GLA University, Mathura

MINI PROJECT
(2020-2021)

MID-TERM REPORT

Project Name/Title: "Grossify"

Submitted by:-

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Contents

Abstract

Problem Statement:-

What we are creating?

We are creating “A real-time android application to shop online using android devices.”

Android based application is an application that runs within the Android device via Internet with accessing the operating system of any individual cell phone. The advantage of browser-based applications is that they can run on any versions of android.

What is our idea about?

In today’s era, we all are aware of our daily changing requirements and the need to shop as in the world of digital marketing.

Shopping the daily needs virtually is what when individuals interact without being face-to-face but through words and texts they sent or receive data to be shared. We can share information and the need can be delivered to us.

Shopping virtually make us elevate from being digitally literate to digitally fluent, collaborate using appropriate virtual tools and system and they are cost-effective and environment friendly too.

So putting our efforts into this application, we are going to create “Grossify”.

INTRODUCTION

The general reason is to portray a complete and detailed picture of the overall purchase decision making process of consumers shopping online for groceries, including pre- and post-decisional stages. Although providing a broad description of the overall decisional process, the intent is to focus on the actual purchasing stage, shedding some light onto two details of this process – the in-store buying and browsing strategies used by online grocery shoppers and their reaction to in-store changes.

This project is aimed at developing an android application that depicts online Shopping of grocery and purchasing using Payment Gateway. Using this software, we can improve the efficiency of their services of sales product. Online Shopping is one among the applications to enhance the marketing of the company's products.

Objectives:

- The App gives all the information about the grocery shop provides better services for customer.
- It provides the facility to the customer who wants to buy grocery products to lack of time.
- It provides facility to the customer to payment by the cash or Debit/Credit card or through Net banking.
- It's providing full details about the grocery product and related information about the product like cost, weight, and best before date etc.

Implementation Details

According to our idea of creating a Real-Time Android Application named “Grossify” to establish productively and trusting virtual working relationships.

A review of the articles and business reports related to consumers’ grocery shopping decision making process, in both offline and online retail channels. The intent was to acquire a general overview of grocery shopping, in what pertains to this dissertation and subsequent research questions, and as such the focus relies mostly on the decisional phase and influencing pre-decisional phase of the grocery shopper decision making process. Based on the outcome of the literature review performed, a conceptual framework that guided the design and performance of the empirical studies, aiming at providing answers to the proposed research questions, is also presented.

The purchase decision making process in traditional retail environments:

- A consumer purchase is typically a response to a problem or need, and once a consumer realizes this, he or she undergoes a series of steps until his or her need is satisfied.
- When analysing the particular case of online shopping, factors other than those already reviewed come into play and should therefore be taken into account.
- This model is based on the central role occupied by traditional decision making processes in the online shopping environment, recognizing the existence of particular moderating and interacting effects.

SOFTWARE REQUIREMENTS:-

Operating System : Android Device

Font–end Tool : Android

Back-End : Android & java

HARDWARE REQUIREMENTS:-

Memory : 2 GB RAM

Cache Memory :128 MB or more

Internal Memory: 4 GB or more

Use-Case Diagram:-

Project Progress

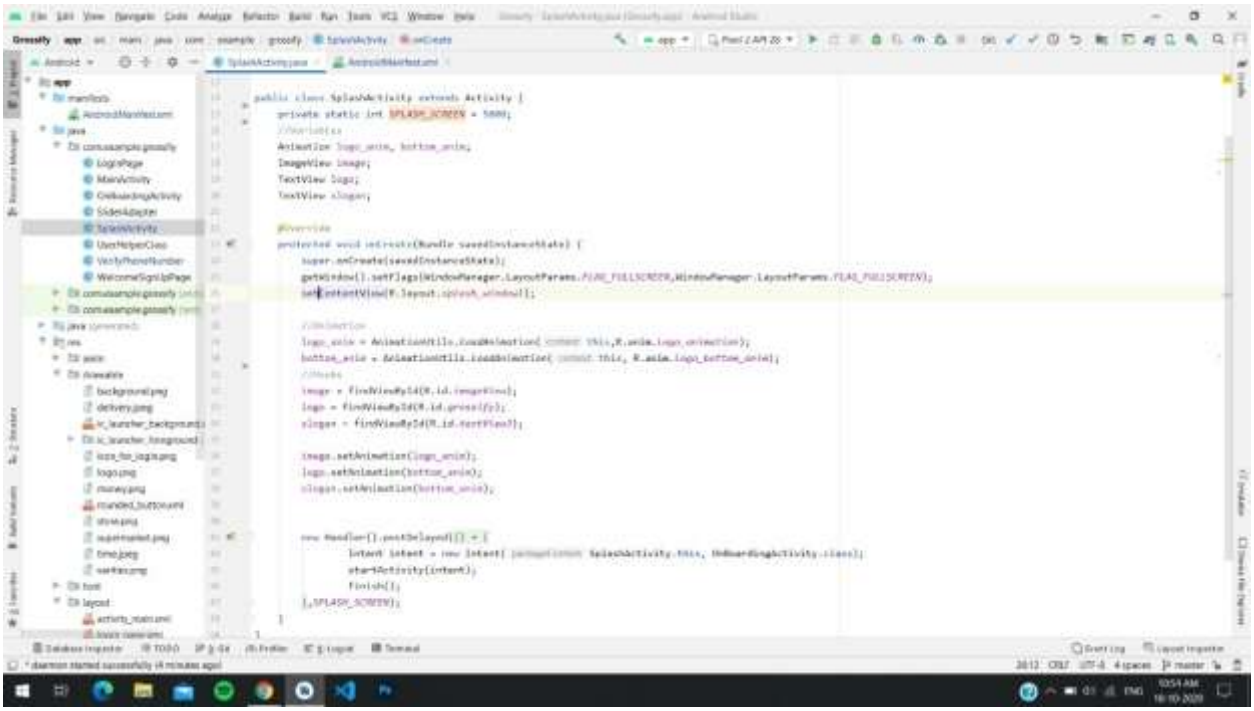
We have completed our part one with 40% of the total project and moving on the second part of Main Activity and the navigation bar and mainActivityXML.

- ✓ Done with the splash window activity which holds the logo and the description of app.
- ✓ Secondly, the on boarding Screen has been completed which further more is divided into following four parts.
  - ➢ First activity shows the Discover time title further explaining about the window having content "Shop from over 18,000 local stores to your doorsteps."
  - ➢ Second activity shows the Save time title further briefing about the window having content "Save your time by ordering your daily needs on a single click."
  - ➢ Third activity shows the Save time title further briefing about the window having content "Easiest and Safest way to make payments for your Groceries."
  - ➢ Fourth activity shows the Fast Delivery title further briefing about the window having content "Pick up delivery at your door and enjoy Groceries"
- ✓ Than we have completed the Slider Adaptor linking and managing these activity windows.
- ✓ We further moved on the login activity which enables the user to login to its profile and have also worked on the sign up activity that allows the user to sign up in app if that user do not holds any of the profile in the app.

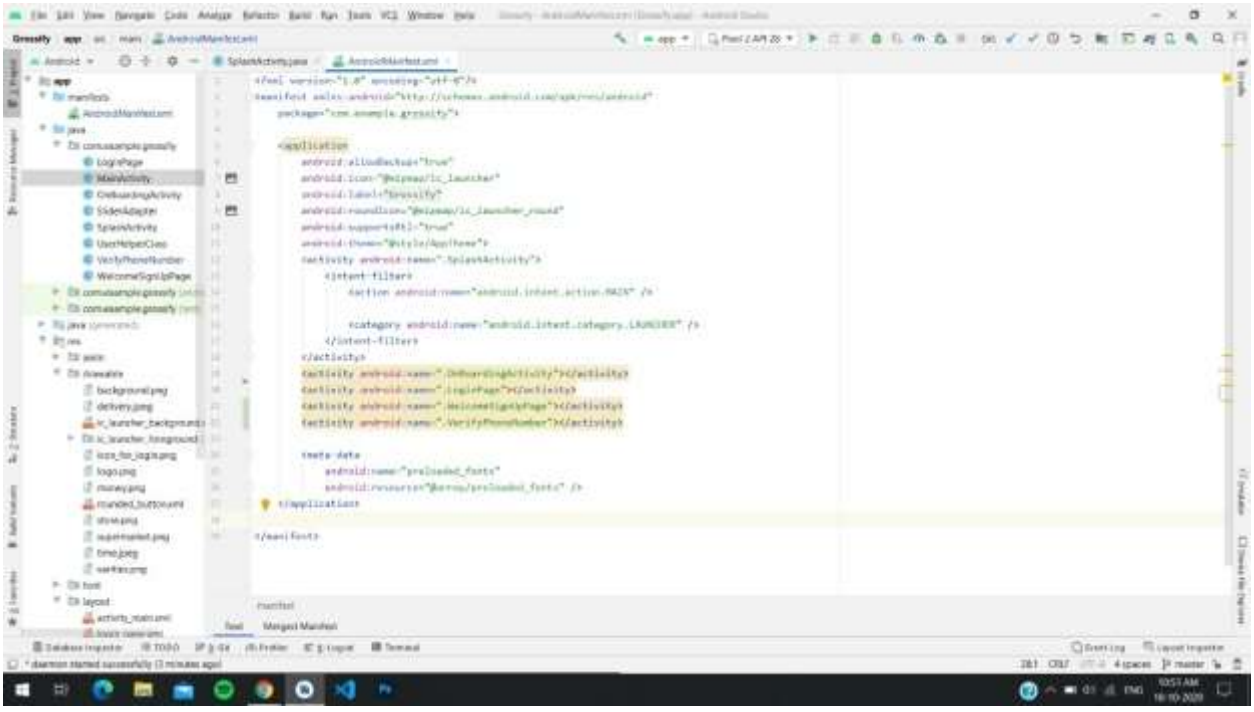
- ✓ User’s authentication verification procedure is also created that also enables user to go through a verification step using phone number that connects via OTP.
- ✓ Also we have created an activity that redirects to the verification process using the verification activity and enables to access via [phone number.
- ✓ To connect these login verification activity to users and to store the users info like username and password we have used a secondary data base unit called Firebase provided by Google.
  - ➢ To connect to Firebase :-
    - Step 1: Create a Firebase project : Before you can add Firebase to your Android app, you need to create a Firebase project to connect to your Android app. Visit Understand Firebase Projects to learn more about Firebase projects.
    - Step 2: Register your app with Firebase :To use Firebase in your Android app, you need to register your app with your Firebase project. Registering your app is often called "adding" your app to your project.
    - Step 3: Add a Firebase configuration file to your app:
      - ➢ Click Download google-services.json to obtain your Firebase Android config file (google-services.json).
      - ➢ Move your config file into the module (app-level) directory of your app.
      - ➢ What do you need to know about this config file?
      - ➢ To enable Firebase products in your app, add the google-services plugin to your Gradle files.
      - ➢ In your root-level (project-level) Gradle file (build.gradle), add rules to include the Google Services Gradle plugin. Check that you have Google's Maven repository, as well.

Screenshots

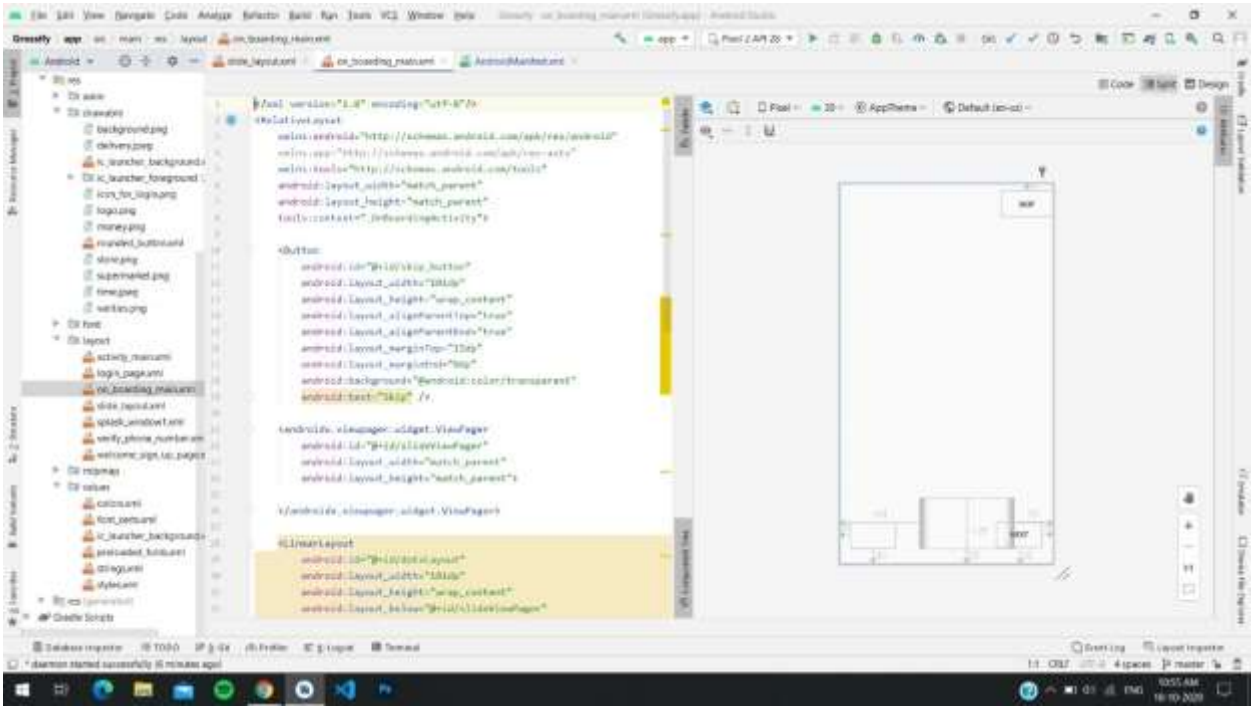
Manifest:



First Splash Screen:



Layout for ON BOARDING Screen



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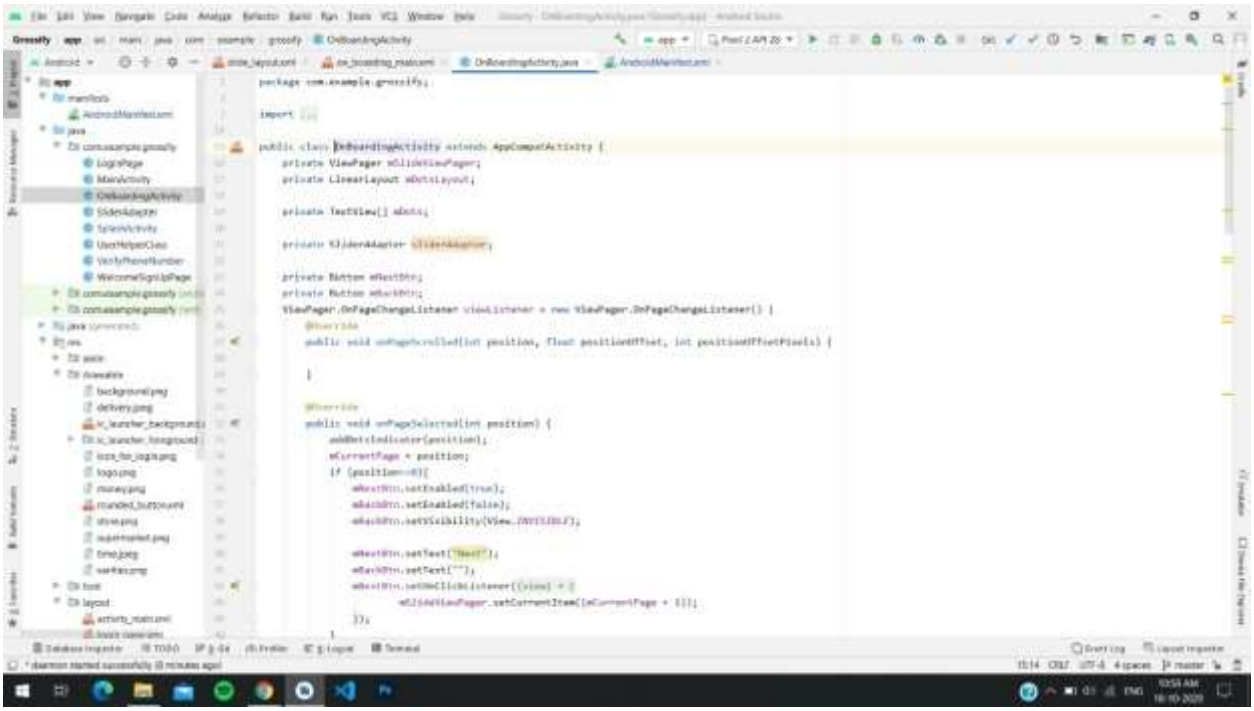

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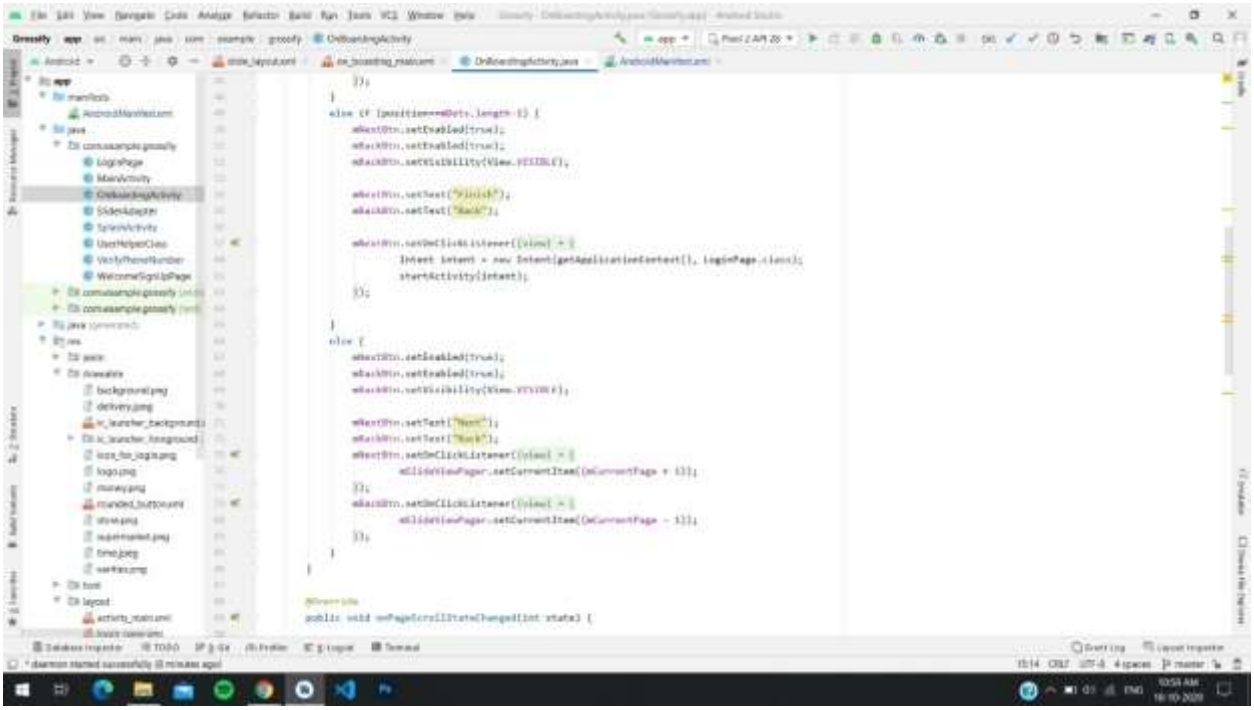

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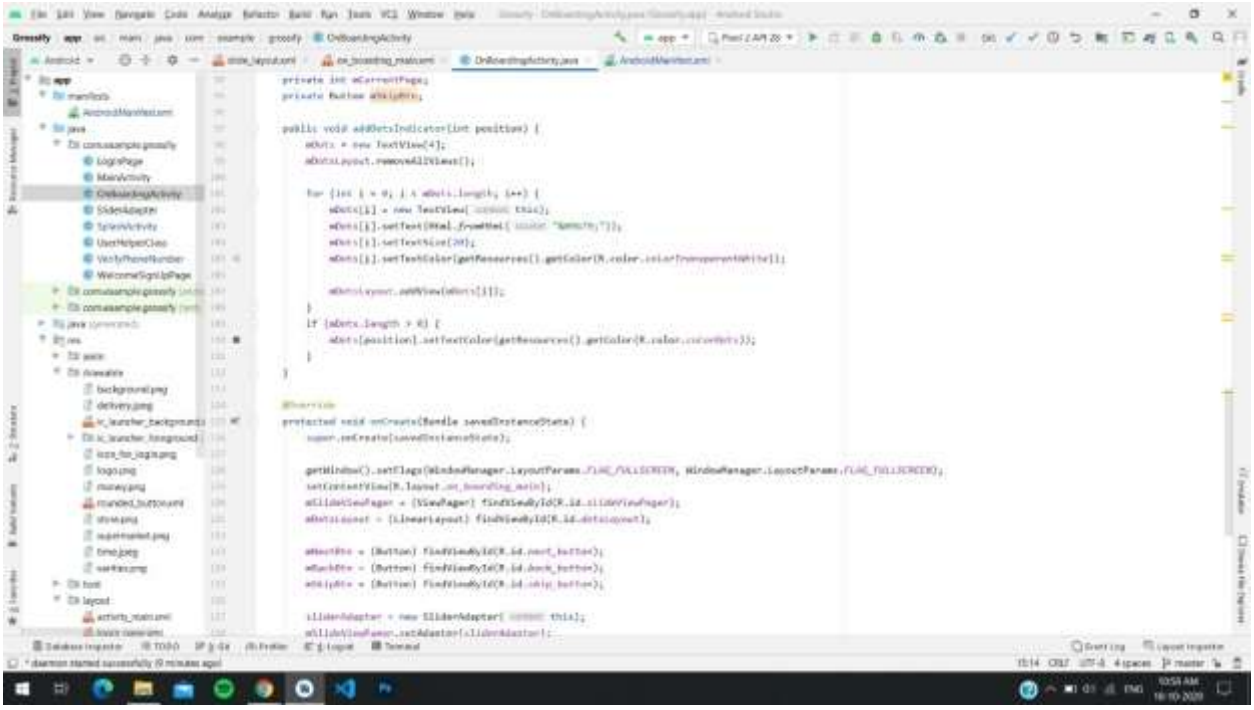

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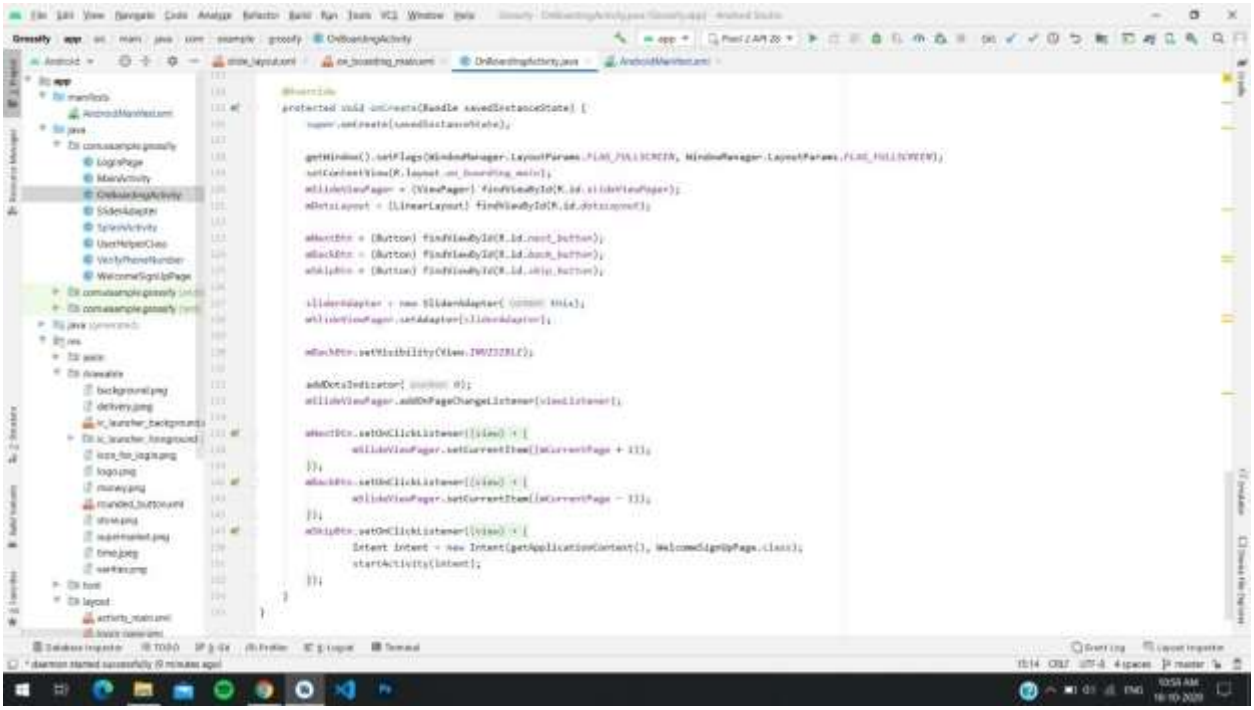
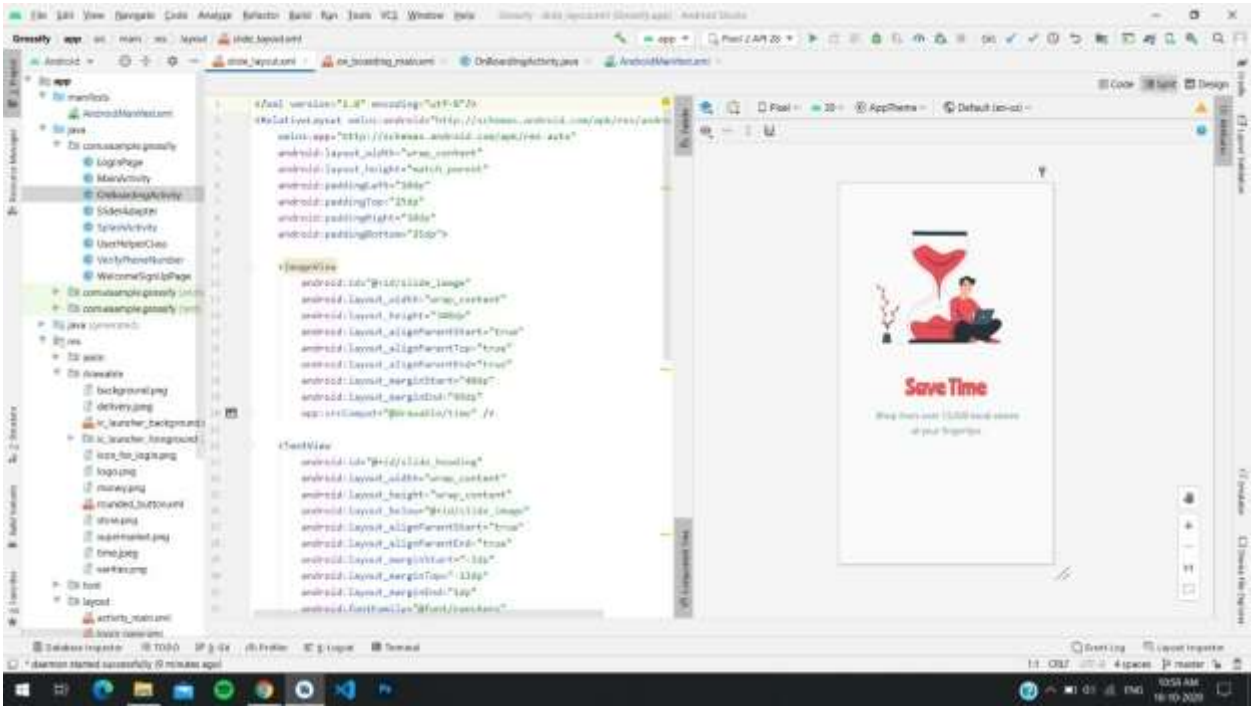
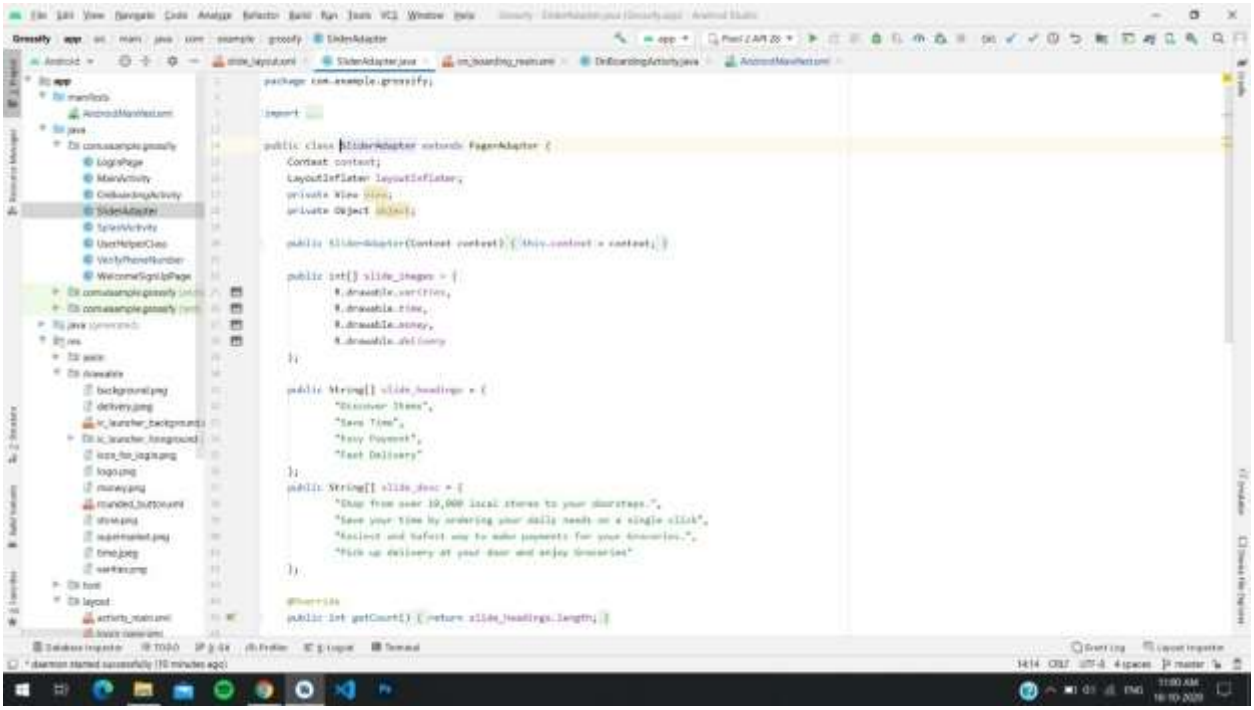


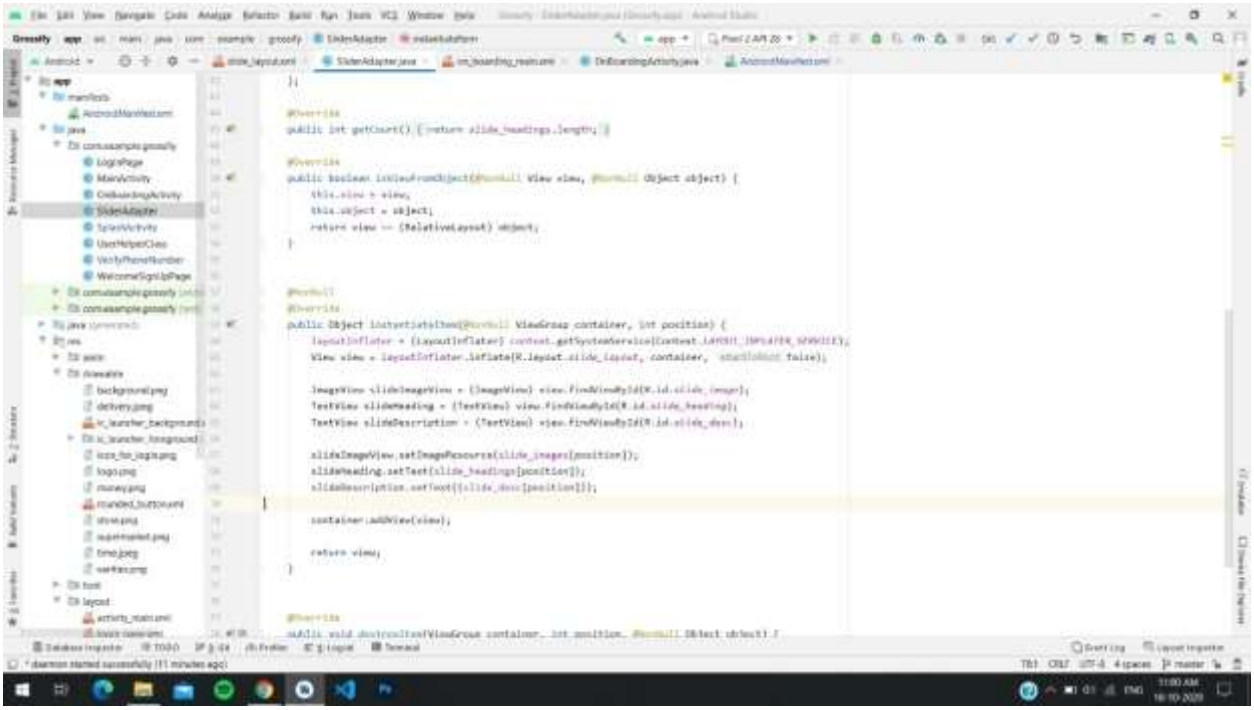
Slider Layout for view Pager in ONBOARDING screen



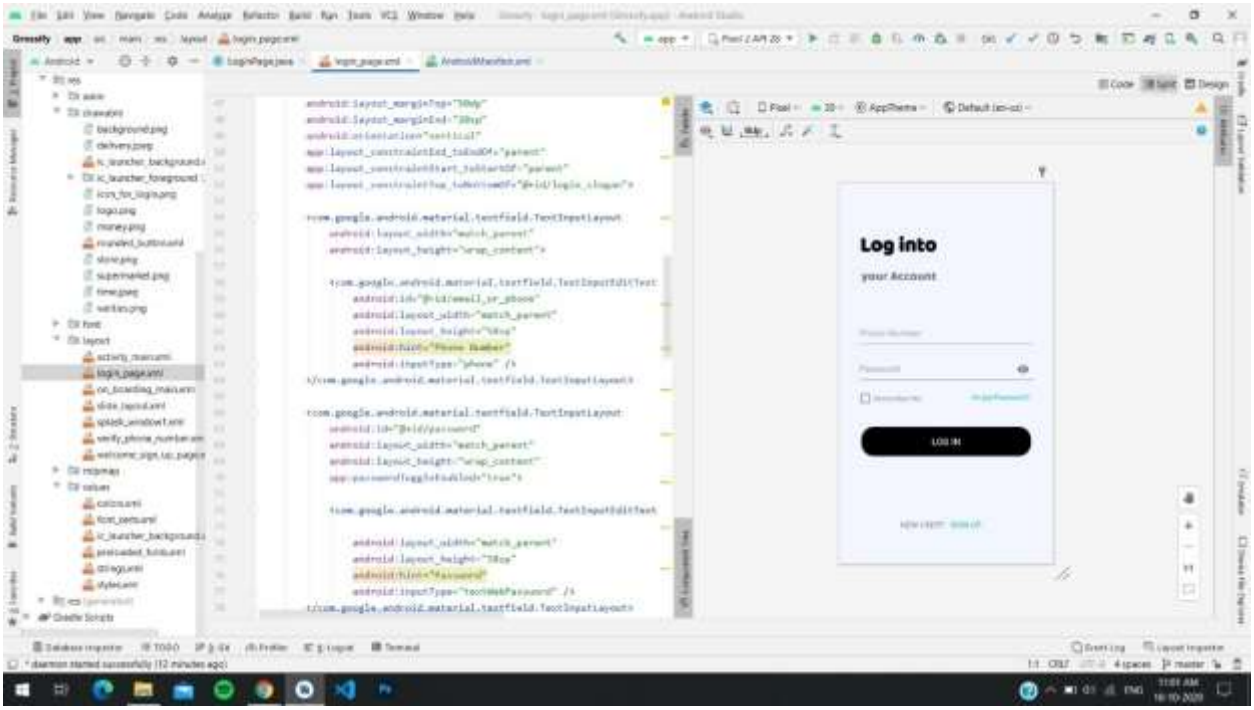
Slider Adapter Class 1:



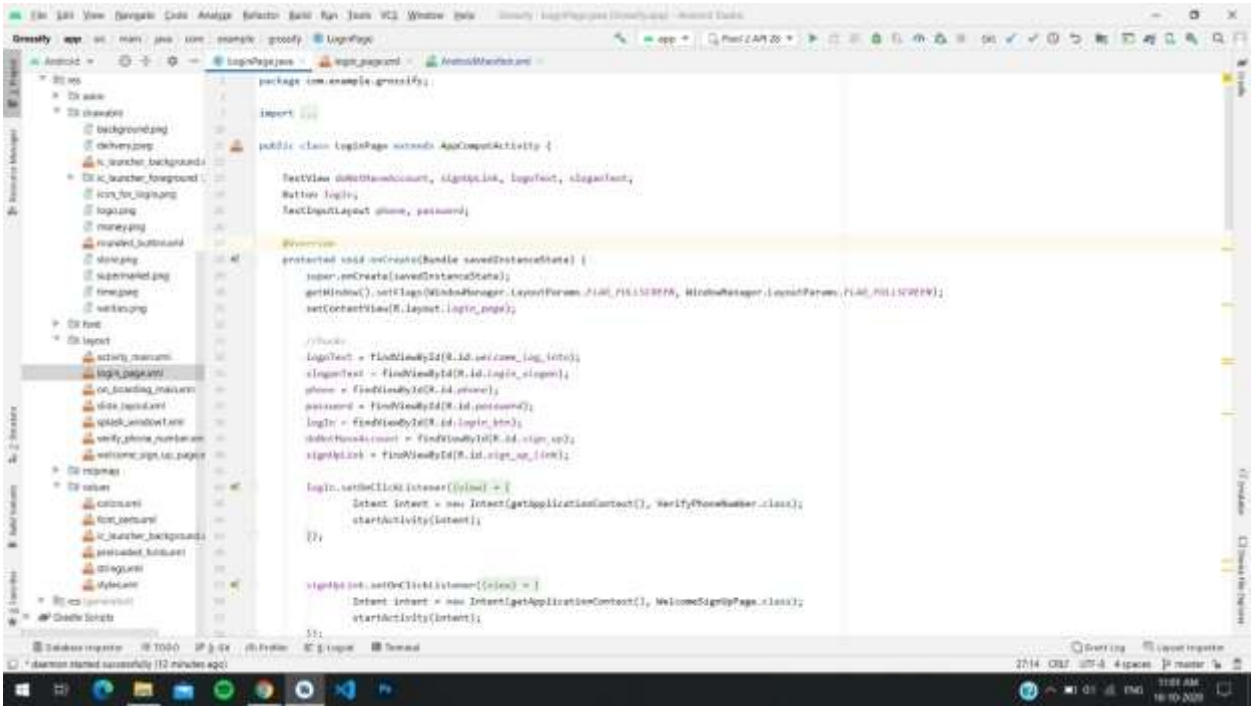
Slider Adapter Class 2:



Login Page Layout:



Login Page Class 1:



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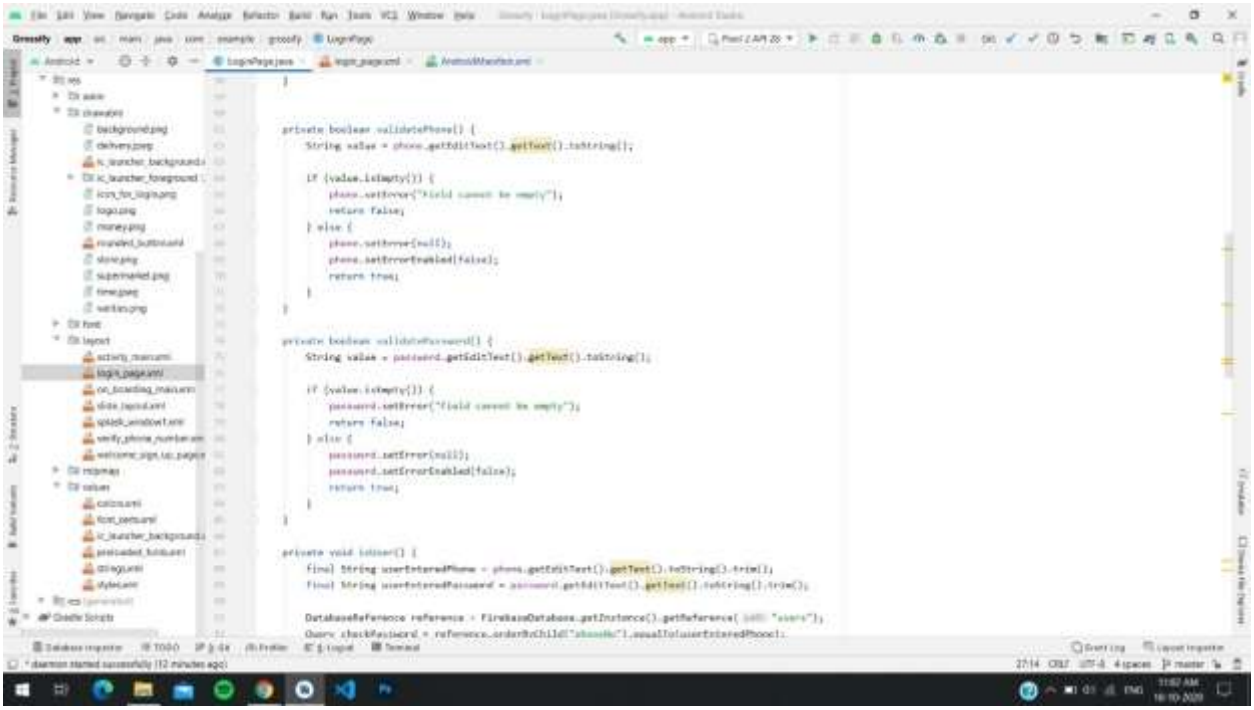
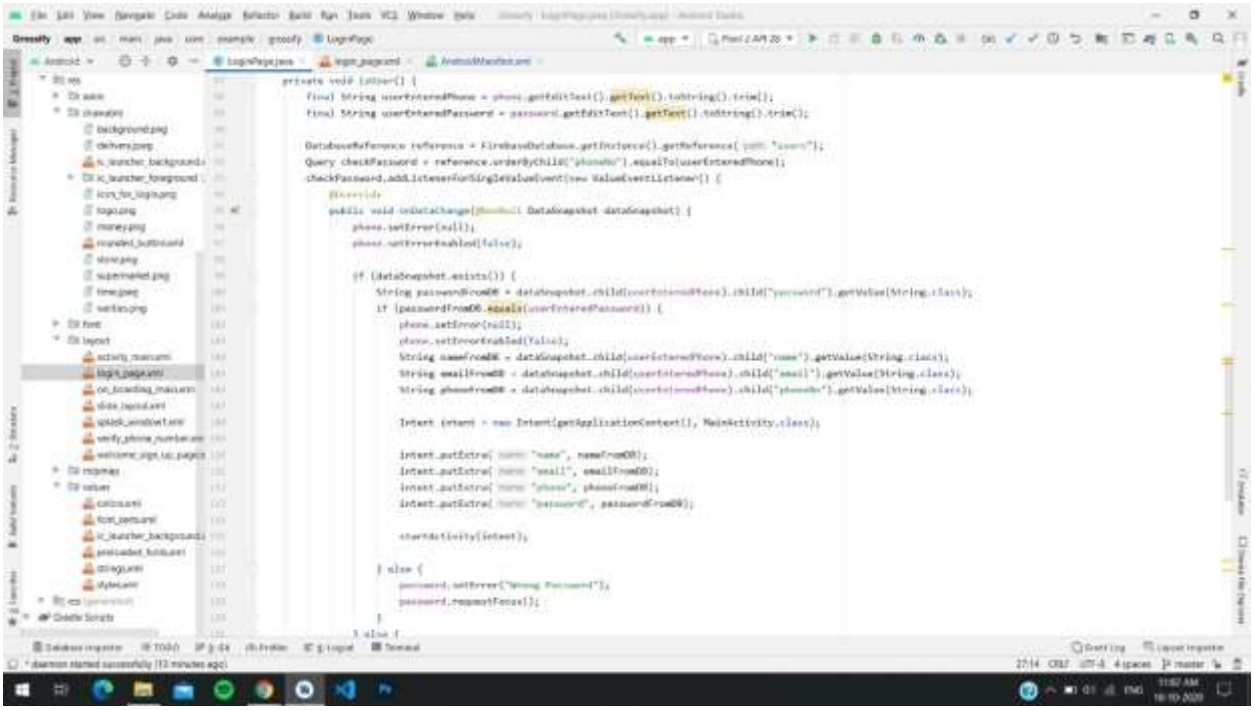
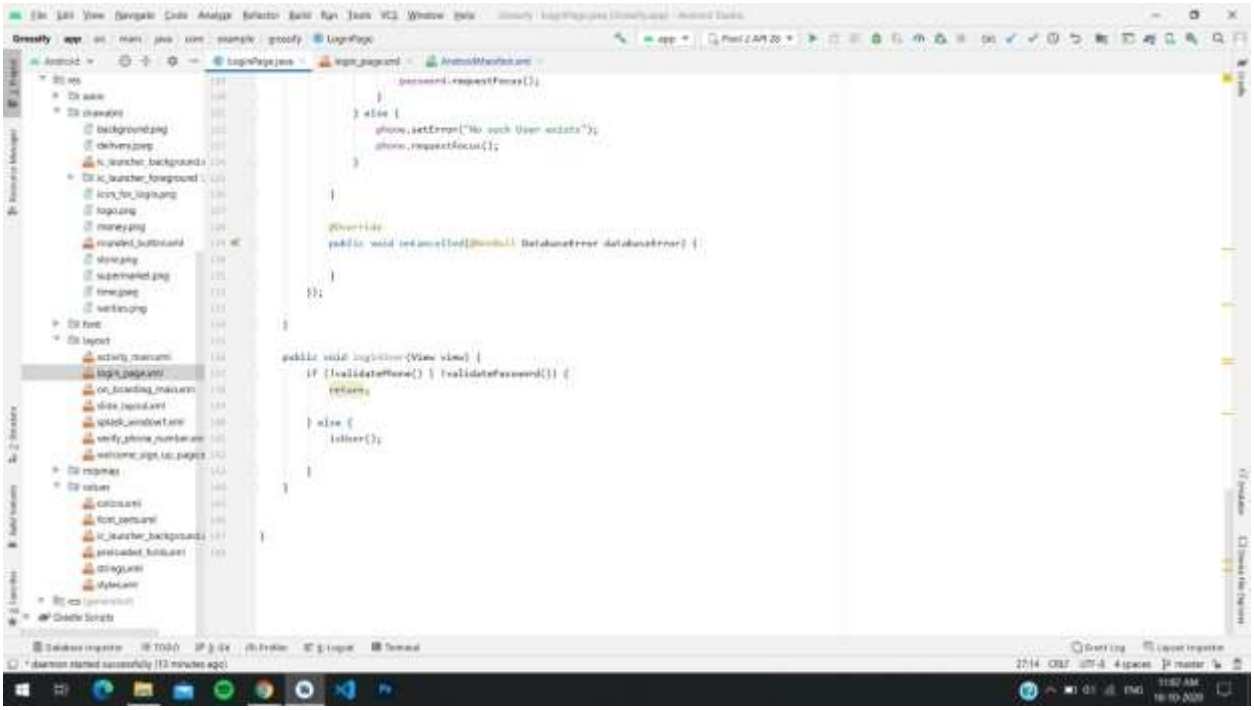


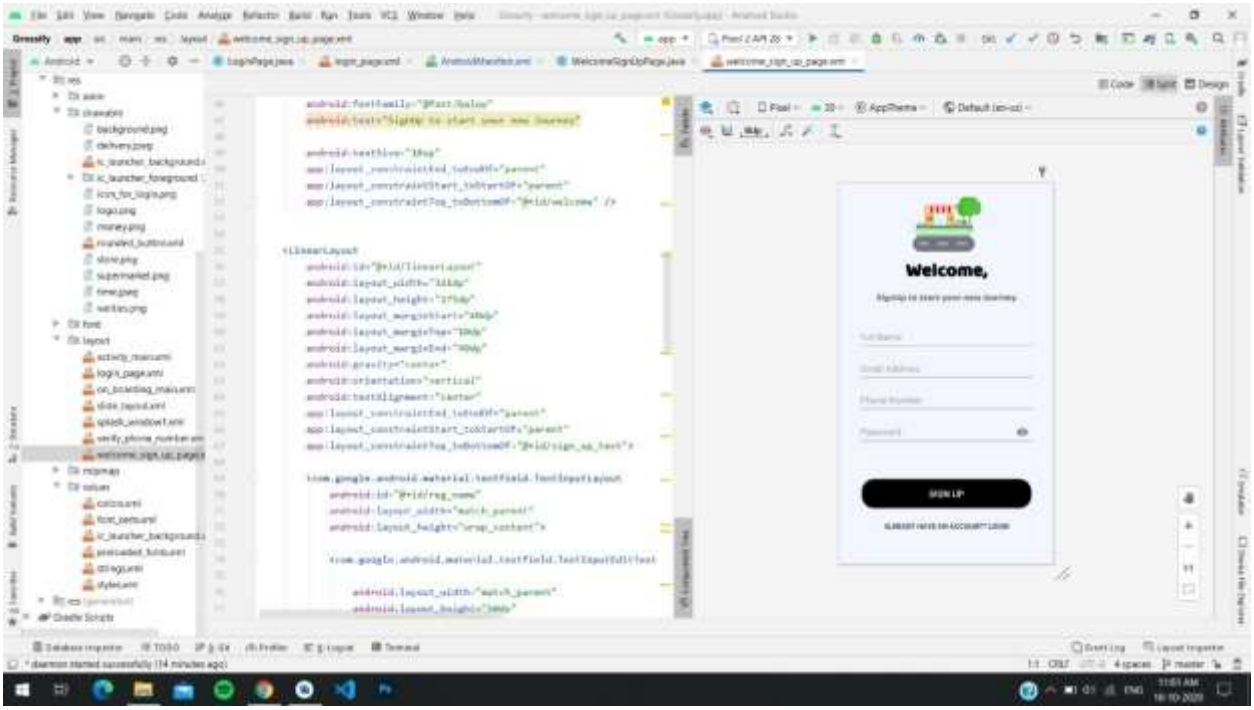
Login Page Class 3:



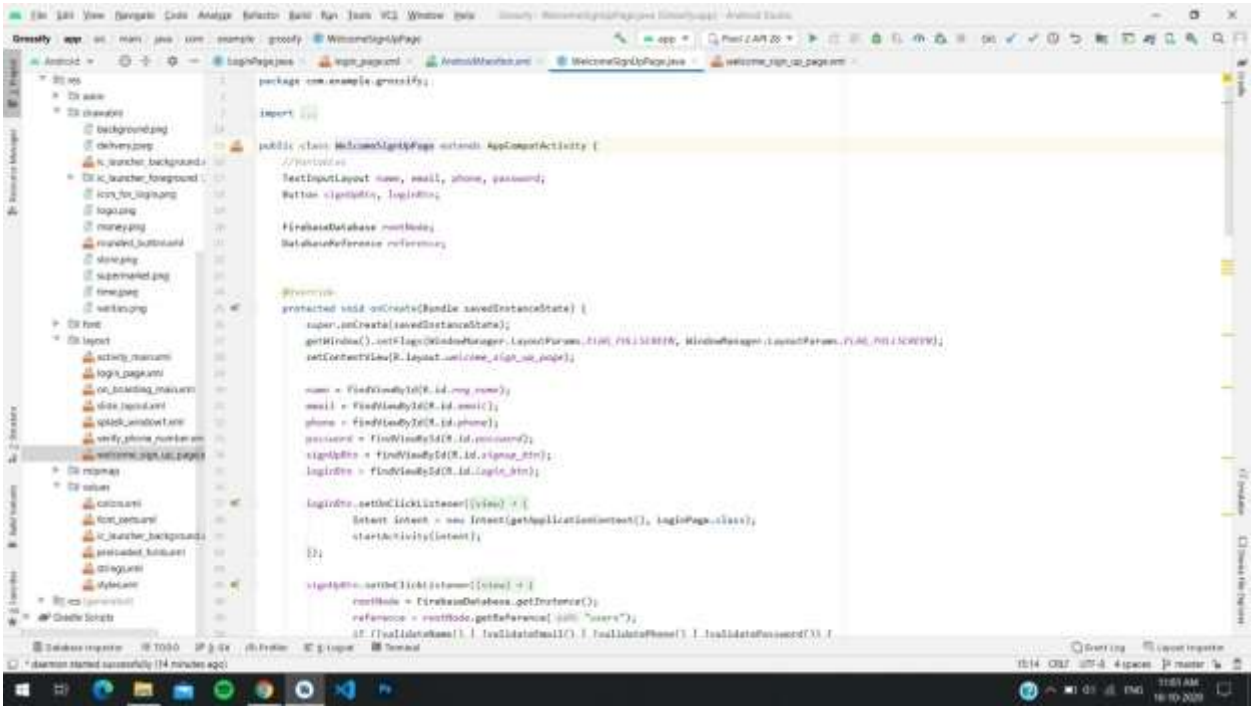
Login Page Class 4:



Welcome Sign Up Page Layout:



Welcome Sign Up Page Class 1:



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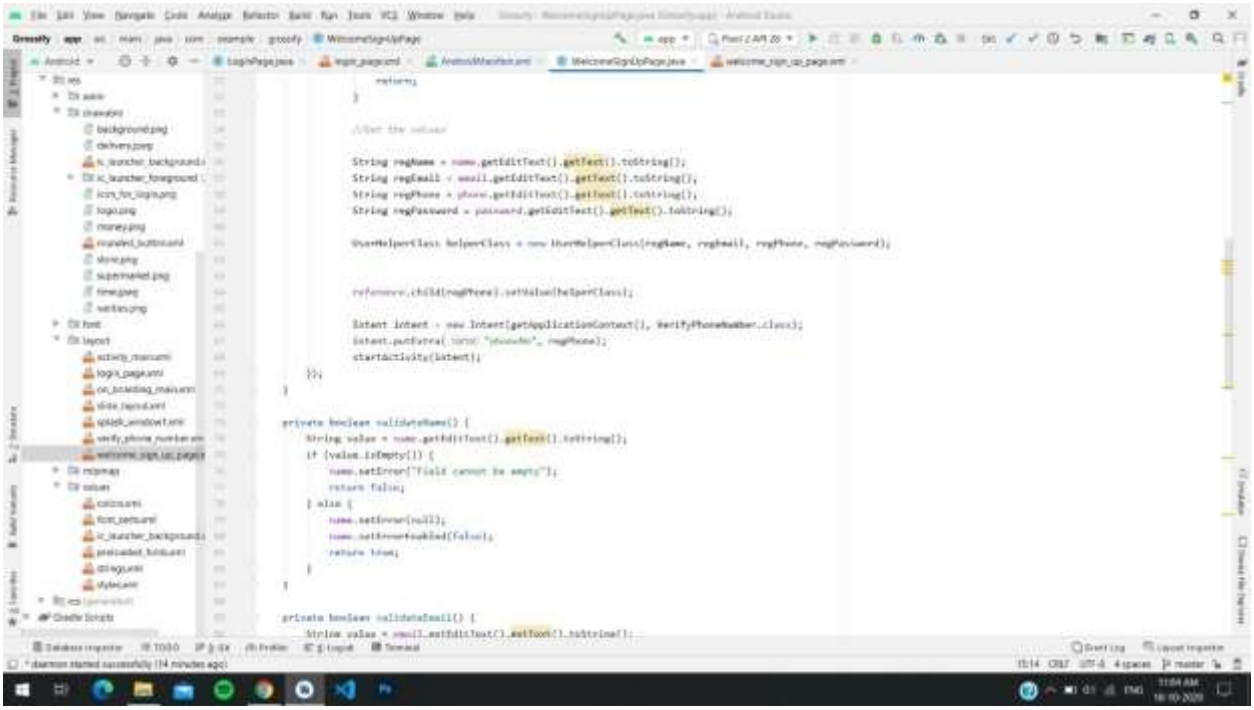
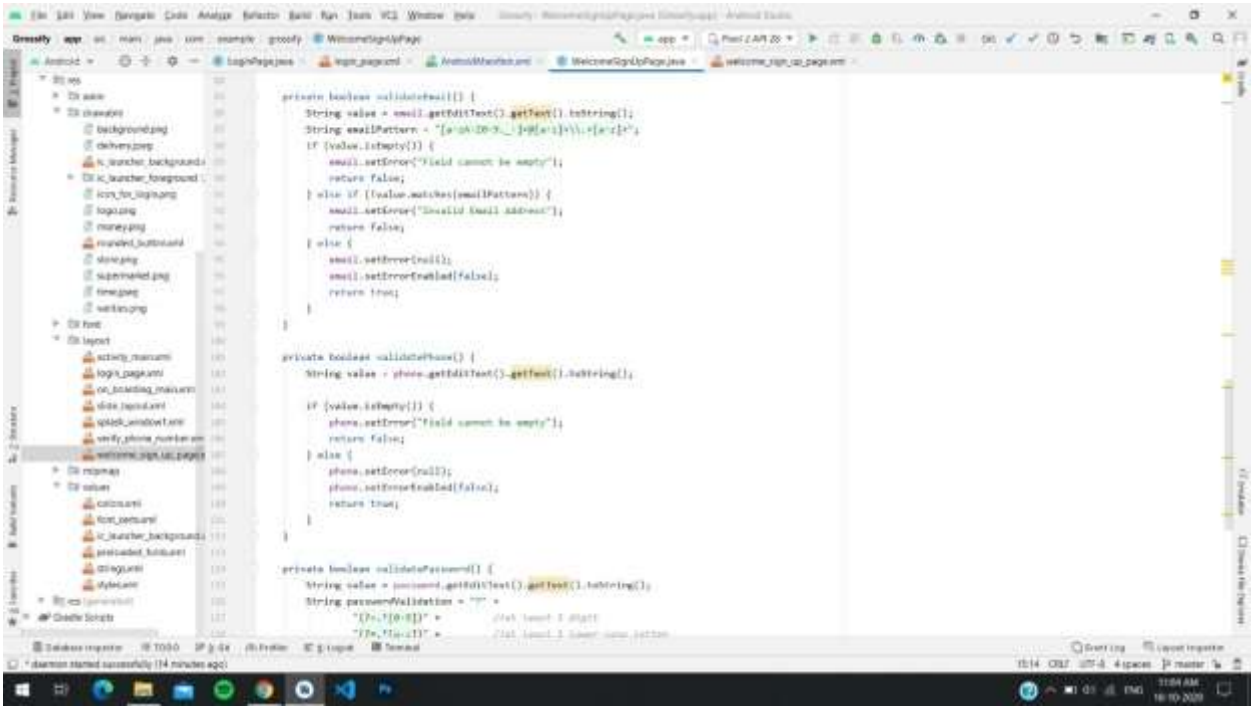
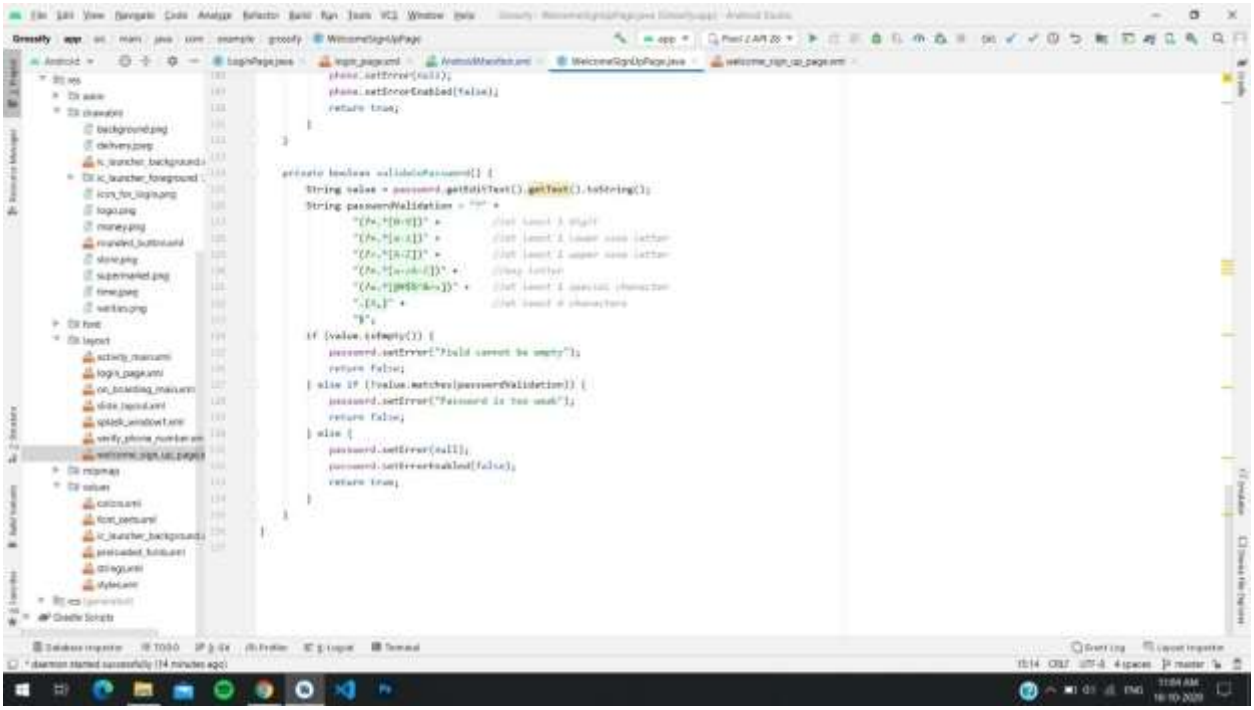


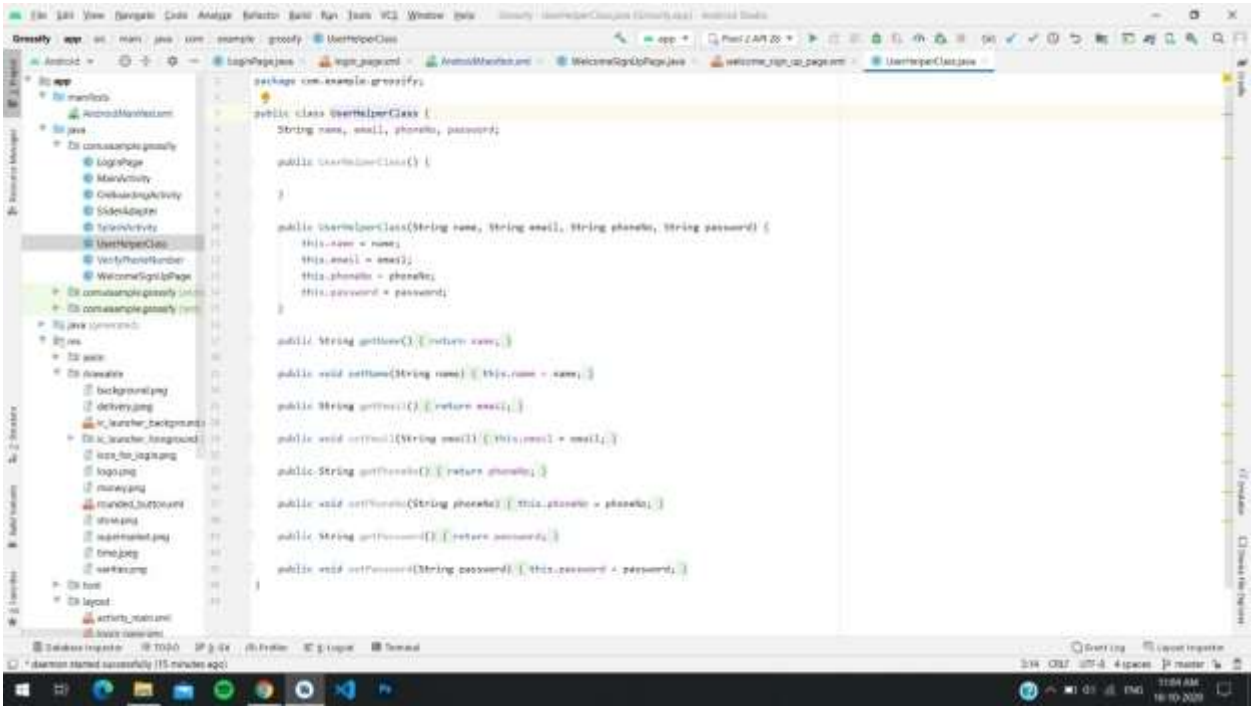
Welcome Sign Up Page Class 3:



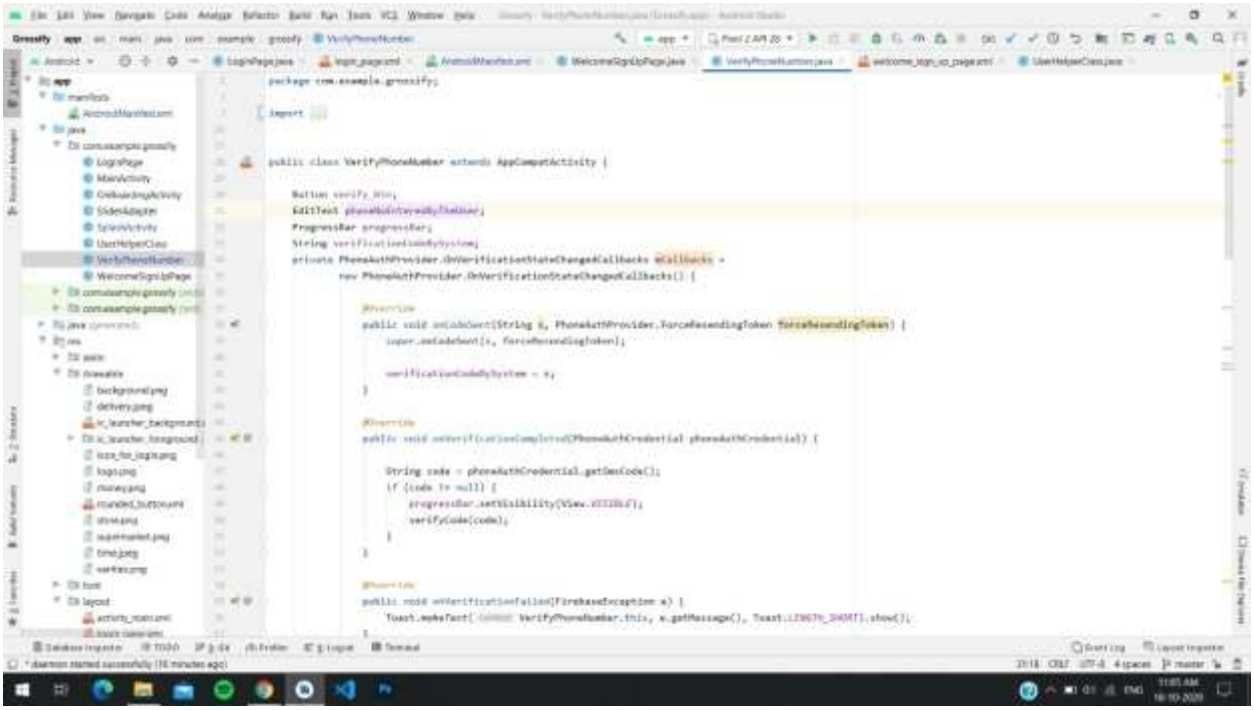
Welcome Sign Up Page Class 4:



User Helper Class for getting the data:



Phone Verification Class 1:



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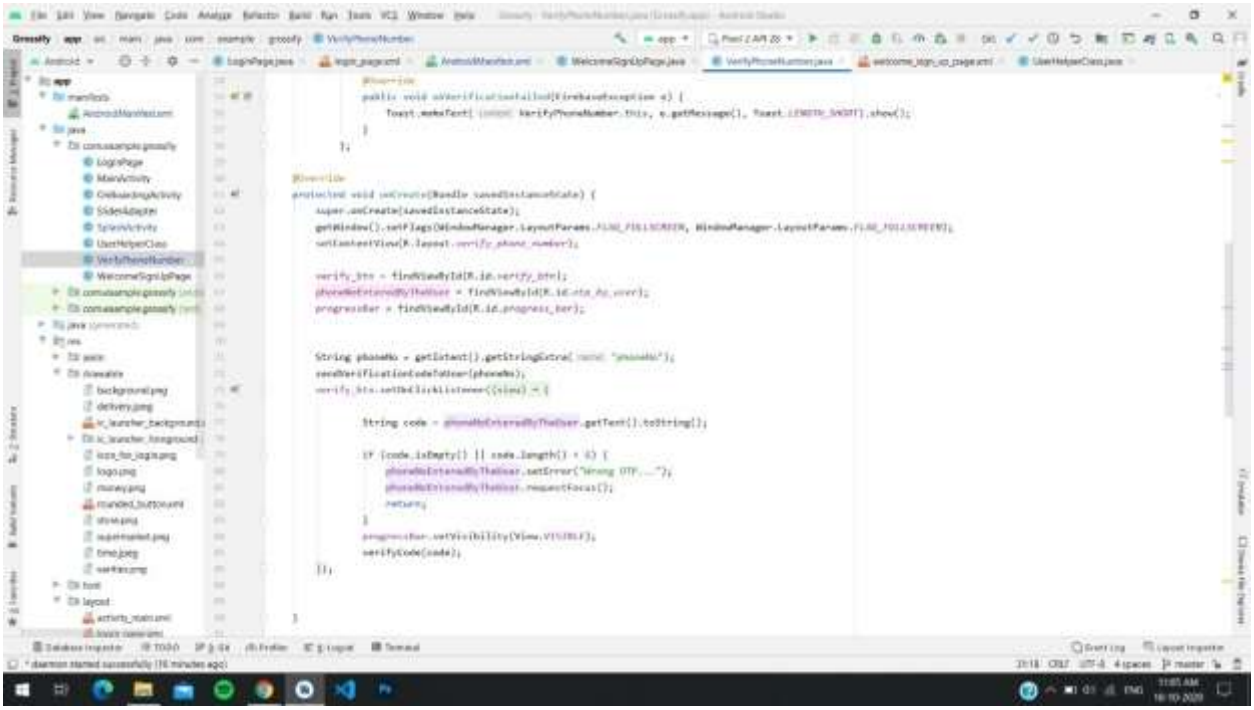

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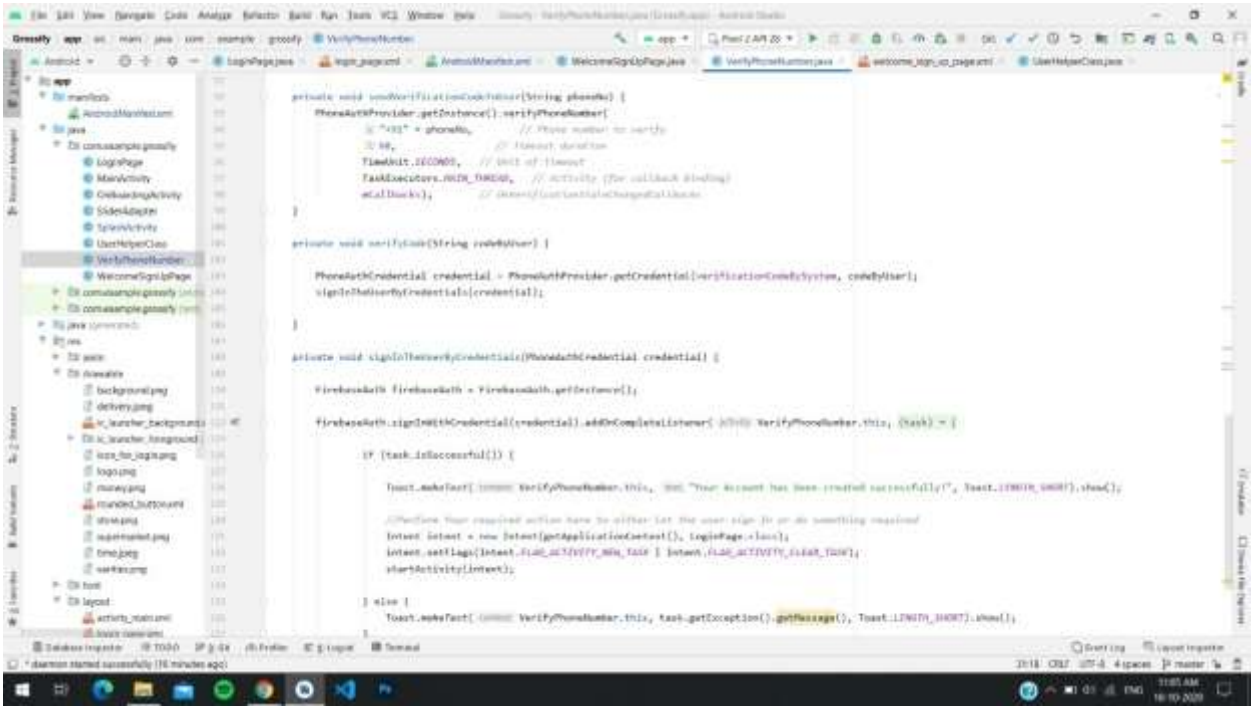

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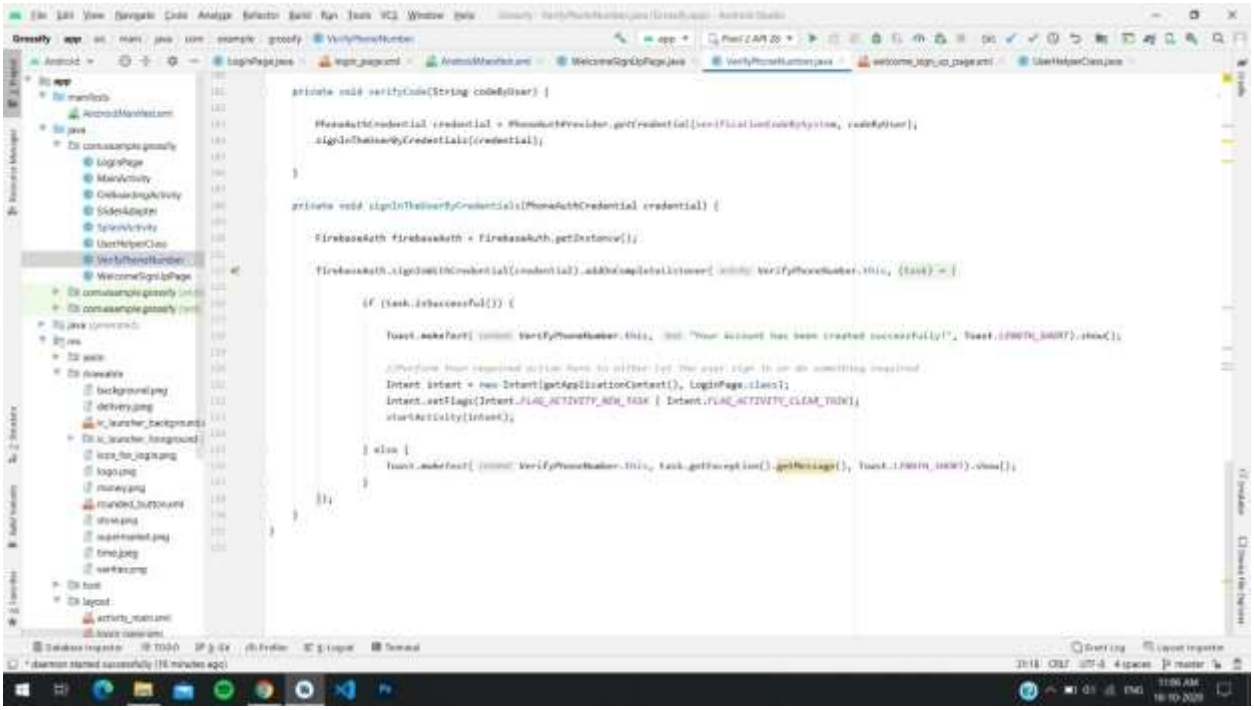
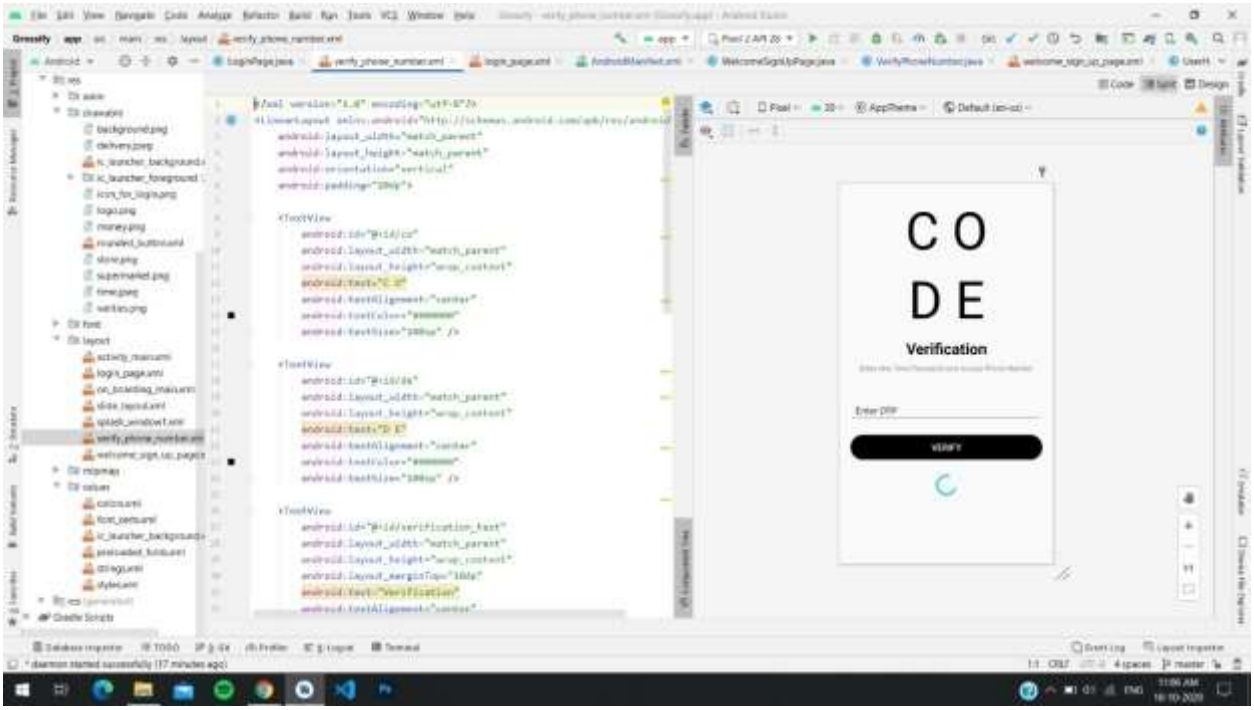
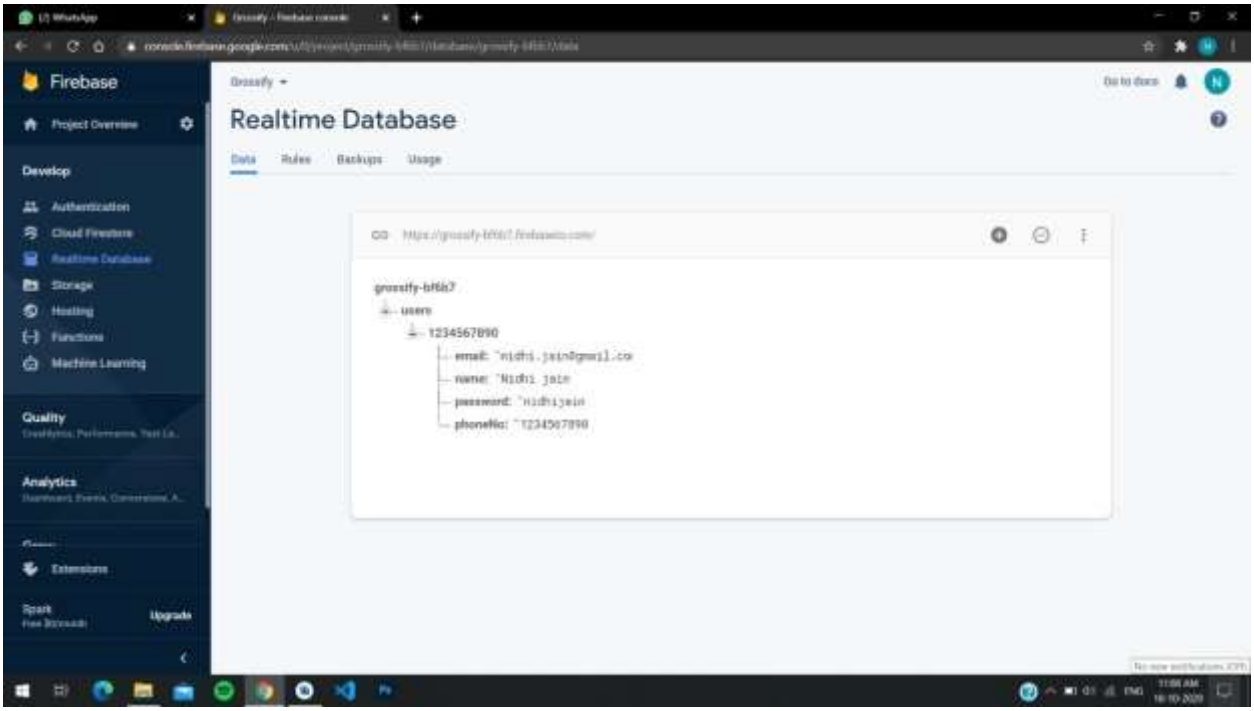


Phone Verification Layout:



Firebase:


Firebase
Project Overview
Develop
Authentication
Cloud Firestore
Realtime Database
Storage
Hosting
Functions
Machine Learning
Quality
Analytics
Extensions
Spark
Upgrade
Realtime Database
Data
Rules
Backups
Usage
groosify-bf6b7
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email: "nidhi.jain@gmail.co
name: "Nidhi Jain
password: "nidhijain
phoneNo: "1234567890

References

- https://firebase.google.com/docs/android/setup
- https://www.shutterstock.com/search/login
- https://www.freepik.com/free-photos-vectors/signup
- https://console.firebase.google.com/u/0/project/_/database/data?pli=1

Git-hub link to Source Repository:

https://github.com/nidhijaincs18/Grossify_MiniProject