Mercado Gravy

User Manual

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Introduction

This program has been designed for use as an e-commerce platform application. It uses a database hosted by Firebase, which was developed around the REST API by specifically using the Firebase Real Time Database. Therefore, it can be run on any operating system that has the Java Virtual Machine installed.

To install and use the program, just follow the instructions in the readme.md file.
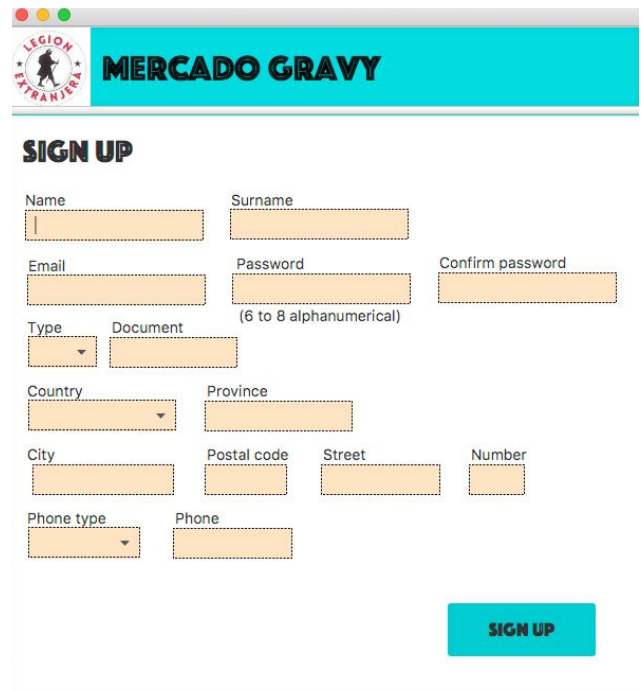
Use of the platform

Entry

When the program starts, if the user was already registered, he can enter his data and enter the system (figure 1). To do this you must write your email and your password. On the other hand, if you were not registered, you can click on "Sign up" and create a user filling the data (figure 2).

Figure 1: Entry

Figure 2: Sign Up

Navigation on the platform

Once entered, you can proceed to buy or publish products, or to the user profile. The main screen starts in the products search (figure 3), where it is possible to search for a product according to the different categories or by name. However, a navigation bar was placed where the access to the search or publication of products, and the profile are located.
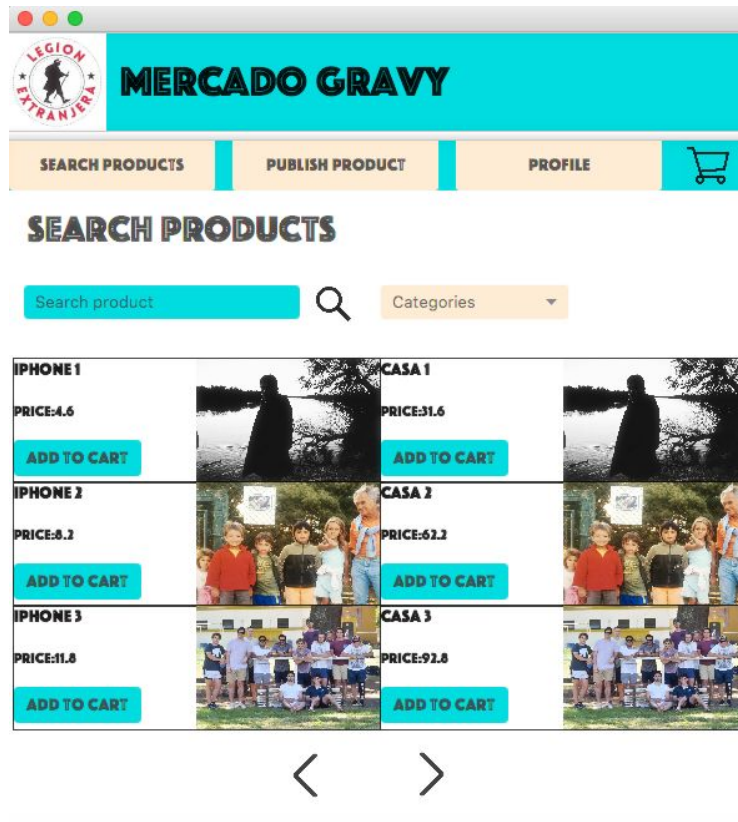
Figure 3: Main Screen - Search Products

Product search

As you can see on figure 3, to search for products, click on the *Search Products* button on the navigation bar. This will redirect you to perform the search by category or name.
For the search to be carried out, it is necessary to click on the magnifying glass icon.
A list of the products that match the criteria will be displayed and can be added to the cart by clicking *Add to cart*.
To navigate through the list of products, the Previous "<" and Next ">" buttons are available.

Shopping cart

The shopping cart lists the products to be purchased and gives the option to remove them with the *Remove* button (figure 4). On the bottom, the sum of the product prices is shown.

If the user wants to check out and confirm the purchase of the products, the *Check Out* button will show a new window (figure 5), where the user is asked for the payment information and payment will be carried out with the *Confirm purchase* button.
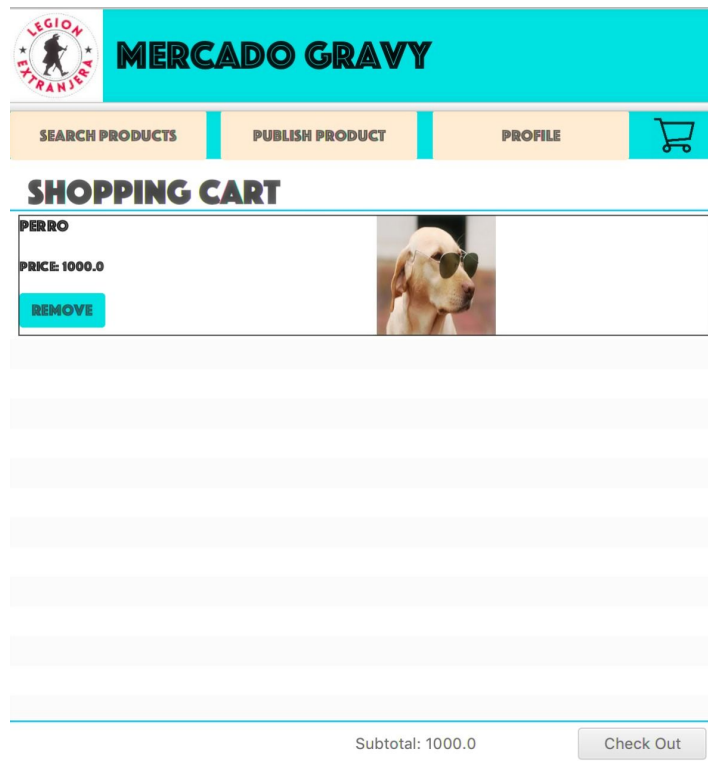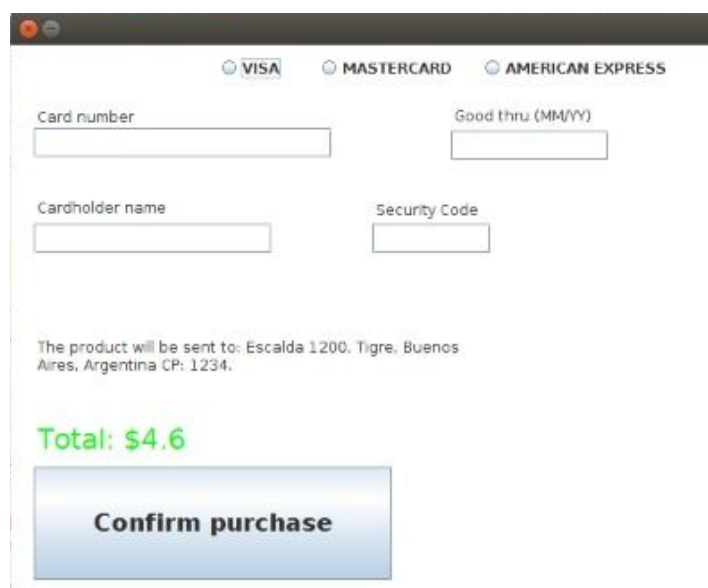

Figure 4: Shopping Cart

Figure 5: Payment

Profile

On the Profile section (figure 6), a user can check his published products (finished or currently active publications) and his purchased products history by clicking on the *Published Products* or *Purchased Products* button respectively.
Also, he can check his information by clicking on the *My Information* button, and modifying it if needed (figure 8).
If the user is an administrator, he can manage other users by blocking or unblocking them. This is done by clicking on the *Administration* button, where the page seen on figure 7 is shown, and the administrator can block users by clicking on the *Block User* button correspondent to the user.
Finally, the *Sign Out* button logs out the user from the application, returning to the entry page.
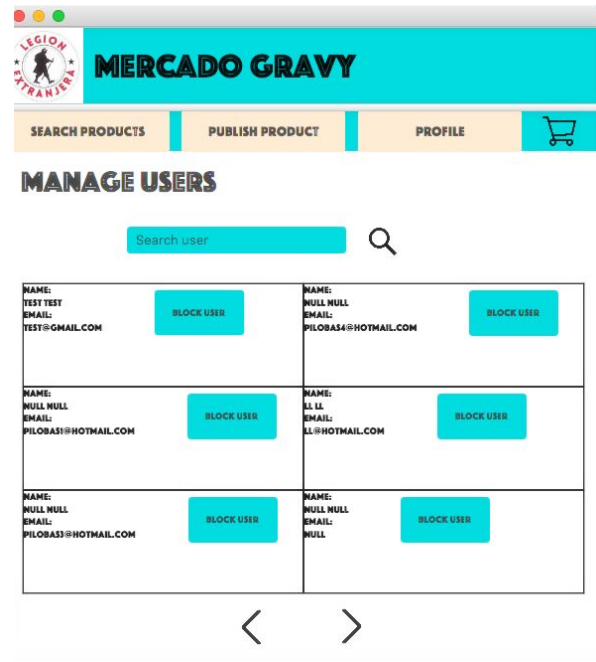

Figure 6: Profile

Figure 7: Administration

Figure 8: Information

Product publication

From the main tabs (for example, the one on figure 3) it is possible to publish a product by clicking *Publish Product* on the navigation bar.
It has the option to add up to 1 image per product. Those published products will be listed in *Published Products*.

Figure 9: Publish a product