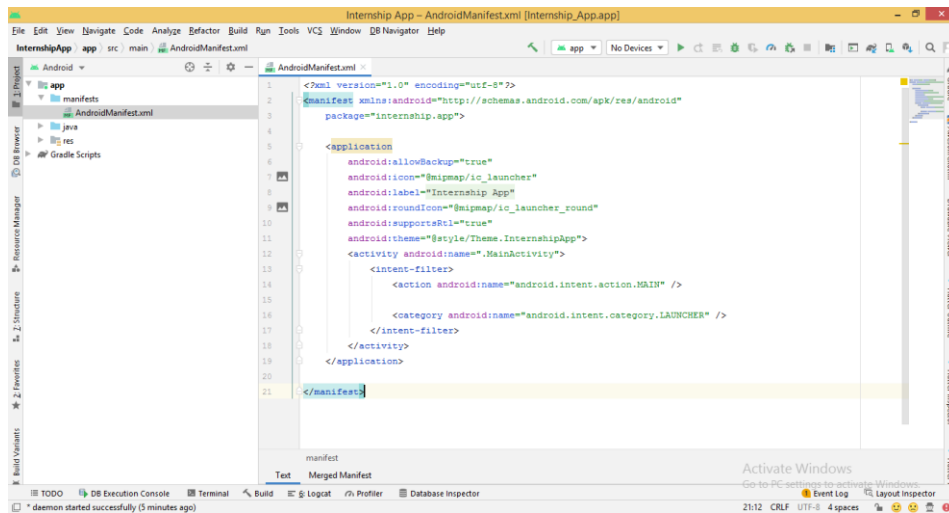


- Getting Familiar with Different Files in Android Studio:

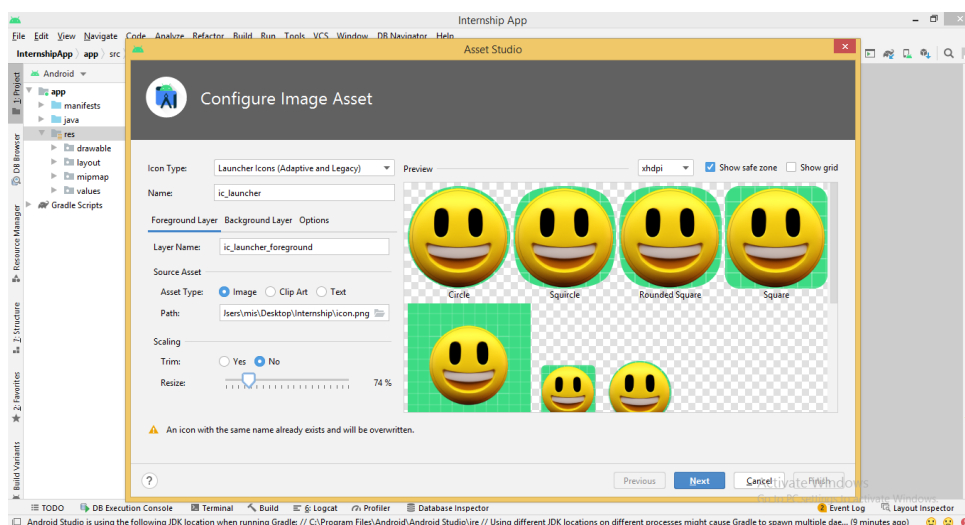
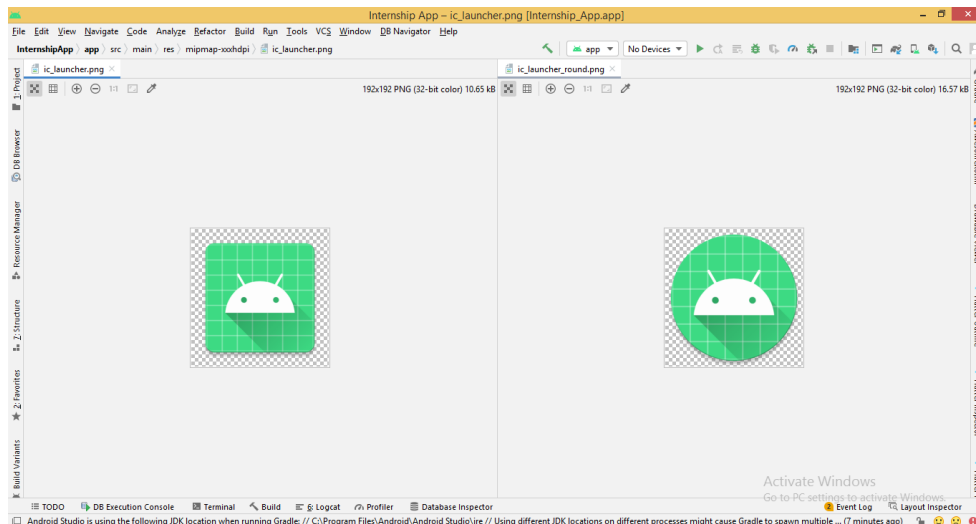
1) Gradle Structure:

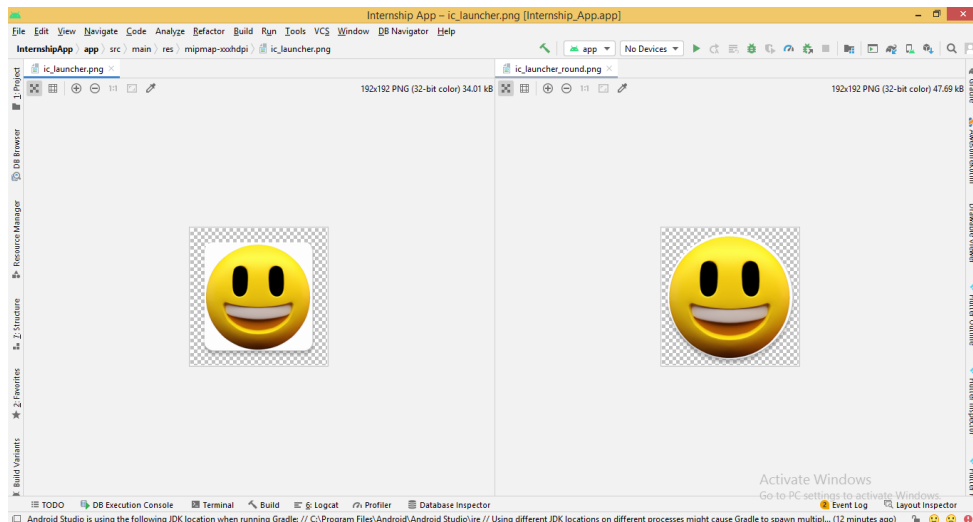


2) Manifest File:



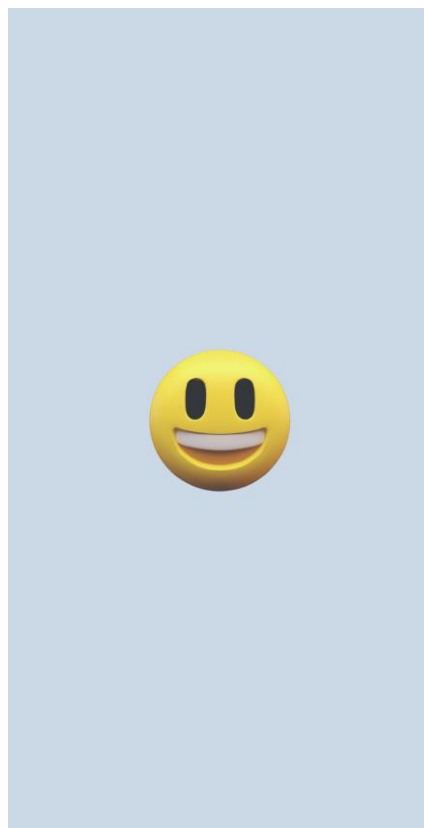
- How To Change Default App Icon:





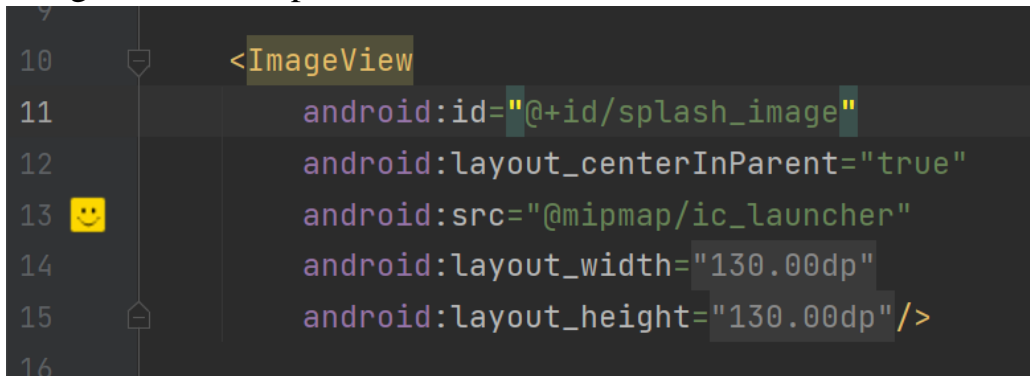
- **Creating A Splash Screen Activity**

It is a constant screen which appears for a specific amount of time, generally shows for the first time when the app is launched. The Splash screen is used to display some basic introductory information such as the company logo, content, etc just before the app loads completely.

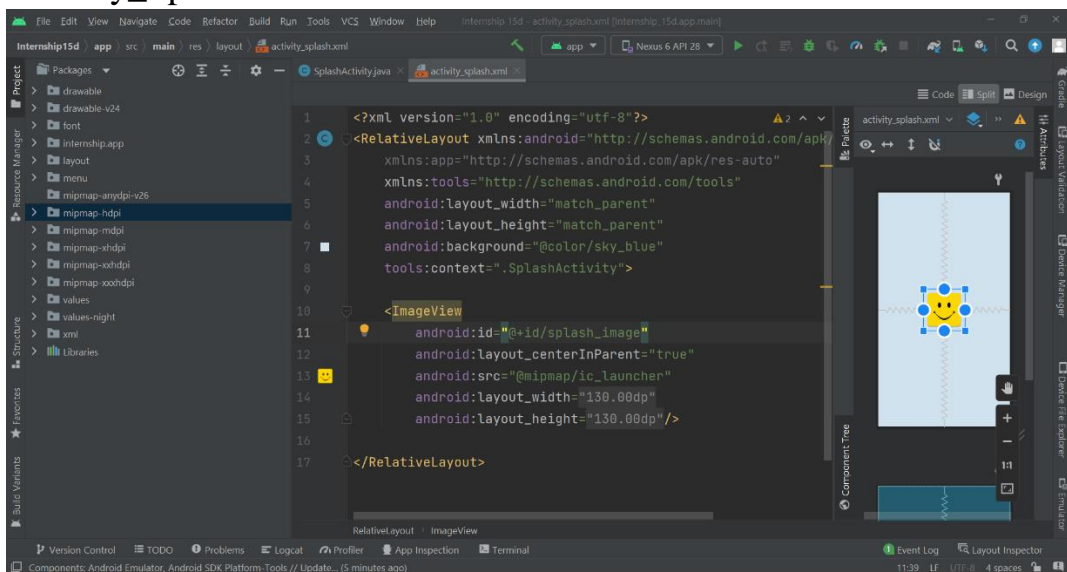


Day 3:

- Getting familiar with different types of Layouts And Other Properties
- Widgets to create splash Screen

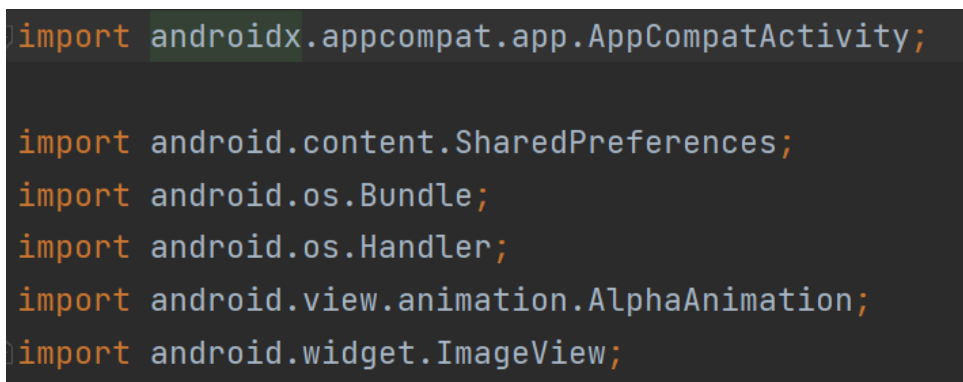


- Activity_Splash.xml

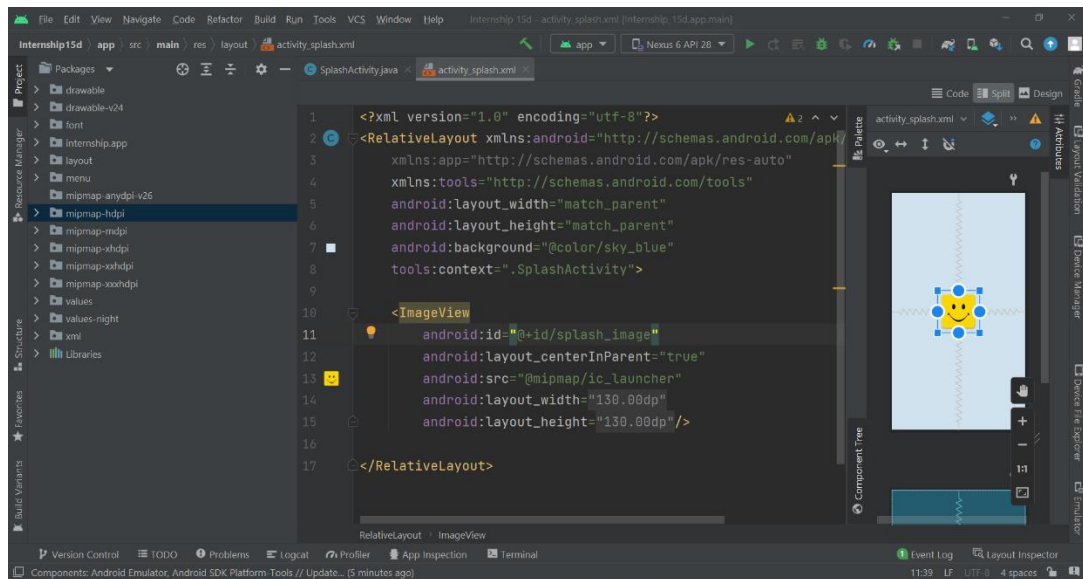


Day 4:

- Connecting XML File to Java File:

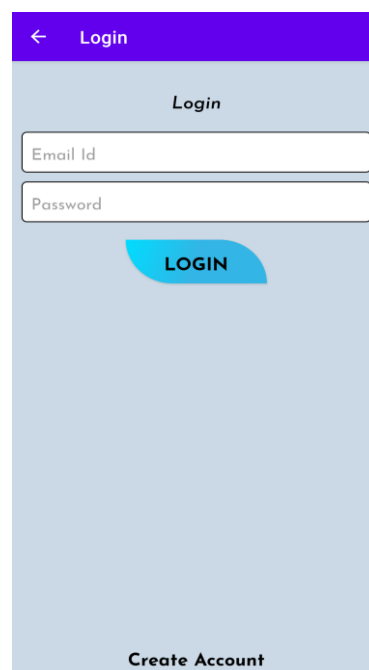


- SplashActivity.Java:



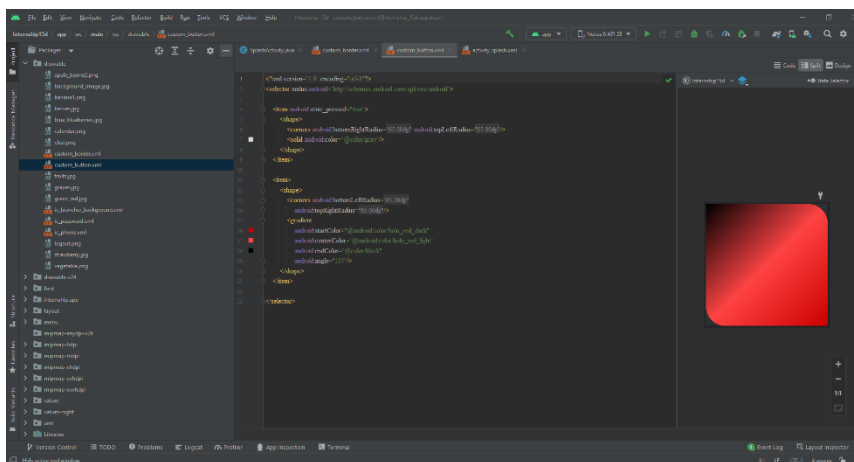
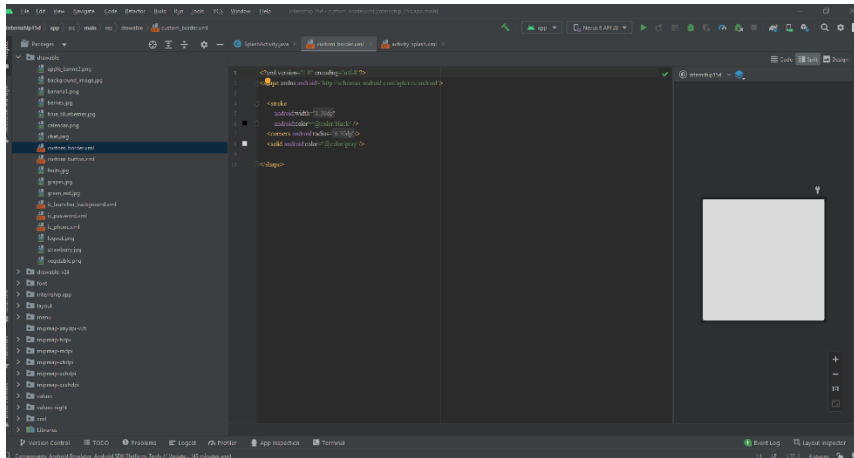
Day 5:

- Create Login Activity For Redirect from Splash Activity To Login Activity
- Create Login Form And Required Widget For Design :
- Layout, Text View , Edit Text, Button, Custom Border File, Custom Button File, Background Color, Create Font Folder, Style For Button, Text, Edit Text

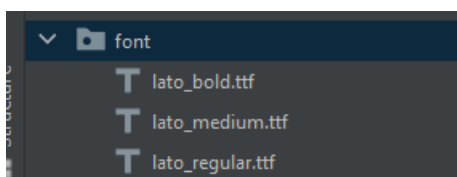


Day 6:

- Create Custom Button and Border File In Drawable Folder

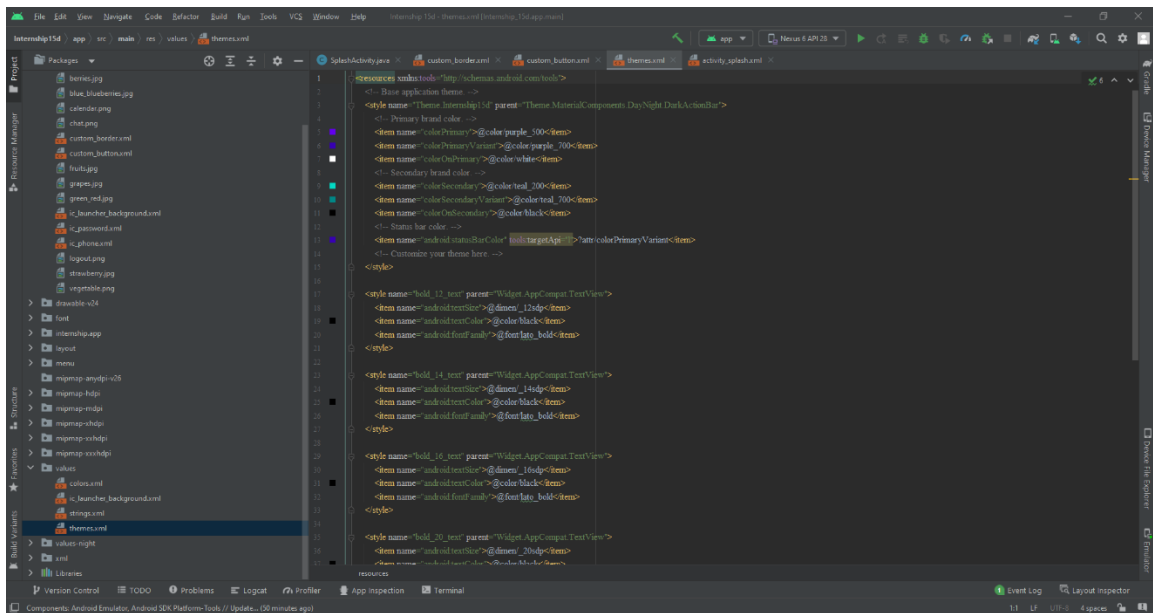


- Create Font Directory In Resource Folder



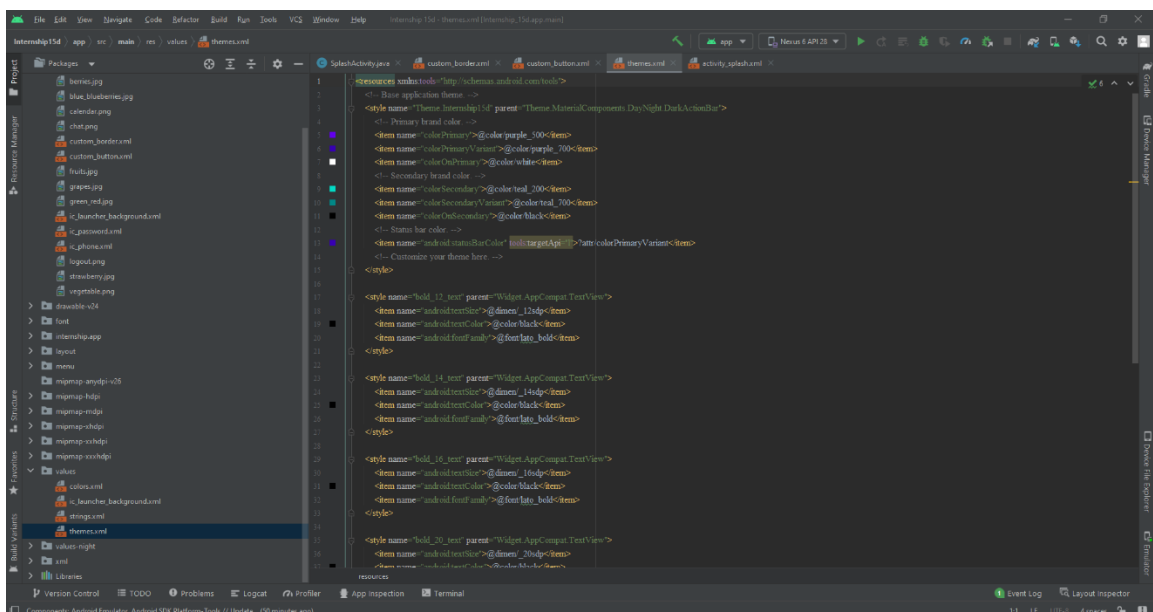
Day 7:

- Getting familiar with different properties of TextView, EditText, Button.
- Create Styles For TextView:



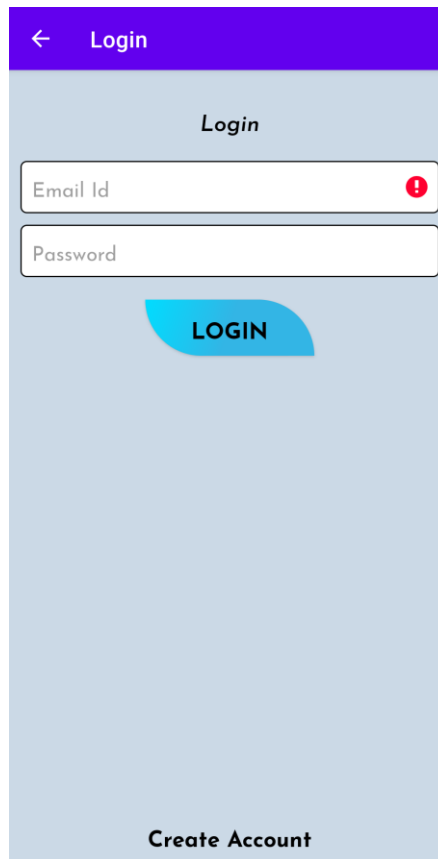
Day 8:

- Creating Styles for Button:



Day 9:

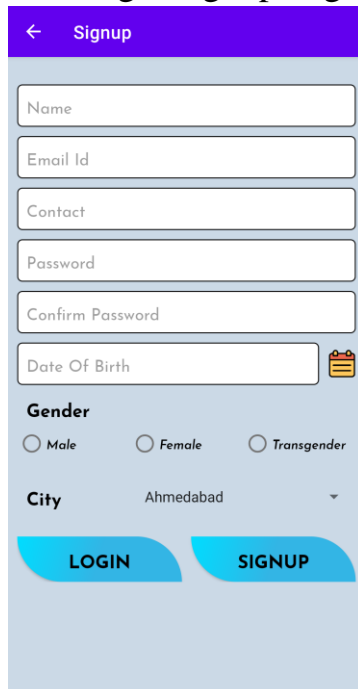
- Creating OnClick Event for Button, Text View, View, Layout, Radio Button, Checkbox.
- Checking for Empty Field:



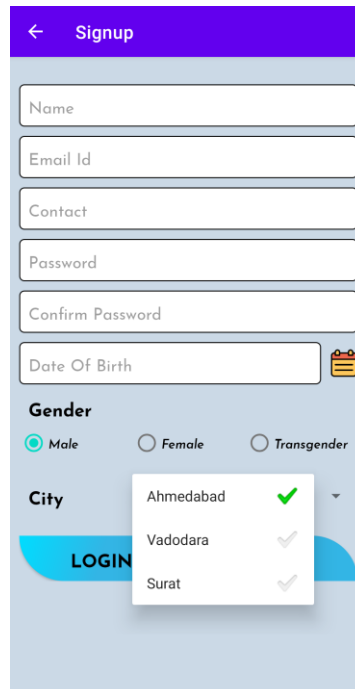
The login screen features a purple header with a back arrow and the text "Login". Below the header, the word "Login" is centered. There are two input fields: "Email Id" with a red exclamation mark icon indicating an error, and "Password". A blue "LOGIN" button is positioned below the password field. At the bottom, there is a "Create Account" link.

Day 10:

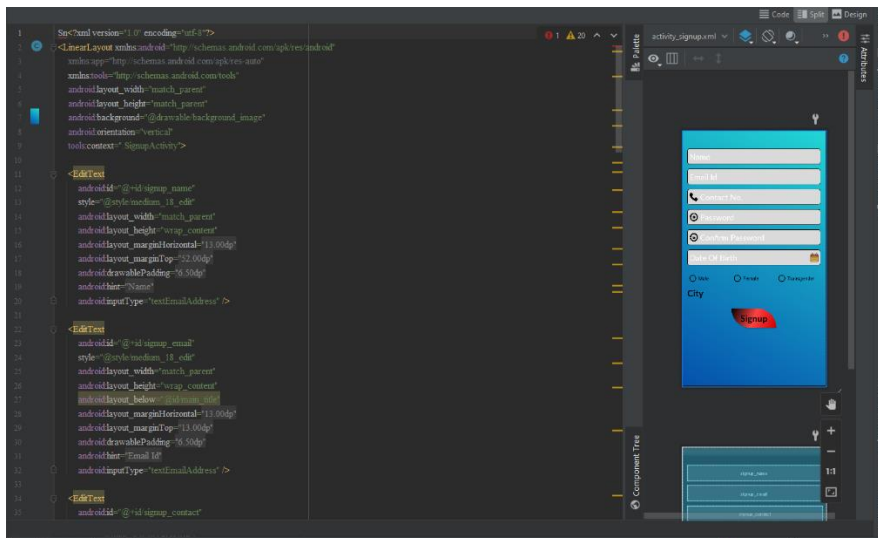
- Creating a Signup Page:



The signup screen has a purple header with a back arrow and the text "Signup". It contains several input fields: "Name", "Email Id", "Contact", "Password", "Confirm Password", and "Date Of Birth" with a calendar icon. Below these is a "Gender" section with radio buttons for "Male", "Female", and "Transgender". A "City" dropdown menu is set to "Ahmedabad". At the bottom, there are two blue buttons: "LOGIN" and "SIGNUP".



This version of the signup screen is identical to the one on the left, but the "City" dropdown menu is open, showing a list of cities: "Ahmedabad" (selected with a green checkmark), "Vadodara", and "Surat".



- Radio-Group Click Event:

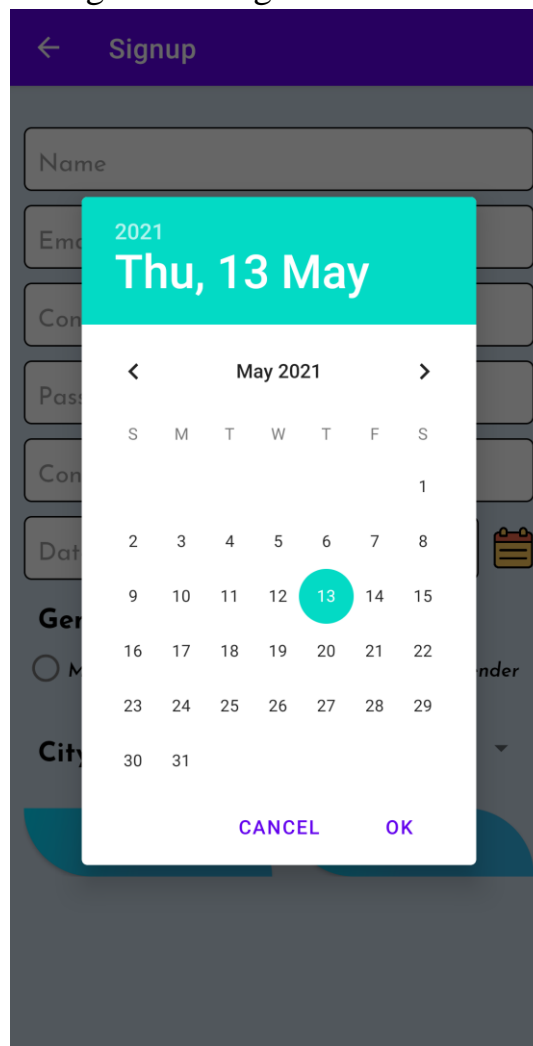
```
radioGroup = findViewById(R.id.signup_gender);

radioGroup.setOnCheckedChangeListener(new RadioGroup.OnCheckedChangeListener() {
    @Override
    public void onCheckedChanged(RadioGroup radioGroup, int i) {
        RadioButton radioButton = findViewById(i);
        new CommonMethod( context: SignupActivity.this, radioButton.getText().toString());
    }
});
```

- Set Data in Spinner and Click Event on Spinner:

```
spinner.setOnItemSelectedListener(new AdapterView.OnItemSelectedListener() {
    @Override
    public void onItemSelected(AdapterView<?> adapterView, View view, int i, long l) {
        new CommonMethod( context: SignupActivity.this, cityArray[i]);
        /*if(i==0){
            new CommonMethod(SignupActivity.this,"Male");
            male.setChecked(true);
        }
        else if(i==1){
            new CommonMethod(SignupActivity.this,"Female");
            female.setChecked(true);
        }
        else if(i==2){
            new CommonMethod(SignupActivity.this,"Female");
            female.setChecked(true);
        }
        else if(i==3){
            new CommonMethod(SignupActivity.this,"Transgender");
            transgender.setChecked(true);
        }
        else{
        }
    }
});
```


- Open Date-Picker Dialogue on Image View of Calender:



```
dateOfBirth = findViewById(R.id.signup_date_of_birth);

calendar = Calendar.getInstance();

DatePickerDialog.OnDateSetListener dateClick = new DatePickerDialog.OnDateSetListener() {
    @Override
    public void onDateSet(DatePicker datePicker, int i, int il, int i2) {
        calendar.set(Calendar.YEAR, i);
        calendar.set(Calendar.MONTH, il);
        calendar.set(Calendar.DAY_OF_MONTH, i2);

        SimpleDateFormat dateFormat = new SimpleDateFormat("dd-MM-yyyy", Locale.getDefault());
        dateOfBirth.setText(dateFormat.format(calendar.getTime()));
    }
};

dateOfBirth.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        DatePickerDialog dialog = new DatePickerDialog(context, SignupActivity.this, dateClick, calendar.get(Calendar.YEAR), calendar.get(Calendar.MONTH), calendar.get(Calendar.DAY_OF_MONTH));
        dialog.getDatePicker().setMaxDate(System.currentTimeMillis());
        dialog.show();
    }
});
```

Day 11:

- Creating Toast/SnackBar and Intent Common Class:

```
package internship.app;

import android.content.Context;
import android.content.Intent;
import android.view.View;
import android.widget.Toast;

import com.google.android.material.snackbar.Snackbar;

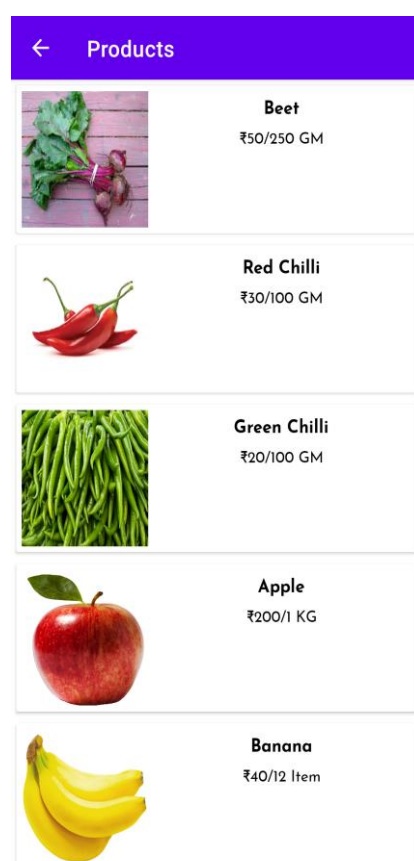
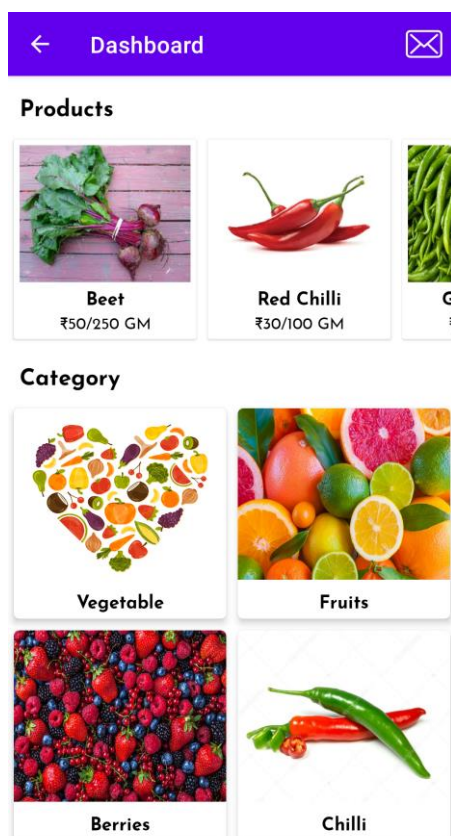
public class CommonMethod {

    CommonMethod(Context context,String message){
        Toast.makeText(context, message, Toast.LENGTH_SHORT).show();
    }

    CommonMethod(View view, String message){
        Snackbar.make(view,message,Snackbar.LENGTH_SHORT).show();
    }

    CommonMethod(Context context,Class<?> nextClass){
        Intent intent = new Intent(context,nextClass);
        context.startActivity(intent);
    }

}
```



Day 12:

- Working With Recycler View
- Getting familiar with Layout-Manager Class and its types:
Linear Layout Manager, Grid Layout Manager, Staggered Layout Manager.
- Understanding Adapter and its 3 Key Methods:
OnCreateViewHolder, OnBindViewHolder, OnItemCount.

Day 13:

- Setting Menu Icon On Toolbar:

```

@Override
public boolean onCreateOptionsMenu(Menu menu) {
    getMenuInflater().inflate(R.menu.home_menu, menu);
    return true;
}

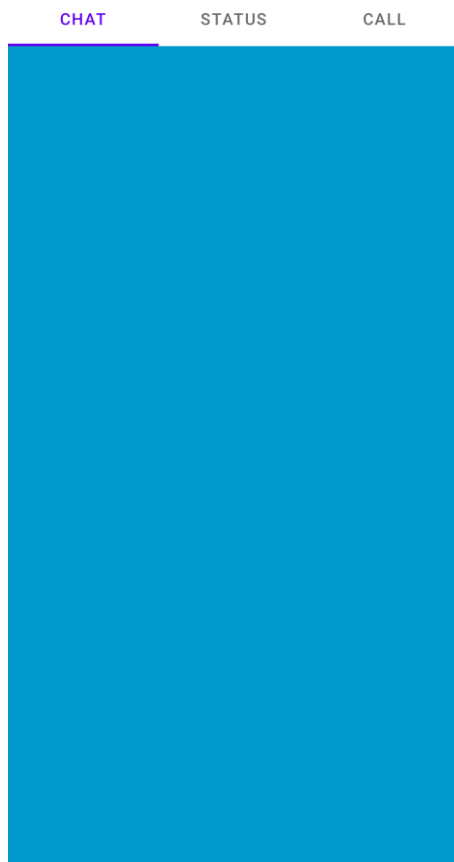
@Override
public boolean onOptionsItemSelected(@NonNull MenuItem item) {
    int id = item.getItemId();
    if (id == android.R.id.home) {
        onBackPressed();
    }
    if (id == R.id.home_menu_logout) {
        sp.edit().clear().commit();
        new CommonMethod( context: HomeActivity.this, MainActivity.class);
    }
    if (id == R.id.home_menu_chat) {
        new CommonMethod( context: HomeActivity.this, ChatActivity.class);
    }
    return super.onOptionsItemSelected(item);
}

```

- Bundle – Concept

Day 14:

- Create Table – Layout with View-Pager

**Day 15:**

- Uploading Application on PlayStore.

3.2 Future Enhancement

Here are the future plans of this project

- Will add more features to improve this application
- There will be email and mobile verification system
- Text alert for customers
- Will implement Credit Cards checkout

3.3 Conclusion:

In a nutshell, this internship has been an excellent and rewarding experience. I can conclude that there have been a lot I've learnt from my work at the

BrainyBeam Technologies Pvt. Ltd.. Needless to say, the technical aspects of the work I've done are not flawless and could be improved provided enough time.

As someone with no prior experience in Android whatsoever I believe my time spent in research and discovering new languages was well worth it and contributed to finding an acceptable solution to an important aspect of Android .

Two main things that I've learned the importance of are time-management skills and self-motivation. Although I have often stumbled upon these problems at University, they had to be approached differently in a working environment.

Working with Android and Java languages has increased my interest in them.

Chapter 4

Bibliography

4.1 References

- <https://brainybeam.com/>
- <https://www.w3schools.in/android/tutorials/>
- <https://firebase.google.com/firebase/mobile-platform>
- <https://developer.android.com/studi>