# **Project Title**

Build A Grocery Android App - Project

#### 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

## Introduction

In this project, we are using MVVM (Model View ViewModel) for architectural patterns, Room for database, Coroutines and RecyclerView to display the list of items

# Technologies-Use

### 1) MVVM (Model View View Model):

MVVM architecture in android is used to give structure to the project's code and understand code easily. MVVM is an architectural design pattern in android. MVVM treat Activity classes and XML files as View. This design pattern separates UI from its logic. Here is an image to quickly understand MVVM.

#### 2) ROOM Databas:

Room persistence library is a database management library and it is used to store the data of apps like grocery item name, grocery item quantity, and grocery item price. Room is a cover layer on SQLite which helps to perform the operation on the database easily.

#### 3) RecycleView:

RecyclerView is a container and it is used to display the collection of data in a large amount of data set that can be scrolled very effectively by maintaining a limited number of views.

#### 4) Corountines:

Coroutines are a lightweight thread, we use a coroutine to perform an operation on other threads, by this our main thread doesn't block and our app doesn't crash.

# **URL's**

GitHub URI

https://github.com/smartinternz02/SPSGP-79458-Virtual-Internship---Android-Application-Development-Using-Kotlin.git

Demo URL

https://drive.google.com/drive/folders/1BjDJZyEZBQ33T8s6e57CvWsdVRgJI5j-

Google Developer profile:

g.dev/Hariprasad26

### ACCOUNT ID's

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