# GROCERY STORE APPLICATION

## 1.Introduction

My Project is the Grocery Application,Where we can add some add some items/products in that app.We can also remove and products and we also able to give a specific amount in that.
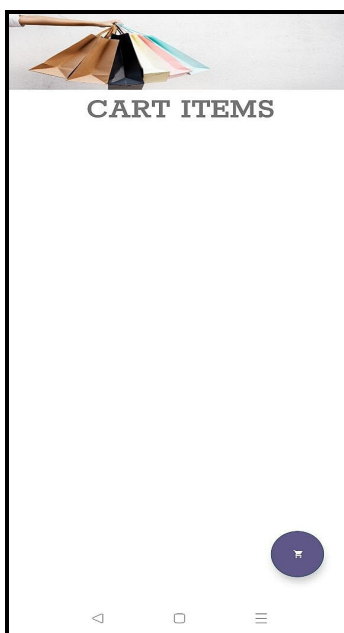
This project can be used in various uses like it makes people easier to to know about product prices without going to market or no that store.

## 2.Literature Survey

There are already many apps in the market but there User Interface is not as good as to handle by every age groups so we developed an app where we this solution can be solved easily. Here from this app,it will be easily accessible by any group.

There are various solution are propagated in market area. As of me here we can say that the way my app works it is easily accessible by anyone and anytime.It can easily understandable by anyone at anytime.This app will help anyone to take the grocery from different shops.
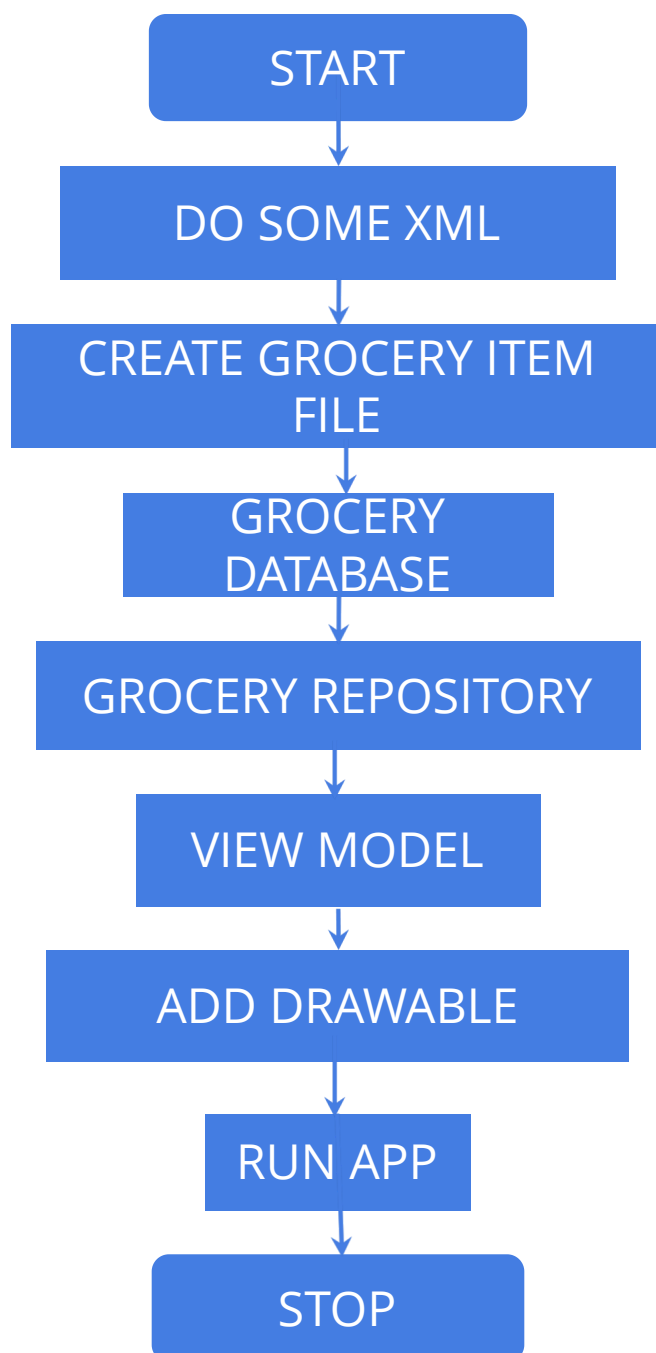
## 3.Therotical Analysis



In this project,we are using Android Studio,MVVM(Model View ViewModel)for

architectural patterns,Room for database,Co-routines and Recycler View to display the list of items
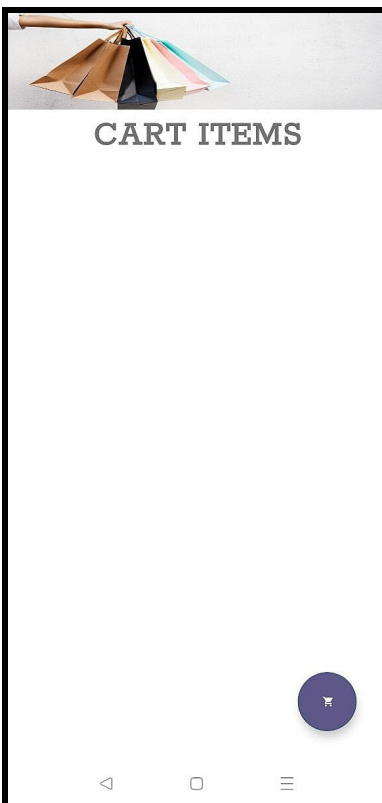
## 4.Experimental Investigations

First I tried to find how to make the app via given demo video,searches so many youtube videos  to make the app better for the  person who going to use or we can say the User Interface going to become a lot of better than the other app,so person feel enthusiast in doing their work on our app.I also tried so many github old app searching via Google to make it better.Even I take help my friends in that for doing our project unique than others so it looks better than others.
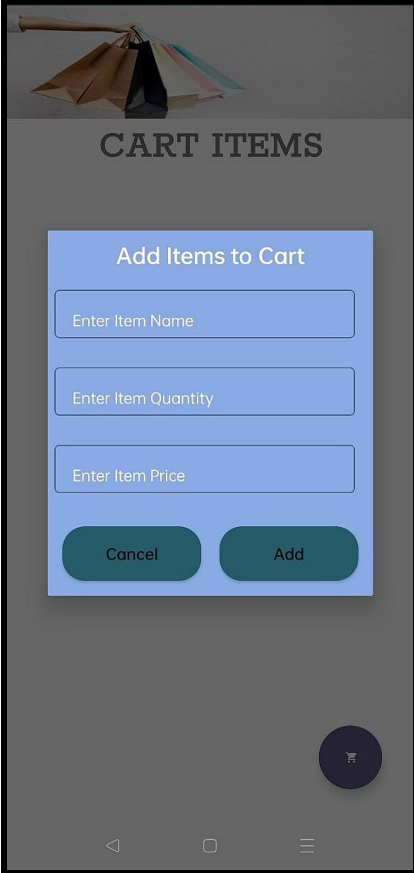
## 5.Flowchart

START

↓

DO SOME XML

↓

CREATE GROCERY ITEM FILE

↓

GROCERY DATABASE

↓

GROCERY REPOSITORY

↓

VIEW MODEL

↓

ADD DRAWABLE

↓

RUN APP

↓

STOP

**6.Result**



GROCERY CART
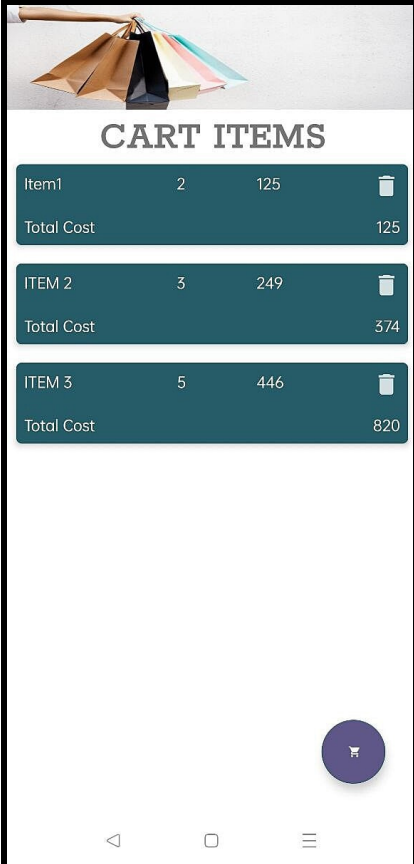


CART ITEMS

**INSERT ITEMS:-**



**Add Items to Cart**

Enter Item Name

Enter Item Quantity

Enter Item Price

Cancel  Add

CART ITEMS



CART ITEMS

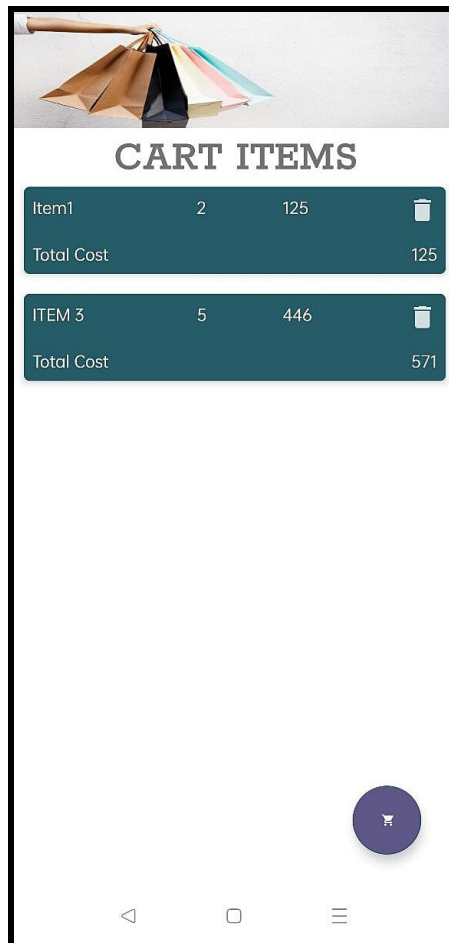| Item1 | 2 | 125 | 🗑 |
|-------|---|-----|---|
| Total Cost | | | 125 |

| ITEM 2 | 3 | 249 | 🗑 |
|--------|---|-----|---|
| Total Cost | | | 374 |

| ITEM 3 | 5 | 446 | 🗑 |
|--------|---|-----|---|
| Total Cost | | | 820 |

**DELETE ITEMS:-**



**7.ADVANTAGES AND DISADVANTAGES**

**ADAVANTAGES**
- Easily accessible by Any User
- Easy to Use
- Time,Energy Saving
- Browse at anytime
- Decrease Overhead

**DISADVANTAGES**
- Sometimes products becomes expensive on app than store
- Fraud happens sometimes
- Interaction-less
- Not able to see product on the time that is good or bad
- Makes people lazy by Using app

## 8.APPLICATIONS

This Grocery App can be used in various places like small shop,sales,marketing,malls,hotels,retailers.

## 9.CONCLUSION

In this project we have derived about the app. About Grocery app like it can used in any places and its various uses. This project also done by doing some survey for the analyzing of problem and given some solution. Here in this project we uses ANdroid Stdio, Co routines and so on to make the app better. And we also published some results of our app that how it works and some applications.

## 10.FUTURE SCOPE

Its scope has very board area like we can do something for ordering from my phone and  gets it reached to the consumer easily. It will be very helpful for those who are very busy in there job and/or doing some extra work for their better living.

## 11. BIBILOGRAPHY

https://www.geeksforgeeks.org/android-tutorial/ source code : -

https://www.geeksforgeeks.org/how-to-build-a-grocery-android-app-using-mvvm□and-room-

database