

# Grocery App

## Project Report

### Introduction

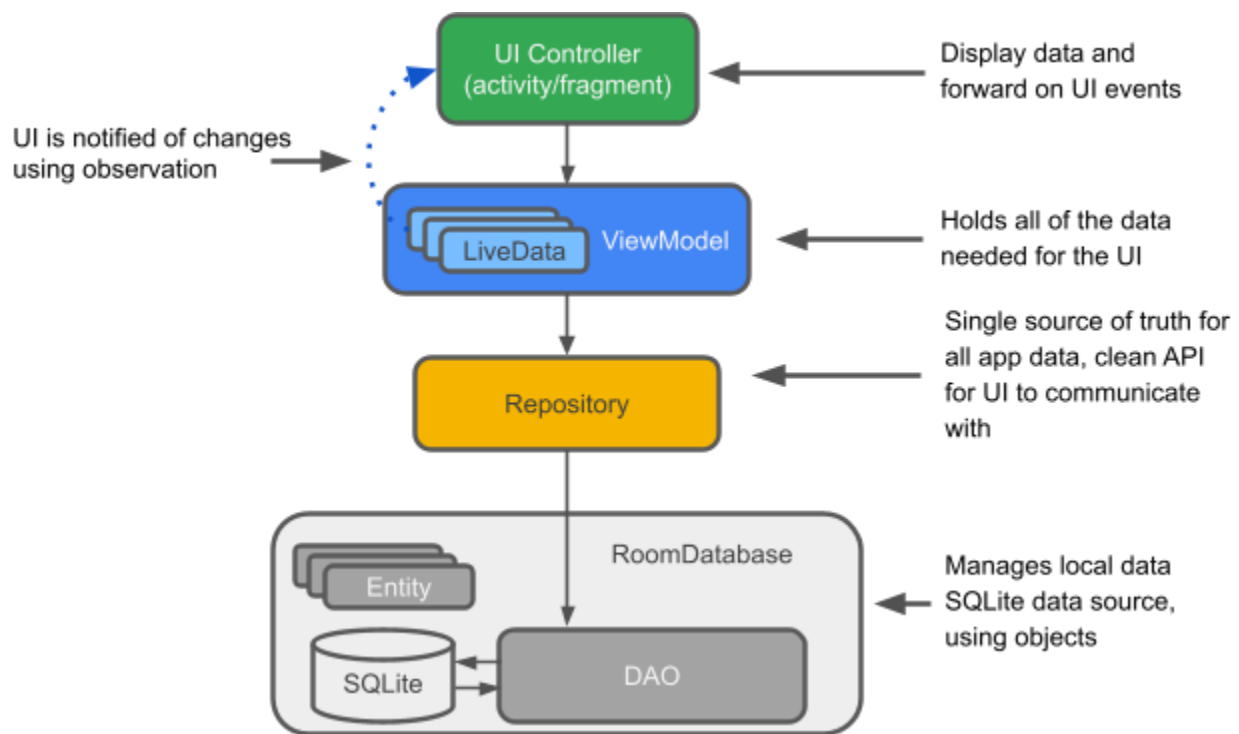
This project is about the developing an android application. Nowadays, the gadgets are rolling the world. Many people cannot imagine even one day without their favorite mobile device. We use them for everything: find information, stay connected with our friends and families, find the way around, decide what to do, and many other things. But very often we come to the point when we would like to have an application for particular situation or for certain need, but there is no such one.

Many times we forget to purchase things that we want to buy, after all we can't remember all the items, so with the help of this app, you can note down your grocery items that you are going to purchase.

### Tools and Technology Used:

This app is created in Android Studio and offers easy to use and interact with UI made using **XML**(eXtensible markup Language).

Architectural components used are **VM(View Model)** , **Repository** , **Room for database** and **Recycler View** to display the List Items.



## Components

**Live Data :** A data holder class that can be [observed](#). Always holds/caches the latest version of data, and notifies its observers when data has changed. `LiveData` is lifecycle aware. UI components just observe relevant data and don't stop or resume observation. `LiveData` automatically manages all of this since it's aware of the relevant lifecycle status changes while observing.

**ViewModel:** Acts as a communication center between the Repository (data) and the UI. The UI no longer needs to worry about the origin of the data. `ViewModel` instances survive Activity/Fragment recreation.

**Repository:** A class that you create that is primarily used to manage multiple data sources.

**Entity:** Annotated class that describes a database table when working with [Room](#).

**Room database:** Simplifies database work and serves as an access point to the underlying `SQLite` database (hides `SQLiteOpenHelper`). The Room database uses the DAO to issue queries to the `SQLite` database.

**SQLite database:** On device storage. The Room persistence library creates and maintains this database for you.

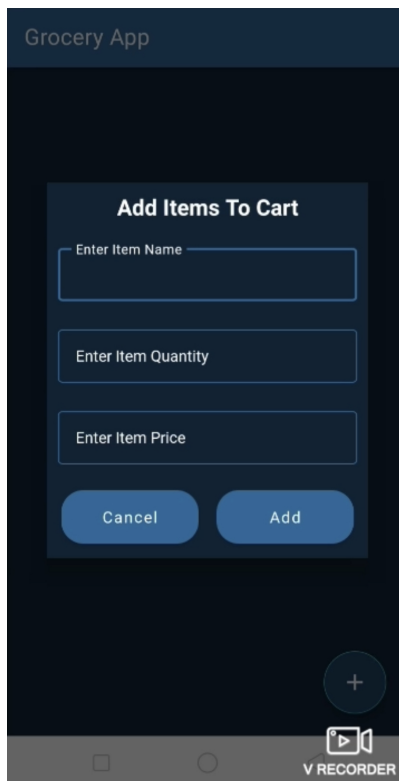
**DAO:** Data access object. A mapping of SQL queries to functions. When you use a DAO, you call the methods, and Room takes care of the rest.

## Project at glance:

## UI Designs

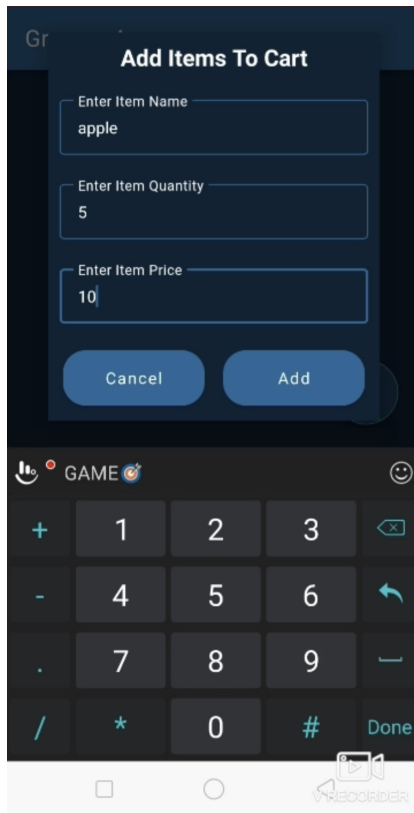


## Add Items\_

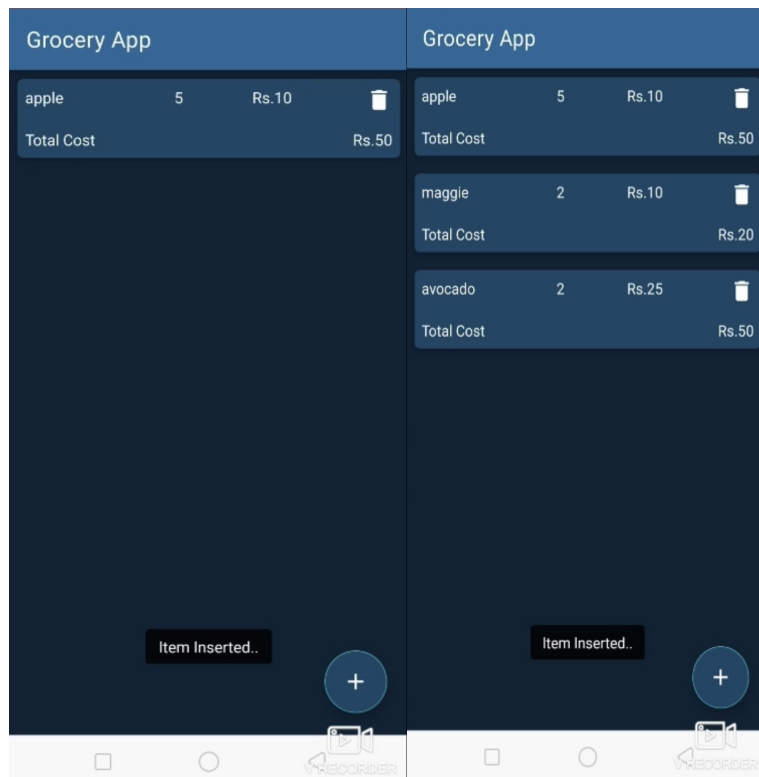


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## Enter details



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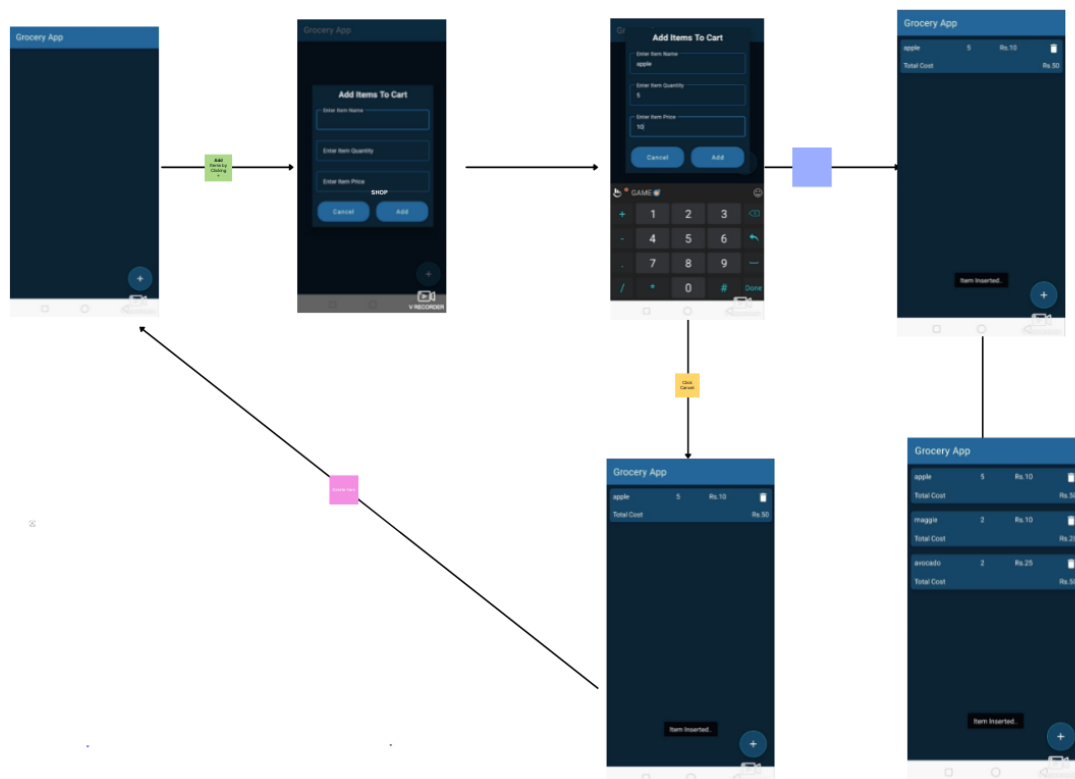


## Items Inserted

## User Flow

# User Flow

Let's map out how our users will experience the platform on mobile.



## Future Scope:

In future this application and be upgraded into a full online grocery purchasing applicaiaon instead of just storing/noting the items people wants to buy. In such way

Users won't be only noting the items but also be ordering them online from the comfort of their home and receiving them at their doorstep.

## **Conclusion**

I have learned a lot from this project on how to develop Android Application and publishing it in real time.

And this application is gonna help our users to note down their items they need to purchase so they don't forget to buy them easily and in a separate app created just for the same purpose.

## **Links**

### **App Demo Video :**

<https://drive.google.com/file/d/18ee9znGdioMwIPkYBEhEHSPRhsQKciNC/view?usp=sharing>



