**INTRODUCTION**

This project is a shopping list for users. The project objective is to deliver the shopping list application into Android platform. This project is an attempt to provide the advantages of shopping list to customers of a real shop. It helps buying the products in the shop anywhere through by using an android device. When people make a list of some important stuff to buy, they often forget some. Going to a market or shop and coming back without the essentials you wished to buy is the most annoying experience. Apart from making you an organized shopper, a shopping list also provides other varieties of benefits to any user. However, coming up with an effective shopping list may prove to be a hard task. It is even worse when you don’t know what to include on the list and what not to. This is the stage you might want to have a shopping list template to guide you through making a shopping list. Therefore, in today’s life where there is plenty of automation and technology, people are not really concentrating on small matters such as coming up with a shopping list from scratch. That is why they prefer an already made template to guide them Shopping List brings the opportunity to purchase your crafts smartly.

**USERS**

In general, shopping has always catered to middle class and upper class women. Shopping is fragmented and pyramid-shaped. At the pinnacle are elegant boutiques for the affluent; a huge belt of inelegant but ruthlessly efficient “discounters” flog plenty at the pyramid’s precarious middle. According to the analysis of Susan D. Davis, at its base are the world’s workers and poor, on whose cheapened labor the rest of the pyramid depends for its incredible abundance.

Shopping has evolved from single stores to large malls containing many stores that most often offer attentive service, store credit, delivery, and acceptance of returns. These new additions to shopping have encouraged and targeted middle class women.

In recent years, online shopping has become popular; however, it still caters to the middle and upper class. In order to shop online, one must be able to have access to a computer, a bank account and a debit card. Shopping has evolved with the growth of technology. According to research found in the Journal of Electronic Commerce, if we[who?] focus on the demographic characteristics of the in-home shopper, in general, the higher the level of education, income, and occupation of the head of the household, the more favourable the perception of non-store shopping. An influential factor in consumer attitude towards non-store shopping is exposure to technology, since it has been demonstrated that increased exposure to technology increases the probability of developing favourable attitudes towards new shopping channels.

1.1 PROJECT OBJECTIVE:

The objective of the project is to make an application in android platform to purchase items . In order to build such an application complete web support need to be provided. A complete and efficient web application which can provide the shopping list experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view.

1.2 PROJECT OVER VIEW:

The central concept of the application is to allow the customer to shop using the app and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an DBMS at the server side (store). The application for the customers who wish to buy the articles.