



INFORMATION TECHNOLOGY INSTITUTE Intensive Code Camp GRADUATION PROJECT

TRIPLE M APP

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Project Code:

Date:

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Abstraction

The Triple M App abstracts the complexities of online shopping, offering a user-friendly interface and intuitive navigation. It conceals intricate details of product management and authentication, allowing users to focus on an enjoyable shopping experience. In an era where mobile commerce is thriving, the App emerges as a solution to streamline the online shopping process. It caters to the growing demand for a convenient and feature-rich application that brings together products from various vendors.

Introduction

The Triple M App is a mobile commerce (m-Commerce) application designed to provide users with a seamless shopping experience. It acts as a gateway to a diverse range of products from various vendors, allowing authenticated users to explore, add/remove items from their shopping carts, and complete the entire shopping cycle within the app.

Objectives

The primary objectives of the Triple M App include:

- Enhanced User Experience: Create an intuitive and userfriendly mobile application that offers a seamless and enjoyable shopping experience to users.
- Efficient Product Management: Implement a robust product management system, leveraging Shopify integration, to efficiently organize, display, and update the extensive product catalog within the app.
- Secure User Authentication: Ensure the security of user data by implementing Firebase Authentication, providing a reliable and safe login and registration process for users.
- Real-time Data Syncing: Utilize Firestore, a cloud-based NoSQL database, to enable real-time data syncing across devices, ensuring users have up-to-date information on products, orders, and inventory.
- Scalability and Performance: Design the app architecture to be scalable, allowing for potential future expansions and ensuring optimal performance even as the user base grows.
- Cross-Platform Compatibility: Consider the potential for cross-platform compatibility, making it feasible to expand the app to other platforms in the future.

- Integration with Third-Party Services: Seamlessly integrate with external services, such as payment gateways and delivery services, to enhance the overall functionality of the app.
- Analytics and Insights: Implement analytics tools to gather valuable insights into user behavior, allowing for datadriven decisions to improve app performance and user engagement.
- Clear Documentation: Create comprehensive documentation to facilitate easy understanding, maintenance, and potential future development of the app by the development team or other stakeholders.
- Timely Project Delivery: Adhere to the project timeline and deliver milestones in a timely manner, ensuring that the app is ready for deployment within the specified timeframe.

Features

1. Home Tab:

- Search functionality
- Favorites and shopping cart management
- Display of ads and scrollable brand sections

2. Categories Tab:

- Search and navigation options
- Display of main and sub-categories
- Product filtering based on categories

3. Product Details Screen:

• Sections for images, name, available sizes, price, and rating

4. Product Display:

- Grid layout with product images, prices, and favorite indicators.
- Navigation to detailed product information.

5. Me Tab:

- User-specific toolbar for navigation
- Personalized sections for logged-in users, including orders and wish lists

SDLC

The development of the Triple M App follows a comprehensive Software Development Life Cycle, encompassing stages such as requirements analysis, design, implementation, testing, deployment, and maintenance. This approach ensures a systematic and organized development process, resulting in a robust and user-friendly application.

1. Planning

- Conducted a thorough analysis of project requirements, goals, and constraints.
- Defined the scope, objectives, and deliverables of the e-commerce app.
- Established a project timeline, resource allocation, and risk management plan.

2. Design

- Created detailed design specifications for the app's user interface and functionality.
- Developed wireframes and prototypes to visualize the app's structure and flow.
- Defined the database schema, considering scalability and data integrity.

3. Implementation

- Conducted comprehensive testing, including unit testing, integration testing, and user acceptance testing.
- Addressed and resolved identified bugs and issues promptly.
- Ensured the app's compatibility across various
 Android devices and screen sizes.

4. Maintenance

- Established a post-launch support system to address user feedback and issues.
- Implemented regular updates to introduce new features, enhancements, and address security concerns.
- Monitored app performance, resolved potential issues, and ensured ongoing compatibility with the latest Android versions.

Tools

1. Android Studio:

- Official IDE for Android development.
- Offers a rich set of tools for building Android apps.
- Supports Java, Kotlin, and other languages.

2. Firebase Auth:

- Part of Google's Firebase platform.
- Provides easy-to-use authentication services for apps.
- Supports various authentication methods like email/password, Google, etc.

3. Firestore:

- Cloud-based NoSQL database by Firebase.
- Real-time syncing of data between devices.
- Scalable and flexible for storing and syncing app data.

4. Shopify:

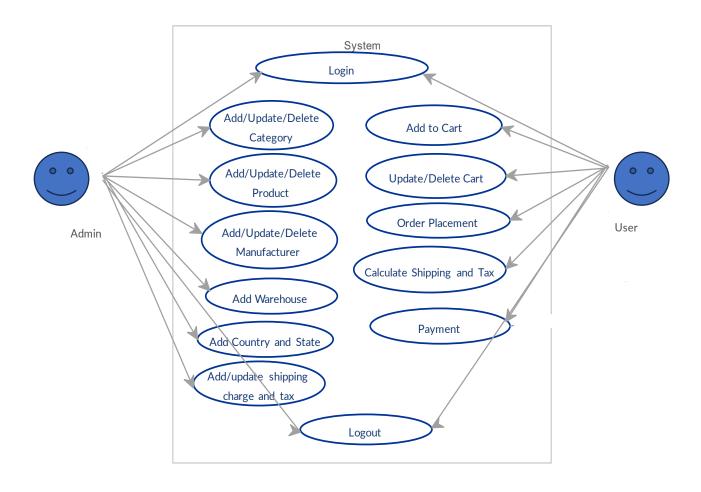
- E-commerce platform for online stores.
- Manages products, inventory, and orders.
- Provides APIs for integration with mobile apps.

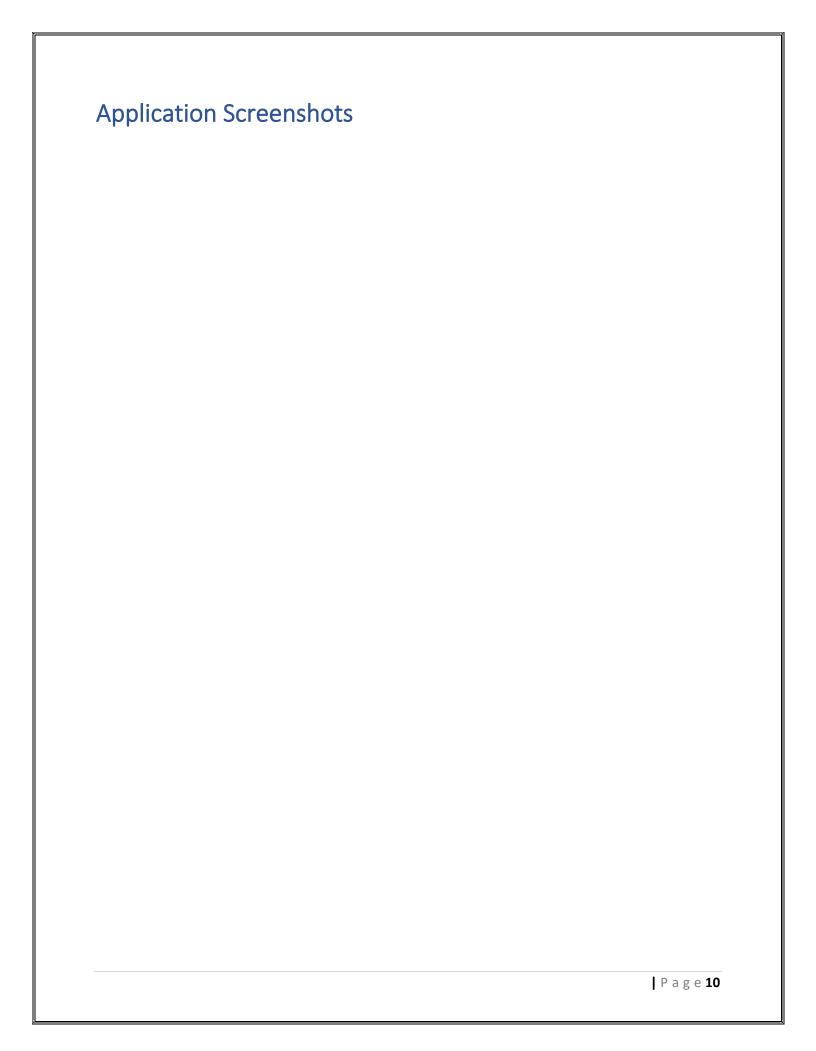
5. GitHub:

- Leveraged GitHub for efficient version control, enabling collaborative development and seamless tracking of code changes.
- Facilitated teamwork by providing a centralized repository for code among team members.

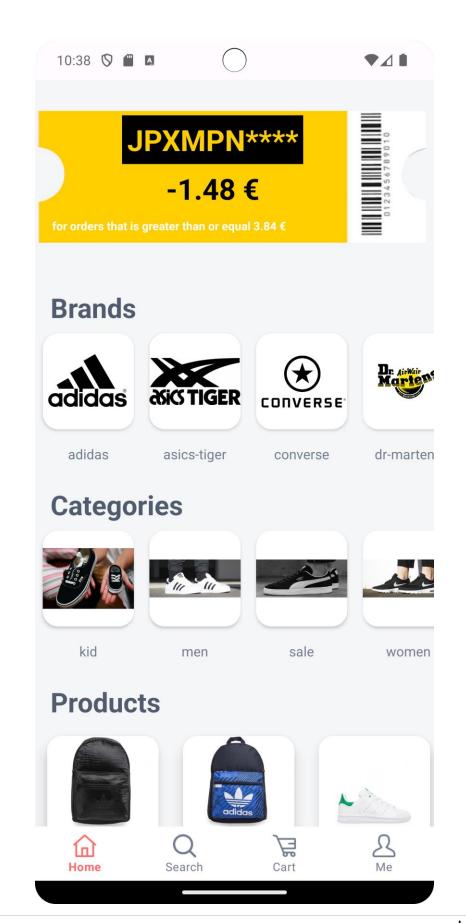
Diagrams

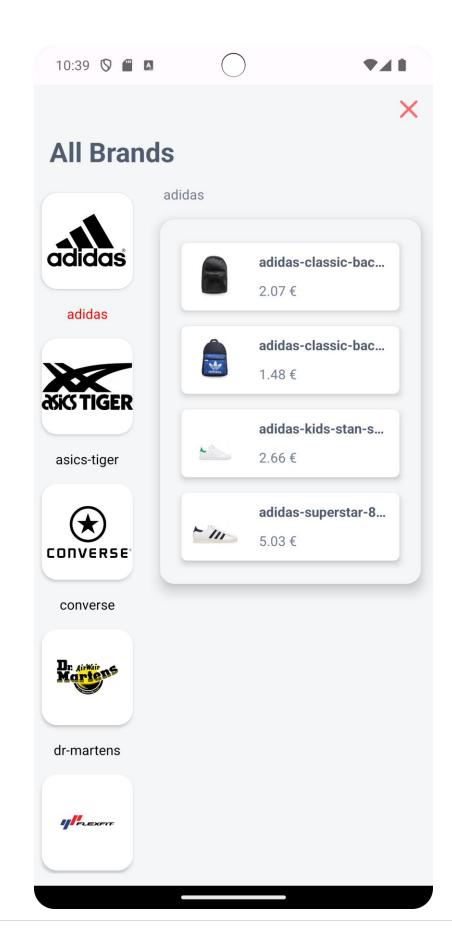
Use Cases

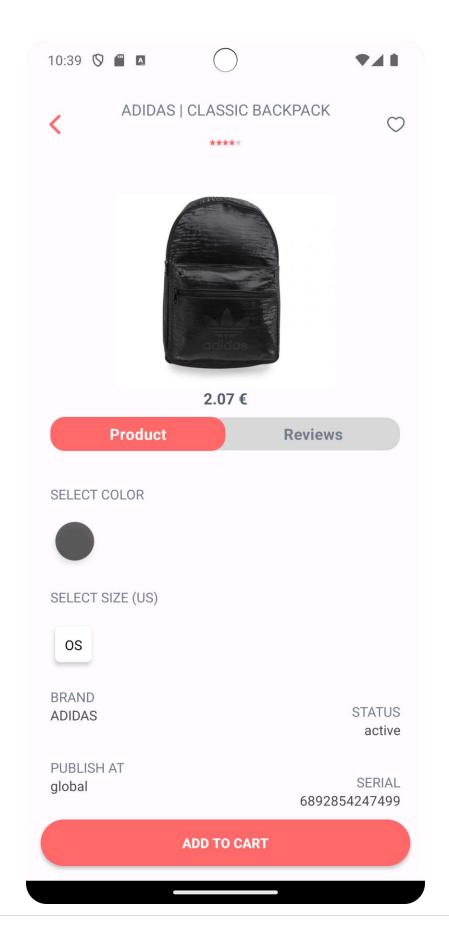


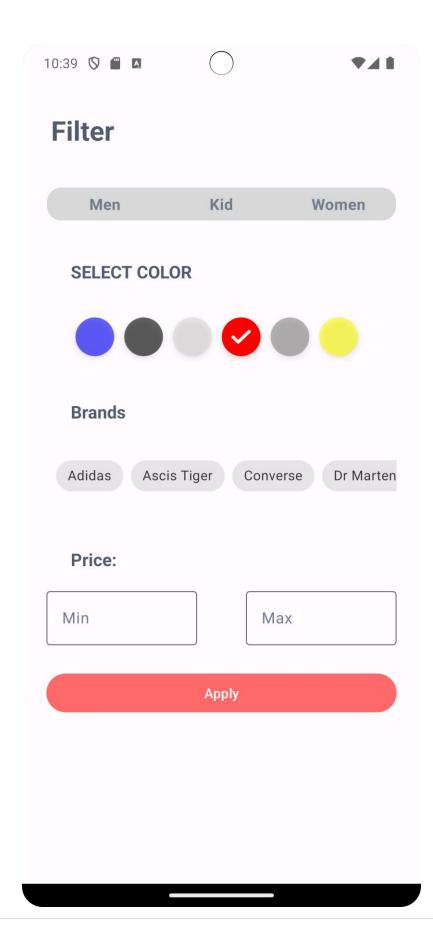




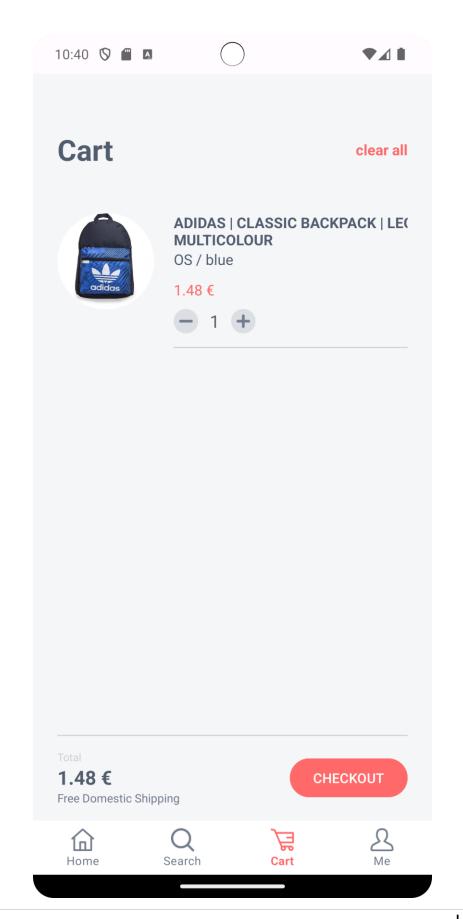


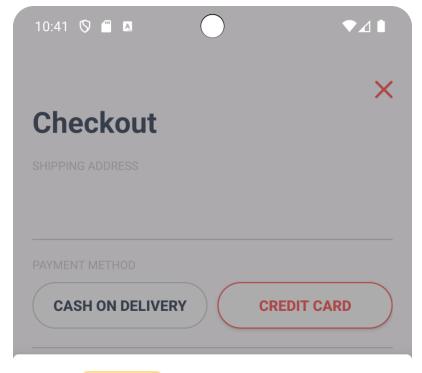








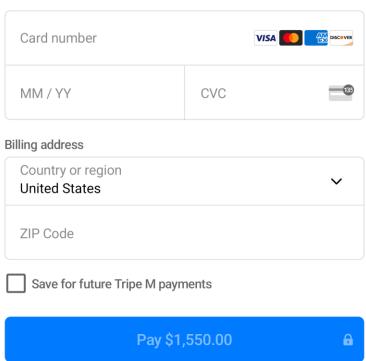


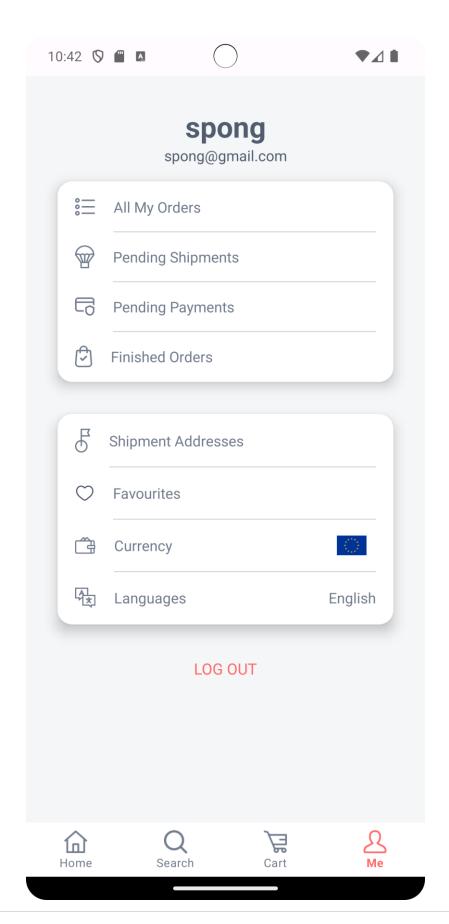


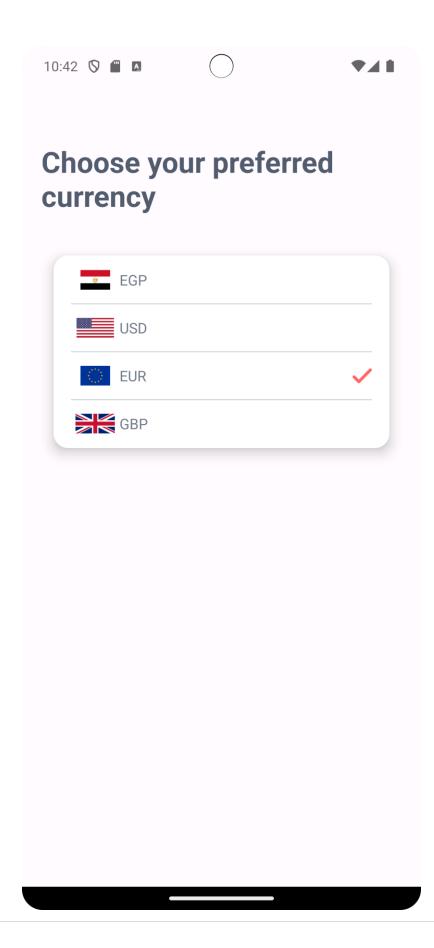
X TEST MODE

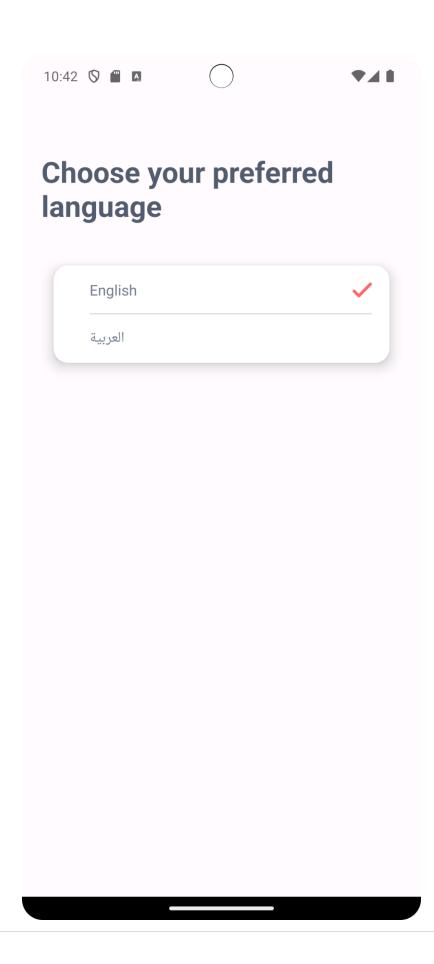
Add your payment information

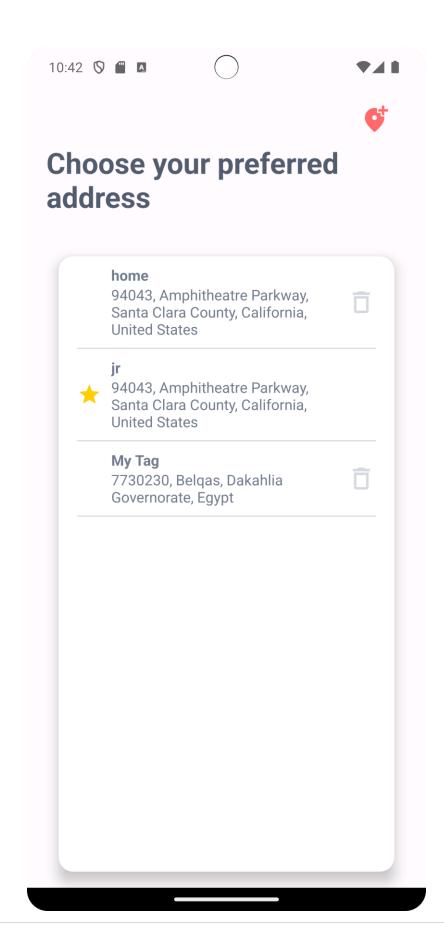
Card information

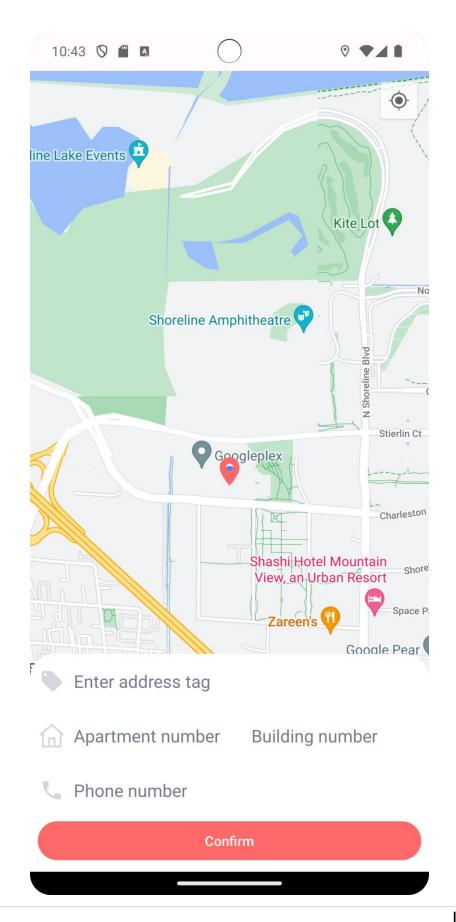


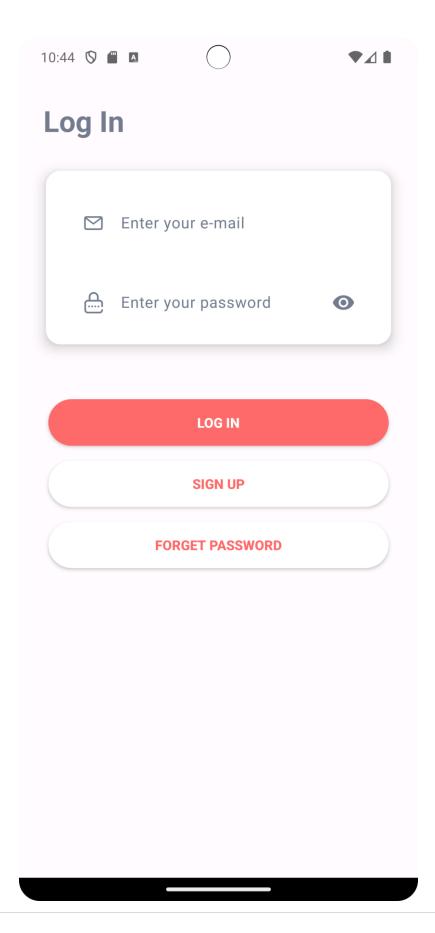


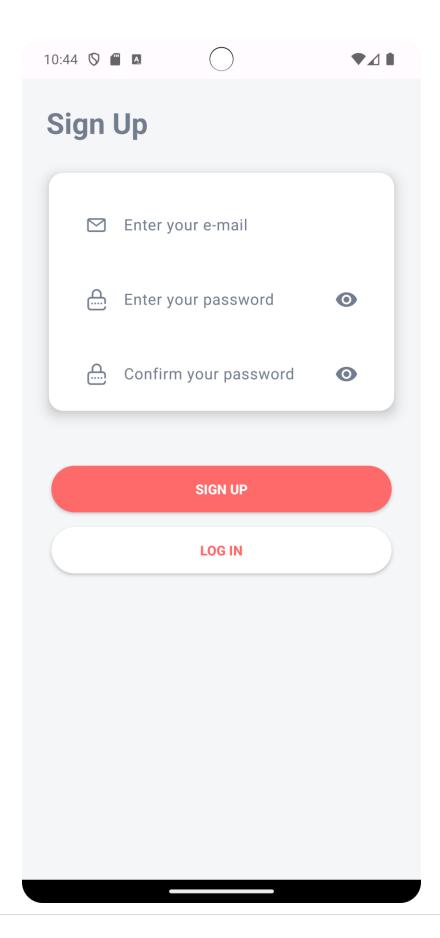


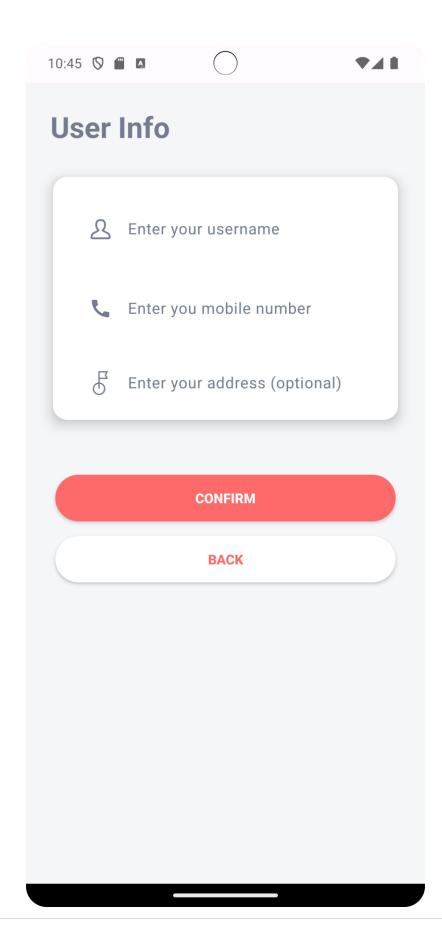












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