



FamilyCart

A shopping cart mobile application
with real-time data synchronization

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FamilyCart

Simple ***shared*** shopping list ***for households*** providing

- ***real-time*** data ***synchronization***
- among ***mobile devices***
- with ***offline usability***
- intuitive & modern ***user interface***
- with simple ***spending statistics***

Technologies



iOS 15





Functionalities

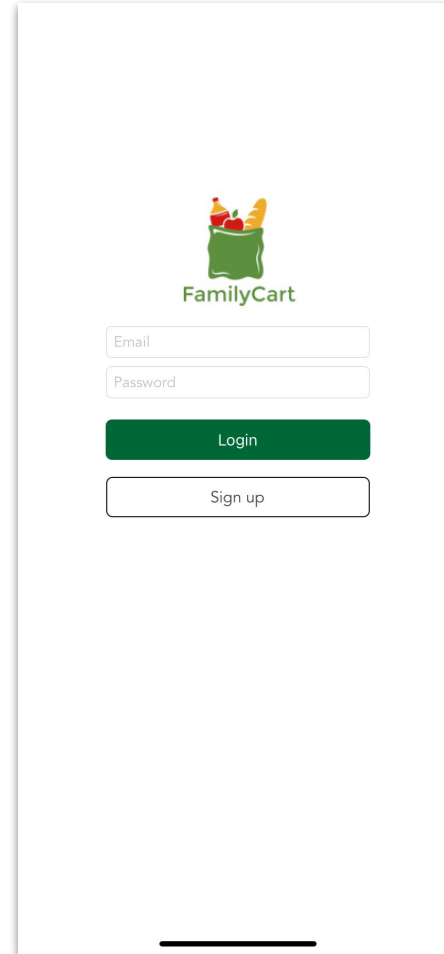


Login

Supports user authentication (**login** & **signup**)

Signup registers a new user (household member), and then logs in the new user

Login is for existing users



The image shows a mobile application interface for FamilyCart. At the top center is the FamilyCart logo, which consists of a green shopping bag icon filled with various food items like a red apple, a yellow banana, and a red pepper. Below the logo are two input fields: the first is labeled 'Email' and the second is labeled 'Password'. Below these fields are two buttons: a dark green button labeled 'Login' and a white button with a dark green border labeled 'Sign up'. The entire interface is set against a plain white background.

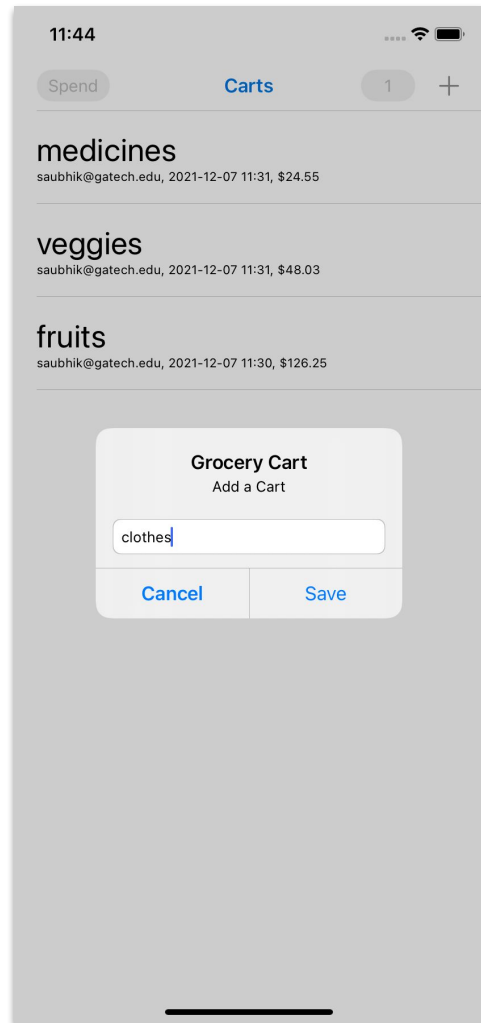
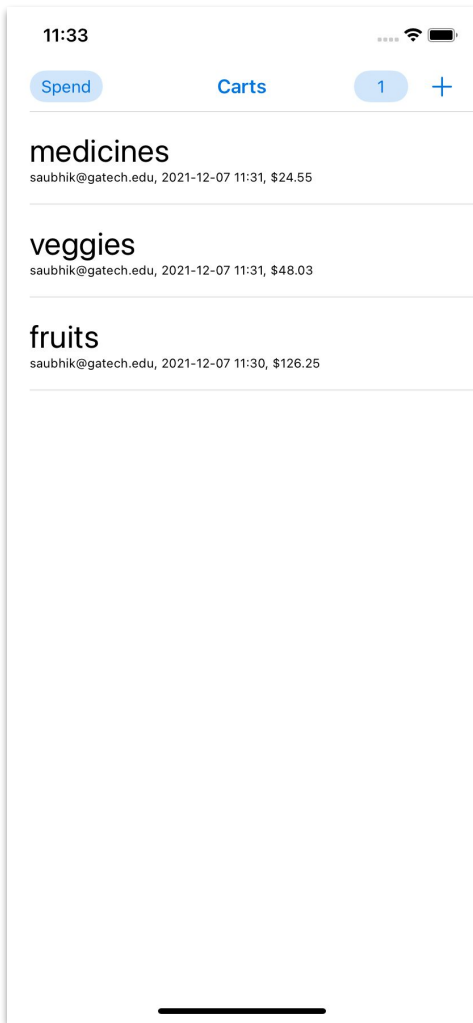
Carts

Displays a list of carts, along with **addedByUser**, **addedOn**, **totalPrice**

Spend leads to spend screen displaying simple **spending stats**

Button on right with number shows **onlineUsersCount**, touching it leads to screen displaying list of **users currently online**

+ button **adds new cart**



Items

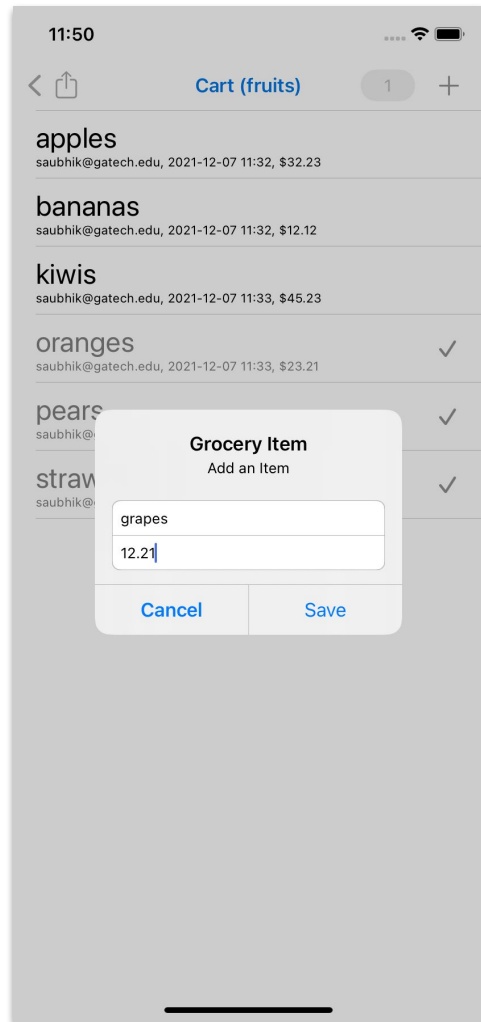
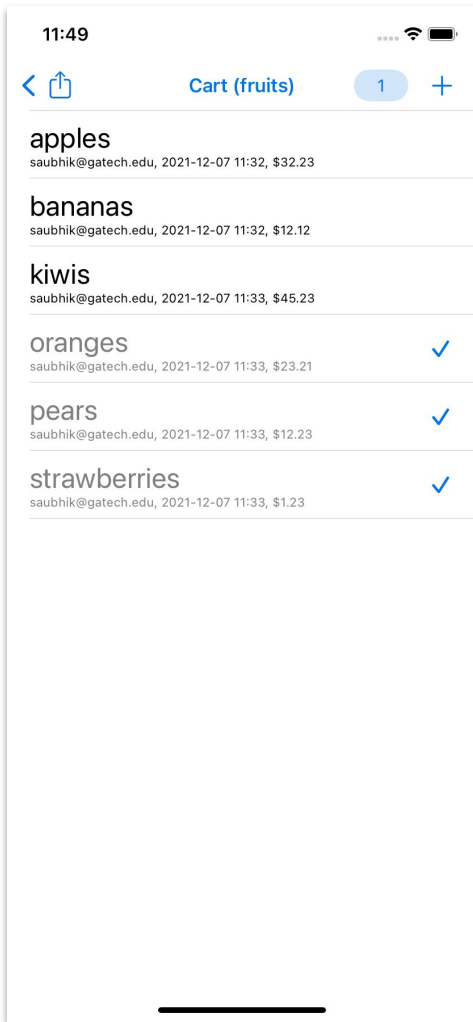
Displays list of items in chosen cart, along with **addedByUser**, **addedOn**, and **price**

+ adds a new item in the cart

Button on right with number shows **onlineUsersCount**, touching it leads to screen displaying list of **users currently online**

Touching an item marks it as **completed** (grayed out with tick)

A cart is marked **completed** when all items are completed

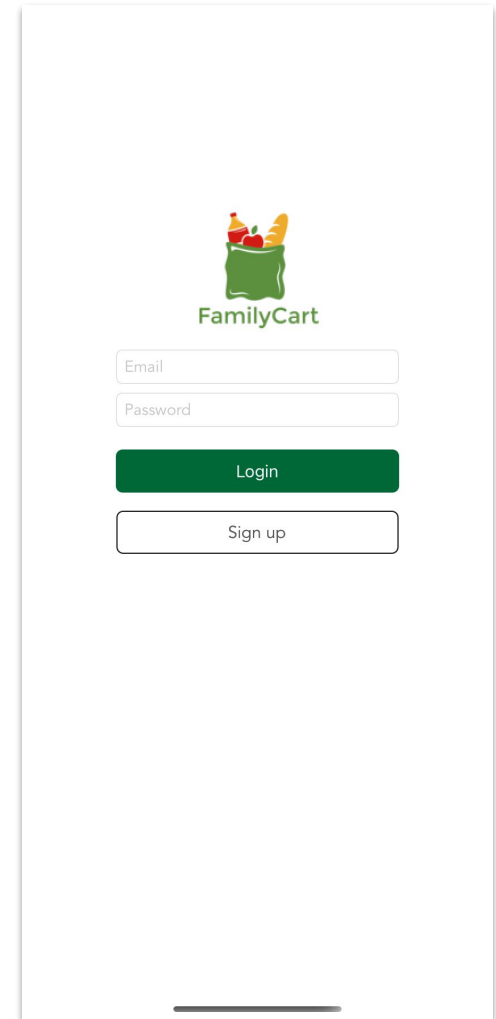
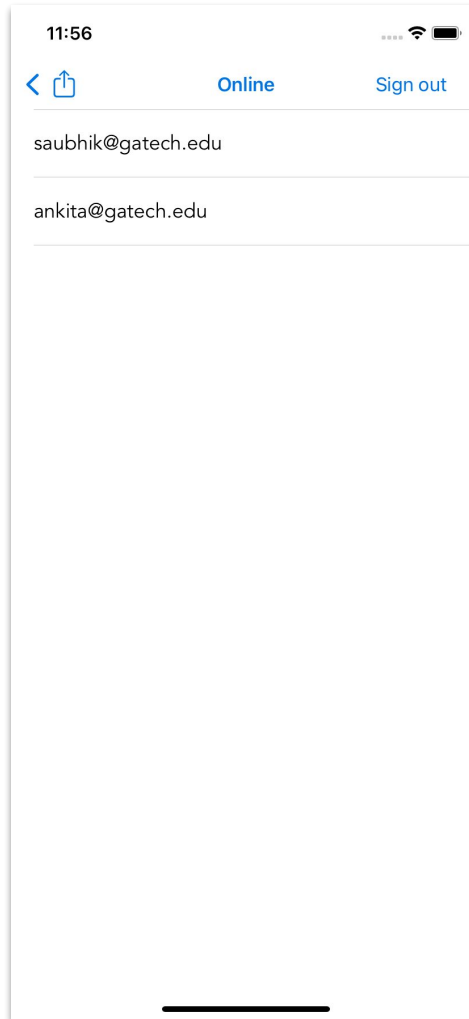


Online Users

Displays list of ***currently online users***

Sign out button signs you out of the application

Back button goes to previous screen

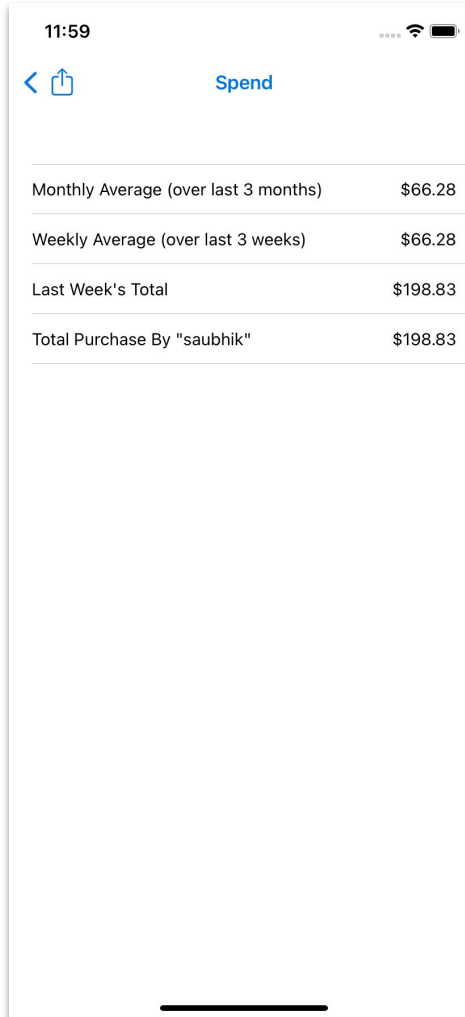


Spend

Displays simple *spending stats*

- ***average monthly spending***, averaged over last 3 months
- ***average weekly spending***, averaged over last 3 weeks
- ***total last week spending***
- ***total purchase made by current user***

Back button goes to previous screen

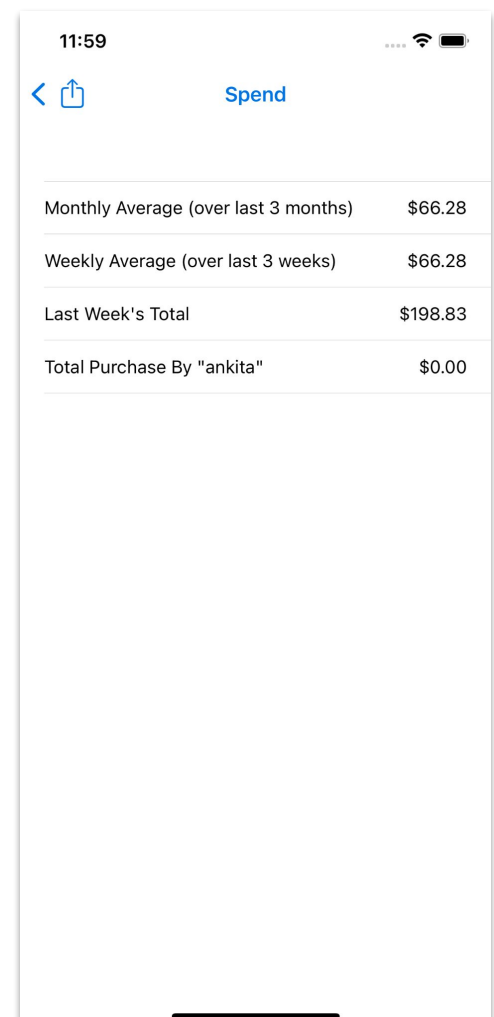


11:59

< ↑ Spend

Monthly Average (over last 3 months)	\$66.28
Weekly Average (over last 3 weeks)	\$66.28
Last Week's Total	\$198.83
Total Purchase By "saubhik"	\$198.83

This screenshot shows the 'Spend' screen for a user named 'saubhik'. The status bar at the top shows the time as 11:59, signal strength, Wi-Fi, and battery. The navigation bar includes a back arrow, a share icon, and the title 'Spend'. The main content area displays a table with four rows of spending statistics. The first three rows show averages and totals for the last 3 months, 3 weeks, and the last week. The final row shows the total purchase for the current user, 'saubhik', which is \$198.83.

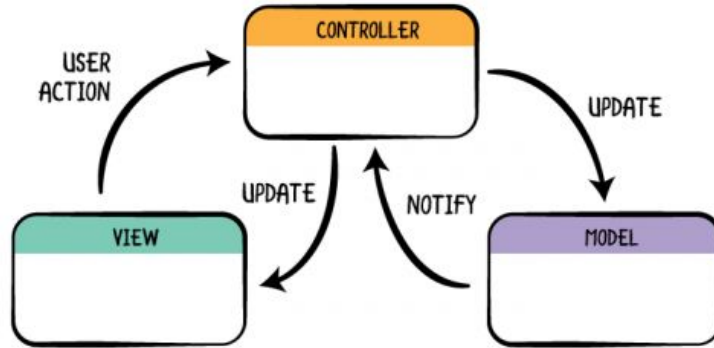


11:59

< ↑ Spend

Monthly Average (over last 3 months)	\$66.28
Weekly Average (over last 3 weeks)	\$66.28
Last Week's Total	\$198.83
Total Purchase By "ankita"	\$0.00

This screenshot shows the 'Spend' screen for a user named 'ankita'. The status bar at the top shows the time as 11:59, signal strength, Wi-Fi, and battery. The navigation bar includes a back arrow, a share icon, and the title 'Spend'. The main content area displays a table with four rows of spending statistics. The first three rows show averages and totals for the last 3 months, 3 weeks, and the last week, which are identical to the previous screen. The final row shows the total purchase for the current user, 'ankita', which is \$0.00.



Design

MVC Architecture

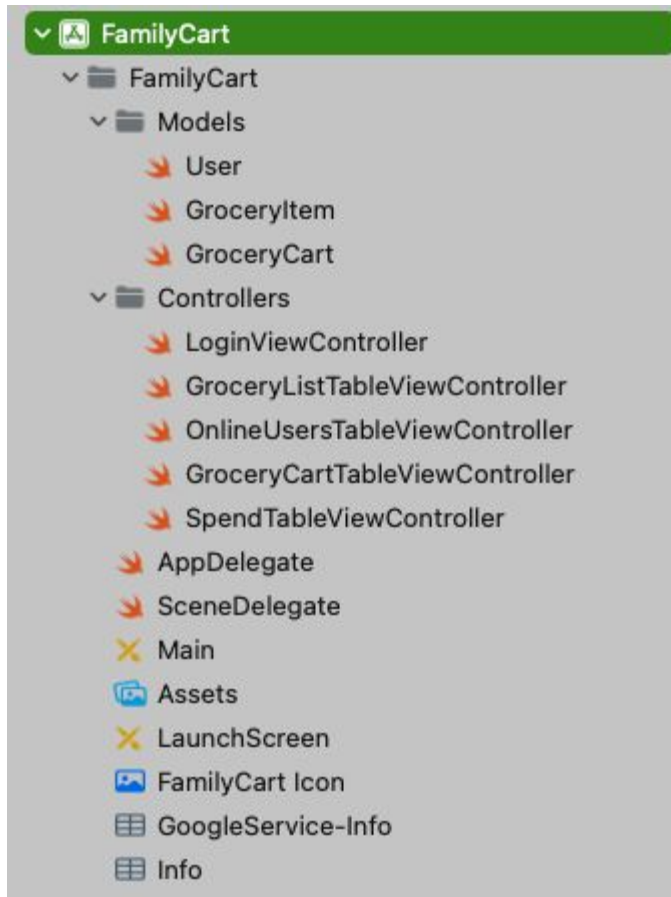
3 *models*:

- User
- GroceryItem
- GroceryCart

5 *view controllers* for 5 views:

- login
- carts
- items
- online users
- spend stats

Intelligent *controllers*, dumb *models*

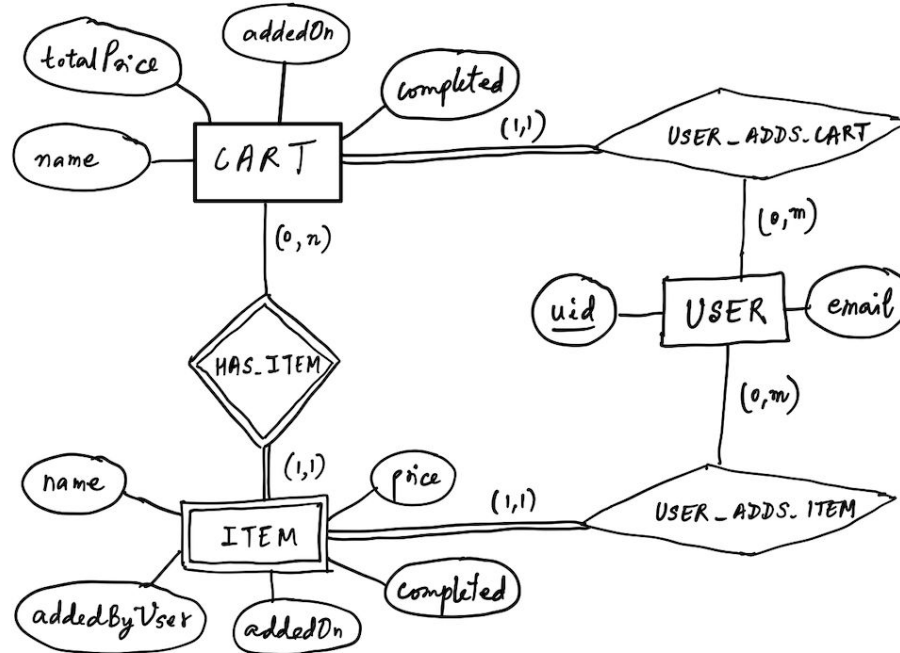


```
struct User {  
    let uid: String  
    let email: String  
}
```

```
struct GroceryCart {  
    let ref: DatabaseReference?  
    let key: String  
    let name: String  
    let addedByUser: String  
    let addedOn: Date  
    var completed: Bool  
    var totalPrice: Decimal  
    var groceryItems: [GroceryItem]  
}
```

```
struct GroceryItem {  
    let ref: DatabaseReference?  
    let key: String  
    let name: String  
    let addedByUser: String  
    let price: Decimal  
    let addedOn: Date  
    var completed: Bool  
}
```

ER Schema





Challenges & Future



Challenges

Background (& interested) in *low-level systems development* (NetSys, C, C++, Python), tried ***mobile application development for first time!***

No prior background in ***Swift, Xcode, iOS, NOSQL*** databases, ***frontend development!***

Focussed on getting a ***usable product*** out of the project, not necessarily feature-complete!

Familiar with ***PostgreSQL***, felt more constrained with available query APIs in ***Firebase***

Challenges & future

Emphasis on structuring data (**JSON tree**) in **Firestore** for efficient queries

Avoid **nesting** data, keep as **flat** as possible (**denormalization**)

Carts screen & spends screen can **download hundreds of megabytes** with current data structure! **BAD!**

carts

→ cartName1

addedByUser :

addedOn :

completed :

totalPrice :

name :

items :

→ itemName1

addedByUser :

addedOn :

completed :

price :

→ itemName2

⋮

→ itemName3

⋮

→ cartName2

⋮

BIG!

carts

→ cartName1

⋮

→ cartName2

→ cartName3

⋮

no items here!

move here
(DENORMALIZE)

items

→ cartName1

→ itemName1

⋮

→ itemName2

⋮

→ cartName2

→ itemName

⋮

Future

Want to ORDER BY `completed`, `addedOn` DESC, but ***multiple orderings NOT possible*** in Firebase → ***restructure data!*** → split `carts` into `incompleteCarts` and `completeCarts`?

No notion of ***user accounts*** for supporting multiple households → `account` has `carts` → client should only download data for single account (***privacy!***)

More features

- `purchasedByUser` to `cart`, whoever completes last `item` in `cart`
- `itemQuantity` to `item`
- modify or remove `items` or `carts`