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## **TITLE : Grocery Android Application**

### **OBJECTIVE ;**

The purpose of this project is to give the convenience of having all the product prices available on hand before buying something from the market. Thus creating a list of items with updated prices of products , and also calculating the expenses . It will give more productivity to its users in return and save a lot of time for the users .

### **ACKNOWLEDGMENT ;**

I express my warm gratitude to my parents who were there and are always with me and my class fellows and friends who encouraged me not to give up. I am thankful to all family members for their prayers , moral support , and sincere wishes for the completion of my work.

# PROBLEM STATEMENT

- Allow users to make a checklist of items they wish to buy.
- Organize into categories based on the type of item such as groceries.
- The user should be able to choose a priority High , Medium , or Low for each item.
- Ask for the permission of the user before switching on GPS.

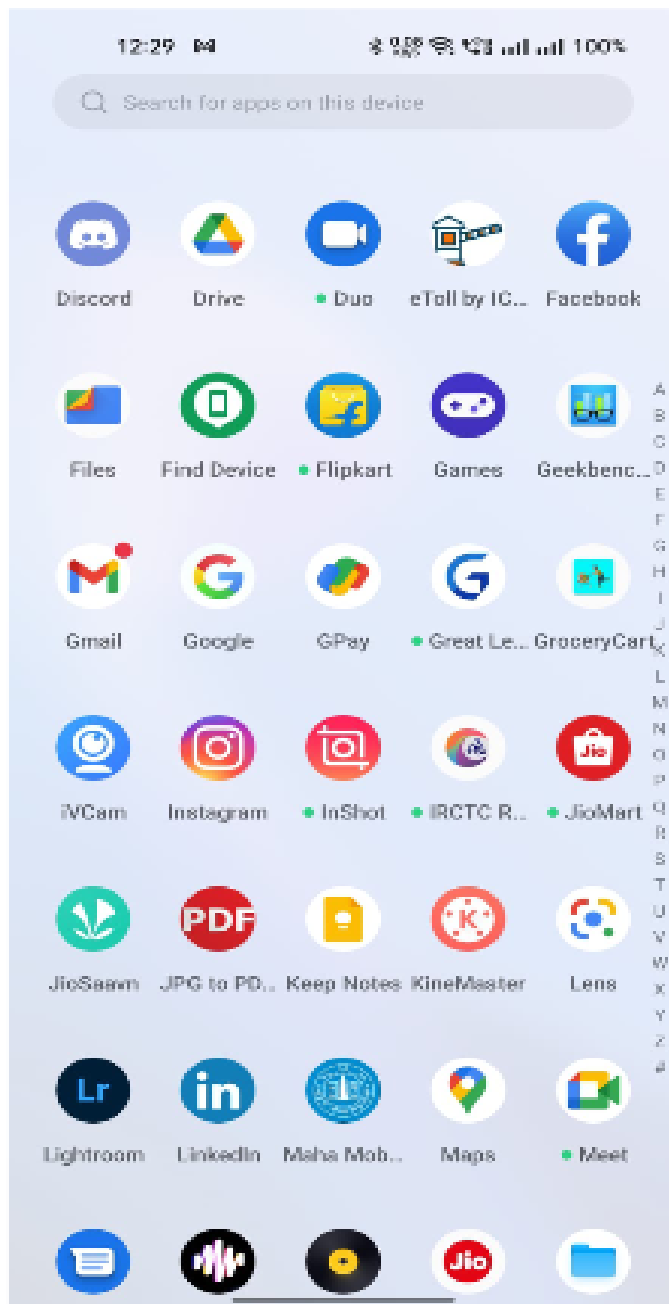
# PROBLEM DESCRIPTION

Some apps help you organize your shopping list but generally lack a “reminder” capability. If they have a reminder capability, the user has to set the reminder manually for a particular time. Whereas our app will automatically use the location data and remind the user in form of an alert about the items to buy from various stores within a radius around the user. Some of the existing apps such as “Shopping List” on the Google Play Store are limited to groceries.

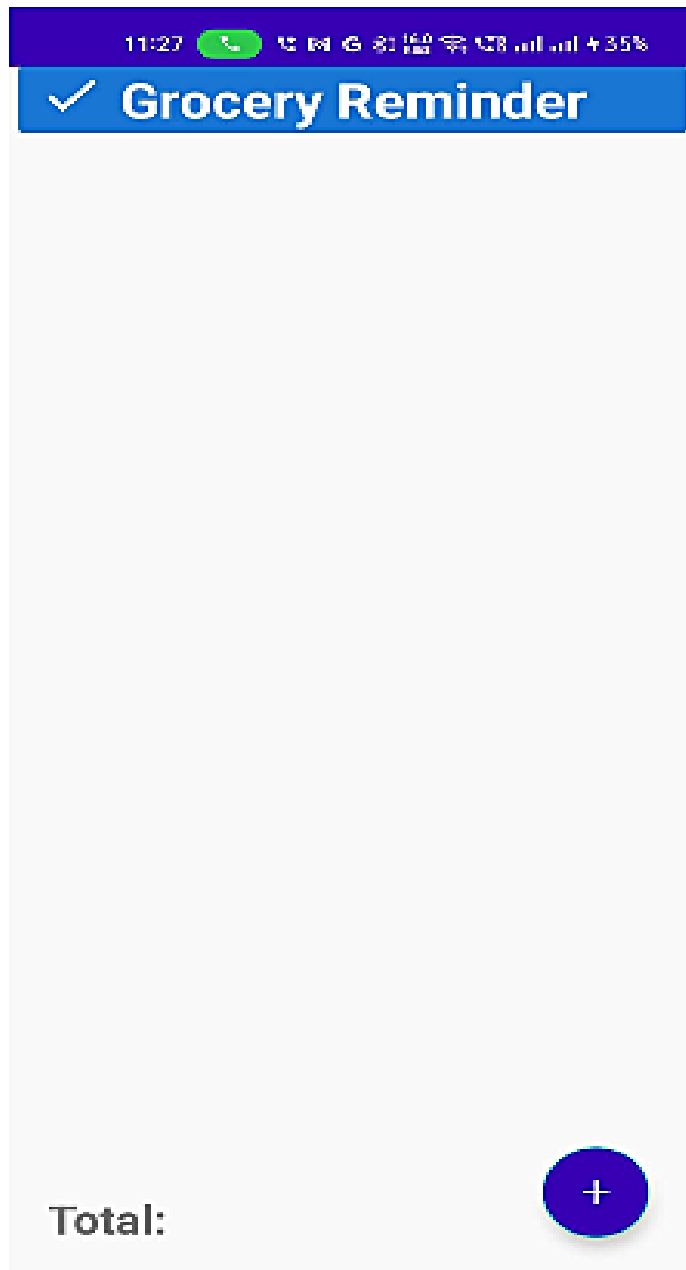
# PROCEDURE

- ⇒ Create the project from a template
- ⇒ Examine the project structure.
- ⇒ Run your application to see if everything is working or not.
- ⇒ Start by 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!

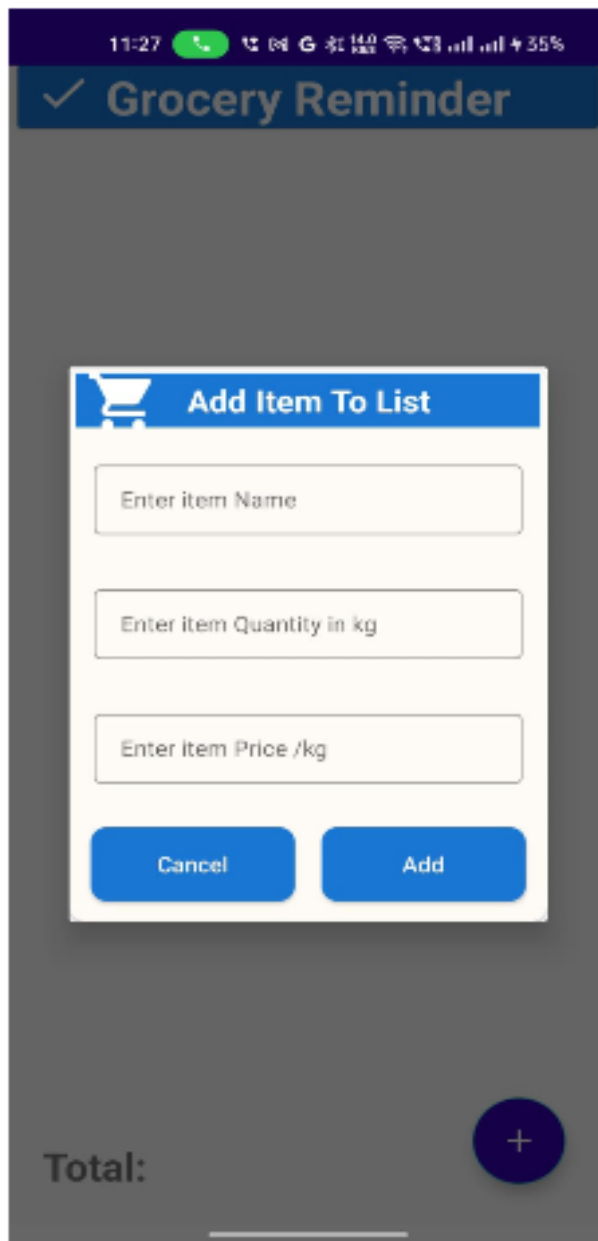
# OPEN GROCERY APP WITH GREEN ICON



**Cart is empty , lets add some groceries.**



**A popup box appears after clicking on the entering button in the corner.**



The image shows a mobile application interface for a 'Grocery Reminder'. At the top, a status bar displays the time 11:27, signal strength, and 35% battery. Below this is a dark blue header with a white checkmark icon and the text 'Grocery Reminder'. The main content area is a dark gray rectangle. In the center, a white popup box titled 'Add Item To List' (with a shopping cart icon) contains three text input fields: 'Enter item Name', 'Enter item Quantity in kg', and 'Enter item Price /kg'. At the bottom of the popup are two blue buttons labeled 'Cancel' and 'Add'. In the bottom right corner of the main screen, there is a dark blue circular button with a white plus sign. At the bottom left, the text 'Total:' is followed by a horizontal line for a total value.

**Fill the Grocery item, their Quantity, and total price in the Field.**

The screenshot shows a mobile application interface for a 'Grocery Reminder'. At the top, a status bar displays the time 11:27, signal strength, and battery level at 55%. Below this is a dark blue header with a white checkmark icon and the text 'Grocery Reminder'. The main content area is a light gray card titled 'Add Item To List' with a shopping cart icon. It contains three text input fields: 'Enter item Name' with the value 'tomato', 'Enter Item Quantity in kg' with the value '12', and 'Enter Item Price /kg' with the value '10'. Below these fields are two blue buttons labeled 'Cancel' and 'Add'. At the bottom of the card, there is a 'Total:' label and a dark blue circular button with a white plus sign. A numeric keypad is positioned at the very bottom of the screen, featuring buttons for digits 1-9, 0, a comma, a period, a minus sign, a left arrow, a clear (X) button, and a checkmark button.

11:27 55%

✓ Grocery Reminder

**Add Item To List**

Enter item Name  
tomato

Enter Item Quantity in kg  
12





Enter Item Price /kg  
10

Cancel Add


Total: +


1 2 3 -  
4 5 6 ↵  
7 8 9 ✕  
, 0 . ✓

# Your First Item is on the List

11:27    G  35%

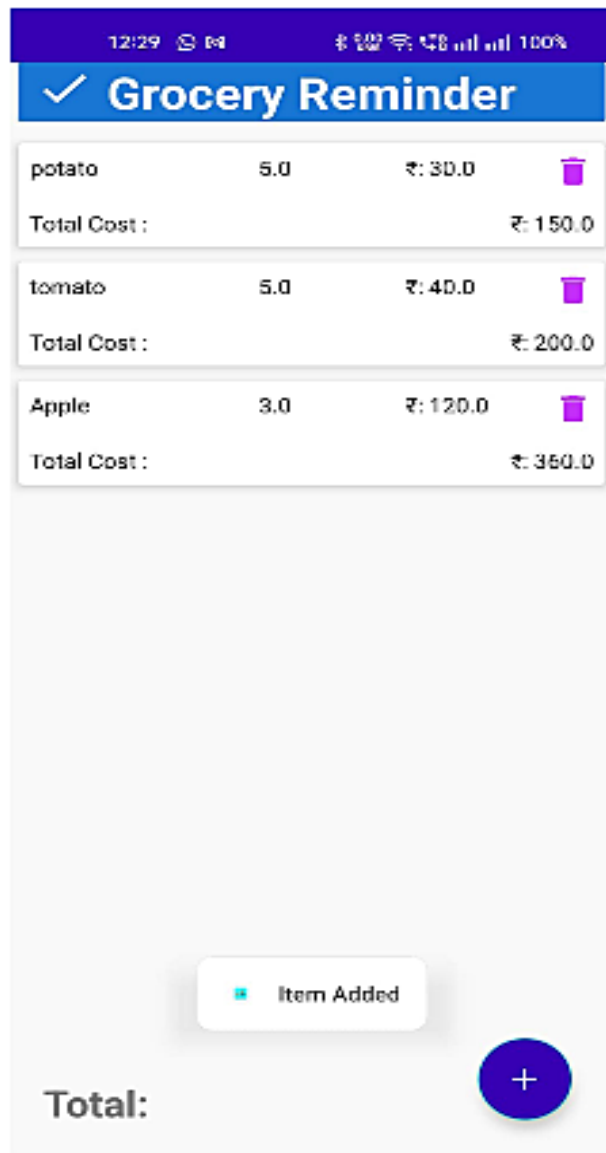
✓ **Grocery Reminder**

tomato	12.0	₹: 10.0	
Total Cost :		₹: 120.0	

Total: 



**Add a few more Grocery items to the List & see the Total Price change.**



The screenshot shows a mobile application interface for a grocery list. At the top, there is a status bar with the time 12:29, signal strength, Wi-Fi, and 100% battery. Below the status bar is a blue header with a white checkmark icon and the text "Grocery Reminder". The main content area displays a list of items, each with a name, quantity, and price. The items are: potato (5.0, ₹: 30.0), tomato (5.0, ₹: 40.0), and Apple (3.0, ₹: 120.0). Each item has a trash icon to its right. Below the list, there is a "Total:" label and a blue circular button with a white plus sign. A toast message "Item Added" is visible at the bottom of the screen.

Item	Quantity	Price
potato	5.0	₹: 30.0
tomato	5.0	₹: 40.0
Apple	3.0	₹: 120.0

Total: ₹: 150.0

Total: ₹: 200.0

Total: ₹: 350.0

Item Added

## REFERENCE

<https://developer.android.com/>

<https://deviibrary.withgoogle.com/products/android>

<https://kotlinlang.org/>

<https://developers.google.com/community/gdsc>

<https://developers.google.com/community/gdg>

<https://developers.google.com/community/experts>

<https://www.youtube.com/>

<https://www.google.com/>

## THANK YOU FOR READING ;

**Project Github Link ( Sourav Singh ) :**

<https://github.com/smartinternz02/SPSGP-80605-Virtual-Internship--Android-Application-Development-Using-Kotlin>