

=>Project Title

Grocery Android App

=>Objective

Make a Grocery App that can help you in managing your Grocery list.

=>Problem Statement

As we can't remember everything, users frequently forget to buy the things they want to buy. However, with the assistance of this app, you can make a list of the groceries you intend to buy so that you don't forget anything.

=>Problem's Primary Goals

Our Primary Goal is to give the user the functionality of adding items in a cart like interface and give him the ability to add or remove items from this list to better manage his groceries.

=>Introduction

We will be making a simple cart like layout where an add button will give you a popup to add the items and a delete button will remove the selected item from the cart.

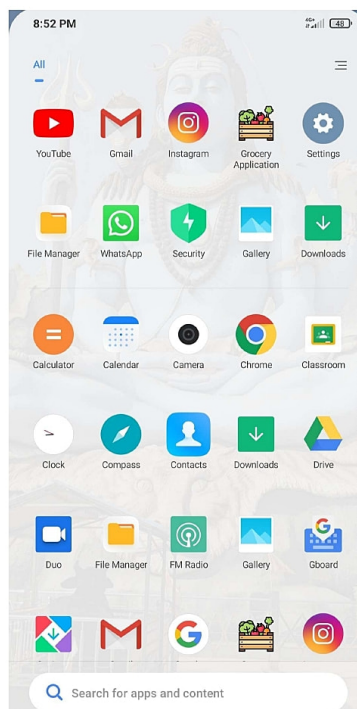
=>Procedure

- Create the project from a template
- Examine the project structure.
- Run your application to see everything is working or not.
- Start from creating the base layout.
- Create the item interface.
- Add the button.
- Create the popup interface.
- Write the logic to add items to the cart.
- Write the logic to remove items from the cart.
- Write the logic to calculate the total expenditure incurred by grocery items.
- Test your code for bugs.
- Deploy!

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=>Expected Outcome

- Open the Grocery App with Vegetables icon.



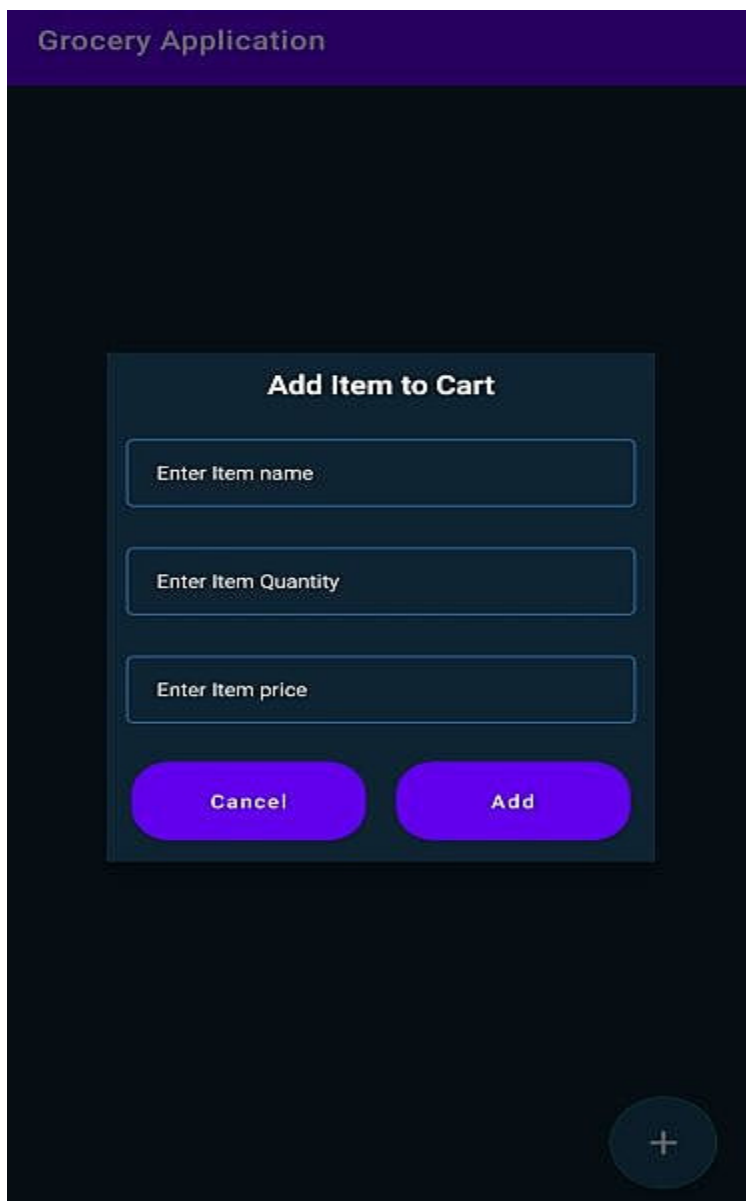
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- The cart is empty! Let's add few groceries here.



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- It asks user to enter Item Name,Quantity and price.

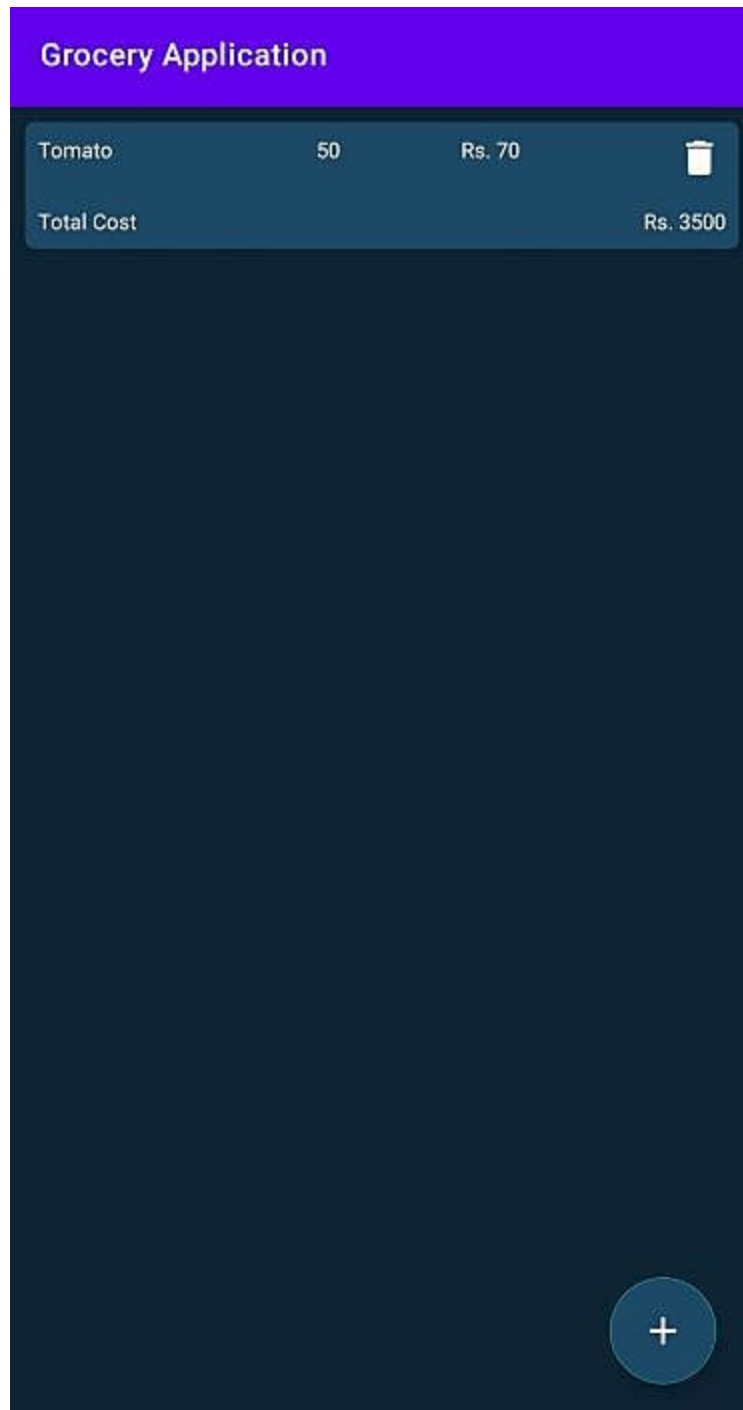


The screenshot displays a mobile application interface for a grocery app. At the top, a purple header bar contains the text "Grocery Application". The main background is dark blue. A central dialog box titled "Add Item to Cart" in white text contains three input fields: "Enter Item name", "Enter Item Quantity", and "Enter Item price". Below these fields are two red buttons labeled "Cancel" and "Add". In the bottom right corner of the screen, there is a circular button with a white plus sign (+).

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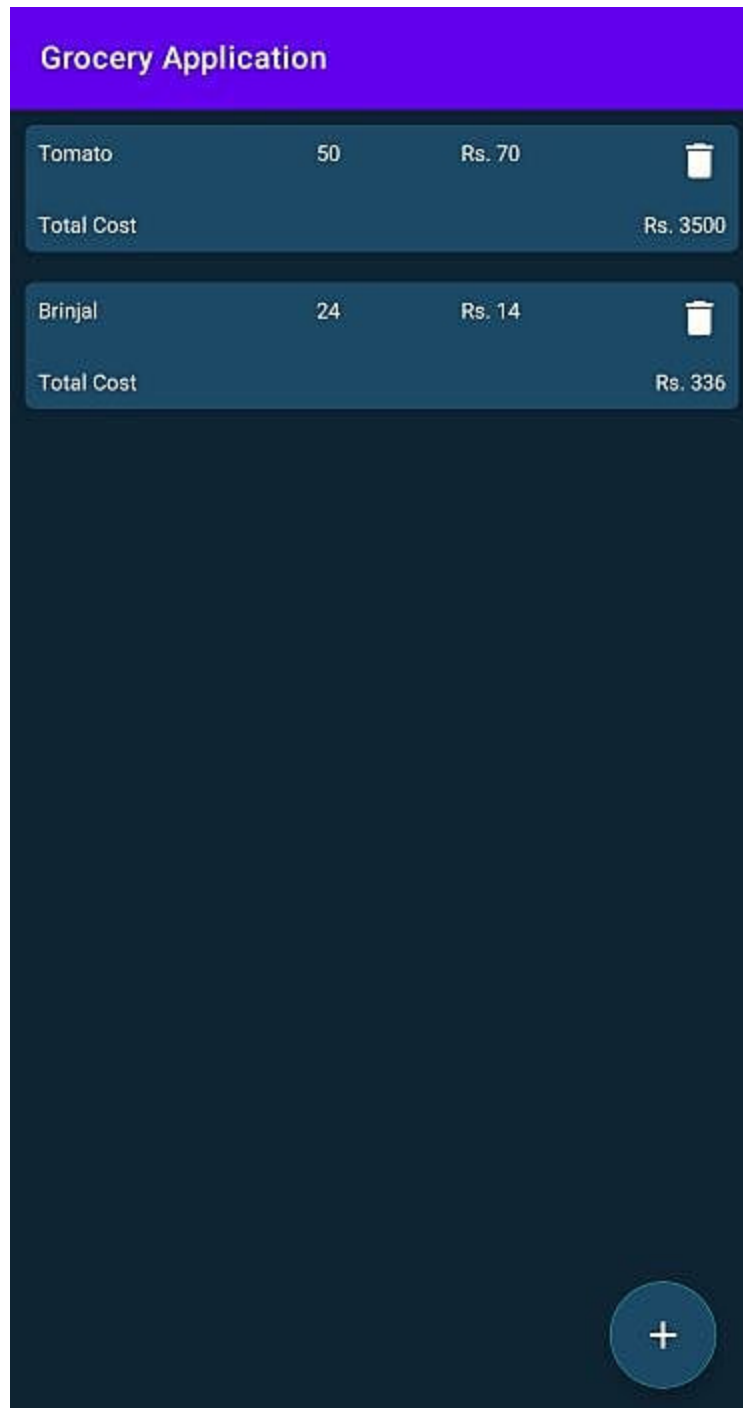
- Once the User enters data it will be displayed in App.

PROJECT REPORT



- User can enter as many items they needed.

PROJECT REPORT



- Once the User enters data it will be displayed in App .

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Grocery Application

Tomato	50	Rs. 70	
Total Cost		Rs. 350	

Brinjal	24	Rs. 14	
Total Cost		Rs. 33	

Carrot	12	Rs. 10	
Total Cost		Rs. 120	



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- Also there is delete Button ,so once user buys item or he/she don't want to buy those items user can delete it(here I have deleted 3rd item ie carrot).

PROJECT REPORT

Grocery Application

Tomato	50	Rs. 70	
Total Cost		Rs. 3500	

Brinjal	24	Rs. 14	
Total Cost		Rs. 336	



=>Technologies Used

- Android Studio
- Kotlin

=>URLs

1)GitHub URL

- <https://github.com/smartinternz02/SPSGP-104623-Virtual-Internship---Android-Application-Development-Using-Kotlin>

2)Video Demo URL



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=>Account IDs

1)GitHub ID

- <https://github.com/in/04swathi>

2)SmartInternz ID

- Username:swathi.19cs102@sode-edu.in

=>Acknowledgements

- <https://www.geeksforgeeks.org/guide-to-install-and-set-up-android-studio/>
- https://www.youtube.com/watch?v=vdcLb_Y71Ic
- <https://www.youtube.com/watch?v=p2oHD-06YcM>
- <https://www.youtube.com/watch?v=LgRRmgfrFQM>
- <https://developer.android.com/>
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- <https://kotlinlang.org/>
- <https://developers.google.com/certification/associate-android-developer>

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- <https://developers.google.com/community/gdsc>
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- <https://developer.android.com/samples>