**Mobile Application Development**

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**BAHRIA UNIVERSITY, KARACHI CAMPUS**

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**Project Report**

**Project Title: E-commerce Grocery Store**

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1 - Abstract

With our Ecommerce grocery store app we wanted to innovate with a product our clients could use daily that would improve their way of thinking, planning and grocery shopping regardless of their movements and locations. Our app is perfect for online shoppers as it allows them to order from a selection of more than 100 products and choose home delivery or in-store pickup; all from their mobile devices.

2 – Existing System

* The existing system is manual system so the delivery of product is not there.
* Buyer need to go to the shop and buy the products.
* Can do shopping from home.
* For buying different kind of products he/she need to go different shops example, vegetables, species etc.

3 – Proposed System

* **Mobile application system**
* **buyer and seller can communicate easily.**
* **Need not to go different shops to buy products.**
* **send SMS or e-mail to vendor or even to your specific vendor.**
* **Commercialization of vendors.**
* **Shopping with ease.**
* **Availability of product with ease and just a single click on send SMS or email.**

4 – Scope of Proposed System

* Small scale shopkeeper can enhanced their area.
* Buyer register themselves and access.
* Multiple products available at one place to one shop (Grocery Application).
* All the types of products available to buyer like dairy products, vegetables etc.

5 – Aim and objective of Proposed System

* The aim is to provide ease to the working men and working women relaxation.
* Home delivery.
* Commercialization of seller.
* Instant delivery of products
* You are anywhere, products reached your home.

6 – Feasibility Study

The main aim of the feasibility study activity is to determine whether it would be financially and technically feasible to develop the product. The feasibility study activity involves the analysis of the problem and the collection of relevant information relating to the product such as the different items which would be input to the system, the processing required to be carried out on these data, the output data required to be produced by the system, as well as constraints on the behaviour of the system.

* Preliminary investigation examine the project Feasibility, the likelihood the system will be useful to the organization. There are three basic tests of feasibility study for computation of a new system and each one is equally important. These tests are
  + Technical Feasibility
  + Economical or Financial feasibility
  + Behavioural or Operational feasibility Feasibility Study

7 – Operational Feasibility

* To use this system is not requires any sort of extra training.
* Proposed system is beneficial only if it meet the user’s satisfaction
* The management people are quite keen to see the new system developed
* The system is bound to provide enhanced features with ease of operation
* Accessibility of information

8 – Technical Feasibility

* Adequacies technology to develop the system 
* Sufficient hardware and software available to develop the system
* Human power for maintenance
* Tools and programming language available
* The system is expandable in many dimensions with respect with to addition of the more functionality, feature, etc.

9 – Economical Feasibility

* A system that can be developed technically and that will be used if installed must still be good investment for the organization
* Financial benefits must be equal or exceed the investment
* The cost of hardware and software will not be too high. It’s one time investment in system
* It does not require any special tool to be implemented. So it is economical feasible too
* Speed up the communication process, which take a considerable amount of time when do manually.

10 – System Module

* Registration: If customer wants to buy the product then he/she must be registered, unregistered user can go to the shopping cart but ultimately, they will come to the registration.
* Login: Customer logins to the system by entering valid user id and password for the shopping.
* By Buyer
* By seller (shopkeeper)
* Changes to Cart: Changes to cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.
* Payment: payment after delivery.

UML Diagram:

Register

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GroceryApp

Admin

login

types of product

Buyer

AddCart

sms/email

Admin

logout

6 – Bibilography

* www.androidhive.info
* www.stackoverflow.com
* www.developer.android.com

Thank-you