

# **1.INTRODUCTION**

## **1.1 Project Title**

Grocery Android App

## **1.2 Objective**

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

## **1.3 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.

# **2. LITERATURE SURVEY**

## **2.1 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.

## **2.2 Proposed Solution**

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.

### **3.THEORITICAL ANALYSIS**

3.1 Hardware used->Windows 10

3.2 Software used->Android Studio based on Kotlin

### **4. Procedure**

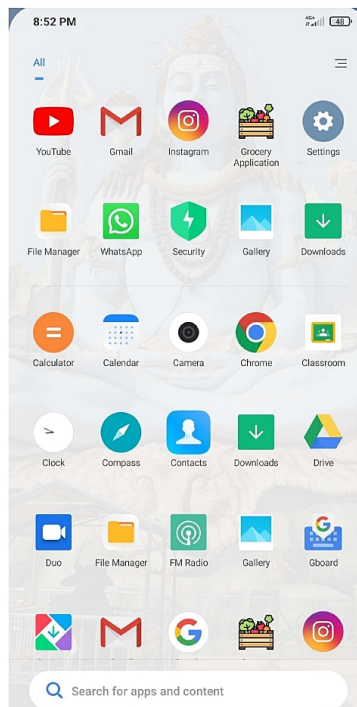
- Create the project from a template
- Examine the project structure.
- Run your application to see everything is working or not.
- Start from creating the base layout.
- Create the item interface.
- Add the button.
- Create the popup interface.
- Write the logic to add items to the cart.
- Write the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

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- Deploy!

### 5. Results

- Open the Grocery App with Vegetables icon.



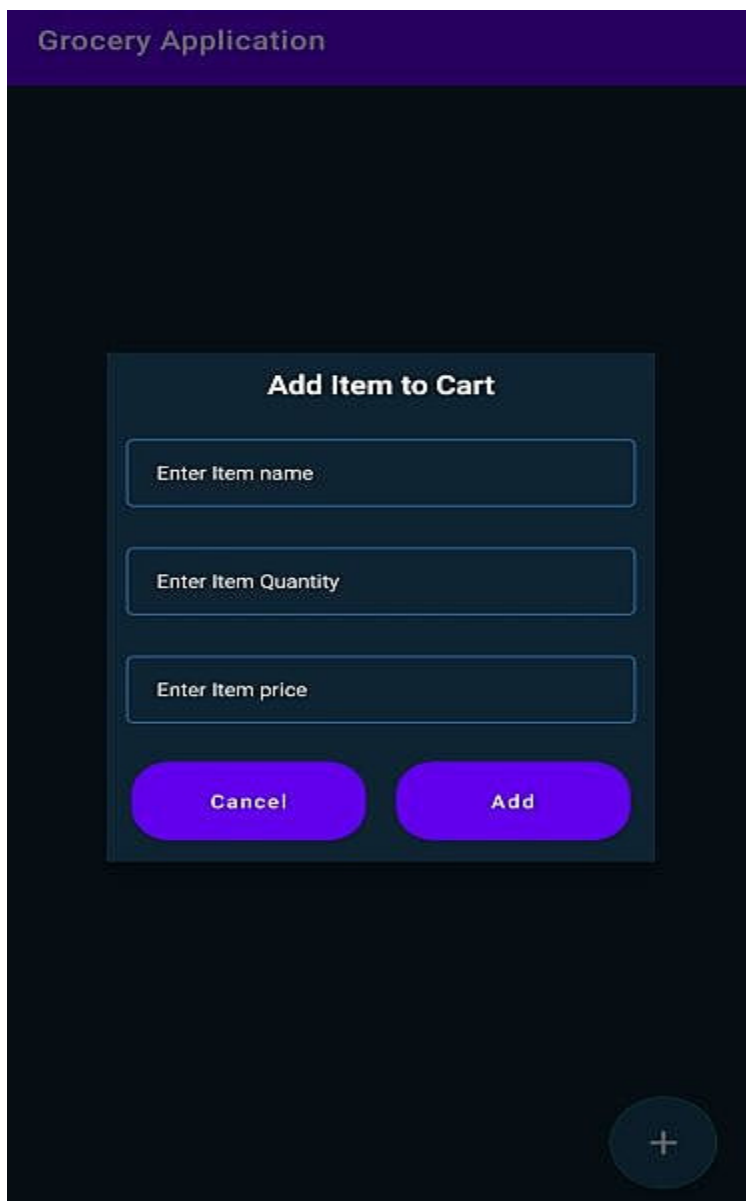
## PROJECT REPORT

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



## PROJECT REPORT

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

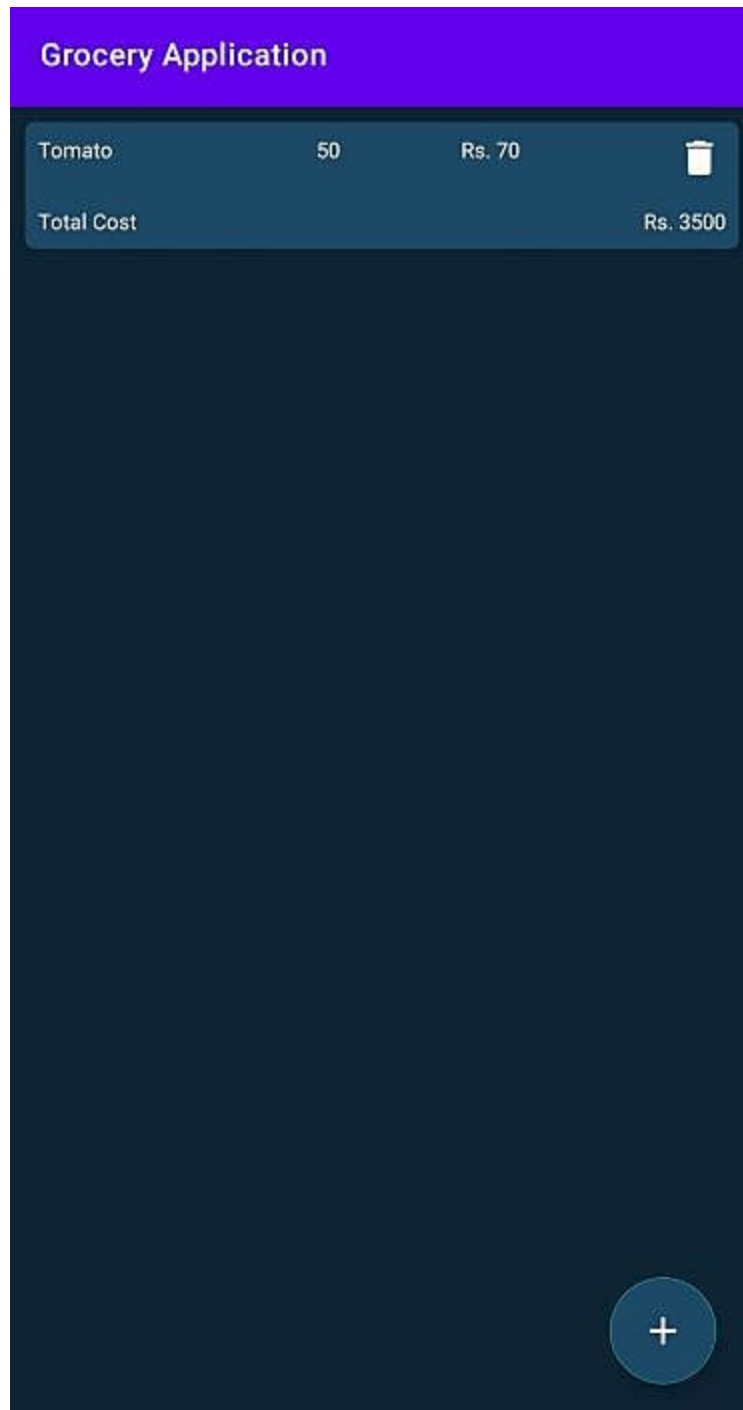


The screenshot displays a mobile application interface for a grocery app. At the top, a purple header bar contains the text "Grocery Application". The main background is dark blue. A central dialog box titled "Add Item to Cart" in white text is shown. This dialog contains three input fields with light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

## PROJECT REPORT

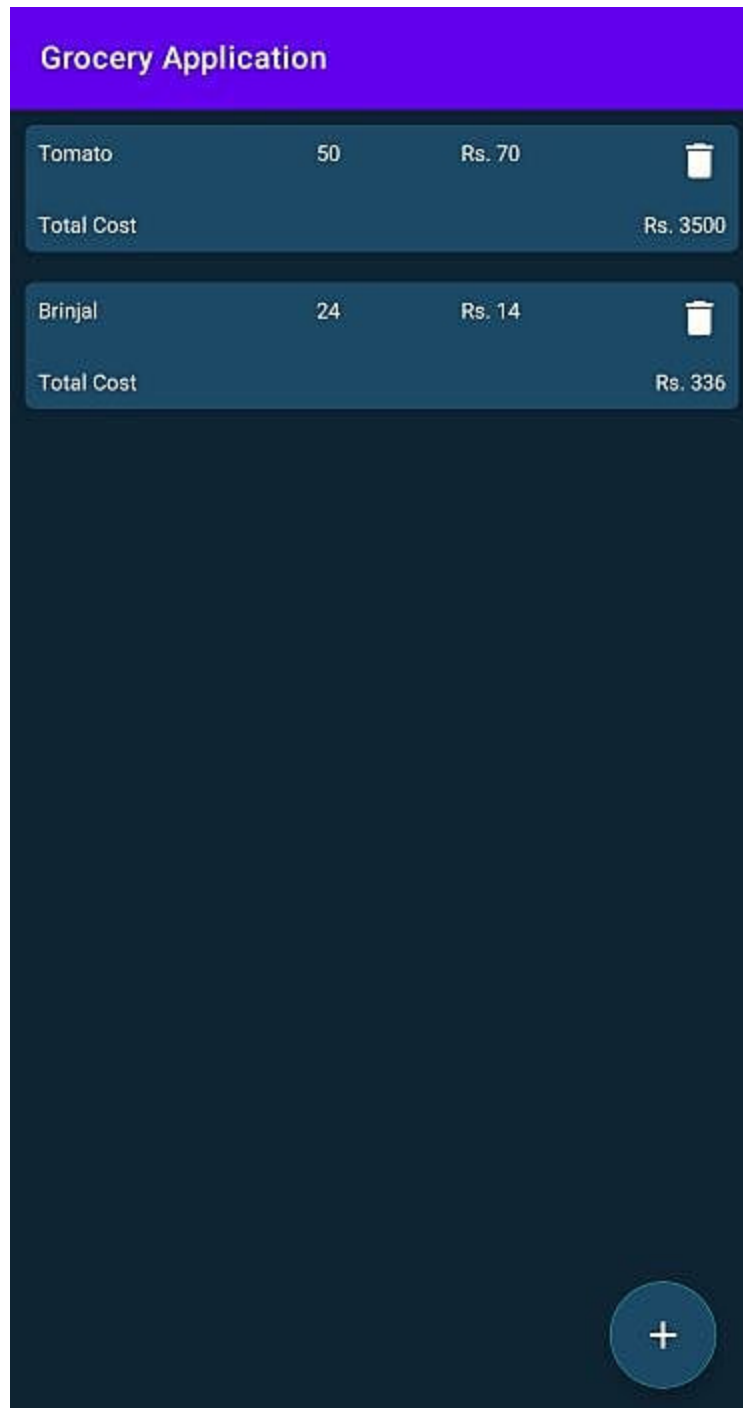
- Once the User enters data it will be displayed in App.

## PROJECT REPORT



- User can enter as many items they needed.

## PROJECT REPORT



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



PROJECT REPORT

Grocery Application

Tomato50Rs. 70

Total CostRs. 3500

Brinjal24Rs. 14

Total CostRs. 336

Carrot12Rs. 10

Total CostRs. 120

+

## PROJECT REPORT

- 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 3<sup>rd</sup> item ie carrot).

## PROJECT REPORT

## Grocery Application

|            |    |          |   |
|------------|----|----------|---|
| Tomato     | 50 | Rs. 70   |  |
| Total Cost |    | Rs. 3500 |   |

|            |    |        |   |
|------------|----|--------|---|
| Brinjal    | 24 | Rs. 14 |  |
| Total Cost |    | Rs. 33 |   |



## **6.Advantages & Disadvantages**

Advantages are:

- :Convenient and Time-saving
- :Cost saving

Disadvantages are:

- :Lack of interactivity

## **7.Applications**

:Big Advantage is considering today's busy modern life.With mobile apps,customers can note groceries anywhere and in any place.

## **8.Conclusion**

As per this project user cn freely enter or store all the items in the app and can be accessed anywhere ans also anytime.

## **9.BIBILOGRAPHY**

