

**LA GRANDEE INTERNATIONAL COLLEGE**

**Simalchaur - 8, Pokhara, Nepal**

A Project Report on

“Gadget App”

**Submitted to**

Bachelor of Computer Application (BCA) Program

In partial fulfillment of the requirement for the degree of BCA affiliate to

Pokhara University

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# Student's Declarations

**"Electromart"**

We hereby declare that we are the only authors of this work and that no sources other than the mentioned here we have been used in this. We assure you that the work we present here is unique to ourselves and resemblances to another similar project are purely coincidental.

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# Introduction

The Gadget App E-Commerce project is a comprehensive solution for businesses selling electronic gadgets, designed to automate and streamline the online shopping experience. It provides a user-friendly interface with functionalities like managing product inventory, processing orders, handling secure payments, and generating sales and activity reports. The goal is to boost efficiency and profitability for businesses while ensuring a convenient and seamless customer experience. By eliminating manual processes, businesses can focus on growth and enhanced customer service.

The proposed application will offer a wide range of gadgets, including smartphones, tablets, laptops, smartwatches, and accessories, to meet diverse user needs. Advanced features such as real-time stock availability, user-friendly navigation, flexible order and return systems, and secure payment gateways will ensure a smooth shopping experience. This project aims to enhance business efficiency and profitability by automating and streamlining the e-commerce process. With this system in place, businesses can expand their digital sales and serve their customers more effectively.

Moreover, the app is built with scalability and performance in mind, using modern technologies to support high traffic and large product catalogs without compromising speed or reliability. It also integrates analytics tools to help businesses track user behavior, optimize marketing strategies, and make data-driven decisions. With mobile responsiveness and cross-platform compatibility, users can enjoy a consistent shopping experience across all devices. Overall, this project not only simplifies the e-commerce process but also empowers businesses with the tools they need to stay competitive in a rapidly evolving digital marketplace.

# Problem Statement

* Small to mid-sized gadget retailers struggle with managing e-commerce operations due to the absence of a comprehensive and user-friendly mobile application.
* Many rely on manual processes and disconnected tools, causing inefficiencies, errors, and confusion in inventory, order, and customer management—highlighting the need for an efficient and integrated management system.
* There is a growing demand for a customizable solution that can centralize product information and customer data to support smooth and effective operations.
* The absence of a centralized system makes it difficult to store, organize, retrieve, and present data in a way that supports a seamless shopping and administrative experience for both staff and customers**.**

# Objective

* To provide a user-friendly and efficient system that enables sellers to manage gadget products and e-commerce operations effectively and efficiently.
* To collect, store, organize, retrieve, and present product information and customer data for a seamless shopping and management experience.

# Background Study

The Gadget App E-Commerce project is a cross-platform mobile application built using React Native, designed to provide seamless interaction for both buyers and sellers on Android and iOS devices. Its backend is powered by Node.js and Next.js, developed in TypeScript—offering a scalable, high-performance, and maintainable architecture. The system efficiently handles product management, order processing, and customer data storage in real time, enabling users to manage their business operations from anywhere.

To better understand the current landscape of gadget retail operations in our country, we studied existing local platforms such as ITTI Pvt. Ltd. and Nagmani International:

* ITTI Pvt. Ltd. offers a mobile application and web interface that showcases a wide range of electronic gadgets such as laptops, smartphones, and accessories. Their platform provides product listings with technical specifications, promotional offers, and customer support. However, the mobile experience still lacks full seller-side management tools like inventory tracking, real-time updates, and advanced analytics.
* Nagmani International primarily operates through a website, offering renowned brands like ASUS, MSI, and Acer. While the site supports bulk product listings and handles direct customer inquiries, it lacks a dedicated mobile application and offers limited features for real-time inventory and order management, especially for small vendors who want to use the platform for distribution.

In addition to these platforms, we visited a local gadget store to observe how small retailers manage their sales and inventory in real time. The store used a mix of an offline POS system and basic online listings. We noticed several challenges:

* The use of manual and disconnected tools made it difficult to sync inventory and order records efficiently.
* Staff struggled with frequent errors and confusion while tracking stock and customer orders.
* The absence of centralized systems meant that data entry was repetitive and time-consuming.

From these insights, we identified a clear opportunity to develop a **comprehensive and customizable solution** for gadget retailers. Our application is intended to address these gaps by providing:

* A mobile-first system where sellers can easily **add, edit, or remove products**, manage inventory, and process orders.
* A structured database for **real-time storage and retrieval** of customer and product data.
* Advanced features like **search filters by brand, price, or specs**, and **reporting tools** to track sales and performance.
* An intuitive user interface designed to reduce complexity for store staff and improve the shopping experience for customers.

Ultimately, the Gadget App is designed to empower small and mid-sized electronics businesses by improving operational efficiency, reducing human error, and offering a more modern, digital approach to retail management in the growing e-commerce landscape of our country.

**Literature Review**

The days of building native applications separately for each mobile platform are fading. React Native has emerged as a powerful cross-platform development framework, allowing developers to build apps for both iOS and Android using a single codebase. This significantly reduces development time and cost while ensuring a consistent user experience. React Native is increasingly being adopted in various domains, including gadget-related mobile applications that offer users information about tech devices, specifications, comparisons, reviews, and shopping options.

In Nepal and other countries, there is a growing trend of mobile apps that provide comprehensive information on electronic gadgets, such as smartphones, laptops, wearables, and accessories. These apps enable users to explore products, compare features, and make informed buying decisions. Many of these apps are developed using React Native because of its ability to deliver smooth UI, native performance, and rapid deployment. These applications also often include notification features, product reviews, and real-time pricing updates, making them valuable for tech-savvy users.

The primary objective of such apps is to bridge the gap between consumers and technology by offering accurate and up-to-date gadget-related content. React Native plays a key role in ensuring that both Android and iOS users receive the same quality experience. Through features like component-based architecture and reusable code, developers can update and maintain apps efficiently.

Research has shown that React Native apps improve development portability, making it easier for teams to build and maintain applications across platforms. For instance, developers can manage gadget-related product databases, display device specifications, and handle user interactions within a unified environment.

One of the main benefits of using React Native in this context is the centralization of gadget data, which allows users to browse products, view specs, and receive news and alerts in one place. This enhances the user experience and encourages engagement. Studies indicate that consumers prefer apps that are responsive, lightweight, and frequently updated—features that React Native supports well. Additionally, frameworks like React Native reduce the learning curve and development effort, making it easier for startups and small teams to launch and scale gadget-focused apps. Dorn and Naz also suggest that many users remain unaware of the latest gadgets due to fragmented information sources. React Native apps that aggregate this information into a user-friendly interface can solve this issue.

Ultimately, the ability to search, compare, and stay informed about gadgets in one unified mobile platform makes React Native an ideal choice for building gadget comparison and shopping apps. These applications not only serve as informational tools but also play a crucial role in influencing purchasing decisions.

**Study of Existing Systems**

Nepal’s e-commerce sector has been rapidly growing, particularly in the field of electronics and gadgets. Consumers are increasingly turning to online platforms for convenience, variety, and better pricing. Despite this progress, the sector faces several challenges:

* **Limited Digital Literacy**: A large portion of the population, especially in rural areas, lacks the digital literacy needed to comfortably use e-commerce platforms.
* **Logistics and Delivery Issues**: Inconsistent delivery networks, especially in remote areas, hinder smooth operations and affect customer satisfaction.
* **Trust and Security Concerns**: Many users remain skeptical about online payments, product authenticity, and return policies.
* **Urban-Centric Services**: Most e-commerce services are concentrated in urban areas, leaving rural consumers underserved.
* **Price Sensitivity and Competition**: The market is highly price-sensitive, with intense competition leading to narrow profit margins.

**Analysis of Existing E-commerce Platforms**

Several e-commerce platforms currently operate in Nepal, each with its own strengths and limitations.

**Electromart:**

**Strengths:**

* Specializes in electronic gadgets, offering a niche and focused product range.
* Features an intuitive, user-friendly mobile and web interface.
* Offers competitive pricing and regular discounts on top gadget brands.
* Provides detailed product information, reviews, and comparison tools for informed decision-making.
* Supports various payment methods including digital wallets and cash on delivery.

**Limitations:**

* Hard to reach customers in rural and semi-urban areas because of delivery problems.
* Dependence on third-party delivery partners may impact consistency and reliability.
* Return and refund processes may be slow or cumbersome for some users.
* Limited physical presence or service centers for after-sales support.

# Methodology

The Iterative Model is a software development approach that involves repeating a sequence of steps—such as planning, designing, implementing, and testing—until the desired level of quality is achieved. This model is used for the development of this Android-based e-commerce application, as it ensures that each iteration is thoroughly tested, reviewed, and improved. By incorporating feedback in each cycle, the development team can continuously enhance the app’s performance, usability, and functionality, leading to a more reliable and user-friendly final product.



### Fig 5.1: Block Diagram

Iteration 1

Requirement

### Fig 5.2: Iterative model

Iteration 3

Iteration 2

Design

Deployment

Maintenance

Design

Coding

Testing

Implementation

Review

Coding

Testing

Implementation

Review

Review

Analysis

Design

Coding

Testing

Implementation

The Iterative Model for the development of the Android-based Gadget E-Commerce application typically consists of the following phases:

1. **Requirement Gathering:** In this phase, we gather the project objectives, scope, and requirements. We also define the features for the mobile application, such as product catalog management, order processing, and secure payment systems, and identify the resources required for the project.
2. **Analysis:** During this phase, we analyze the gathered requirements in detail. Any potential issues or gaps are identified, and we develop diagrams (such as flowcharts or wireframes) to help clarify the system's functionality and user interactions.
3. **Design:** In this phase, we create detailed designs for the system. This includes designing the user interface (UI) for the Android app, database schema using MongoDB, and defining the software architecture for the backend using Node.js/Next.js and TypeScript.
4. **Coding:** This phase involves writing the actual code for the mobile application and backend system. The Android app is developed using Java/Kotlin, while the backend is implemented using Node.js and Next.js, with MongoDB for data storage.
5. **Testing:** In this phase, we rigorously test the Android app and backend to ensure they meet the defined requirements. We perform functional testing, performance testing, and security testing to verify the system works as expected.
6. **Implementation:** Once the system passes the testing phase, it is deployed to production. The Android app is made available on the Google Play Store, and the backend is deployed to a cloud service, making the app ready for use by customers and sellers.
7. **Review:** After deployment, we continue to maintain and support the system. This includes fixing bugs, enhancing features based on user feedback, and ensuring the app stays updated with new technology and security patches.

# Gantt Chart

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Task Name** | May 1 | May 15 | June 1 | June 15 | July 1 |
| Planning |  |  |  |  |  |
| Research |  |  |  |  |  |
| Design and Coding |  |  |  |  |  |
| Implementation |  |  |  |  |  |
| Documentation |  |  |  |  |  |

### Fig 7.1: Gantt Chart

# Deliverables

The deliverables of this project are as follows:

* **Database Management System** to store information about gadgets, orders, customers, and transaction history.
* **Customizable Order and Payment Processes** for customers to place orders, track deliveries, and make secure payments.
* **Real-time Inventory Management** to track stock availability, update product listings, and manage order fulfillment.
* **Security Features** to protect sensitive customer data and transactions, ensuring secure logins, payments, and data storage.
* **User-Friendly Mobile Interface** designed for easy navigation, allowing customers to browse products, place orders, and manage their accounts seamlessly.
* **Product Management** system for sellers to add, update, or remove gadgets from the catalog, track sales, and manage product listings.

# Conclusion

The Gadget E-Commerce Application project is an efficient and scalable solution for businesses looking to automate and streamline their online sales and inventory management. With its wide range of customizable features and functionalities, this project can be tailored to meet the unique needs of different e-commerce retailers. The user-friendly mobile interface, along with real-time inventory management and secure payment processing, ensures a seamless shopping experience for both customers and sellers. Overall, it is a valuable tool for businesses aiming to enhance their operations and drive growth in the competitive e-commerce market.

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