IJIRCCE

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

ISSN
INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 7.488

An Implementation of Grocery Application

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ABSTRACT- Internet see our world as a global village. from time to time internet become trend in our daily life, From electrical to clothing wears, every can be found on sites nowadays, but what about the most basic item,Yes im talking about Grocery items.As we got more focused into other items we forgot about basic items thus we can't see more grocery applications or they are comparatively much more expensive as compared to local items .so we will be focusing on developing grocery shopping application which will be equal to the local rate. we will be starting from mobile Application which will be developed through Android studio IDE.

I. INTRODUCTION

Internet has grown extensively throughout the world.when the internet started growing throughout the world,it also helped E-commerce, you must be thinking what is E-commerce .E-commerce also known as Electric-Commerce is nothing but the selling or buying of the goods and services online. The main purpose of e-commerce is to give customer a great experience. It has not only replaced the normal way of shopping as well as also provided the comfort to shop from anywhere . so our app will be focusing on customer experience, this application idea comes as the result of pandemic as more and more people have to sit at home as physical contacts are getting dangerous,Thus it will be very helpful to get the necessary groceries without going anywhere,Thus it will be affecting two ways as it will reduce physical contacts,and gathering for groceries as well as it will me more convenient for the customer to get groceries at home. this Application will be focused to reliable and smooth customer experience.the Application will be initially for Android it is developed by Android Studio IDE the Front end will be designed in XML and Back end will be Developed through JAVA.The Application will be start from the splash screen with its logo and then user have to enter its credentials .after that the user will get access to the homepage from where he can order the groceries after that the last page will be for the payment as well as the shipping address.

II. LITERATURE REVIEW

1. **Analysis on e-commerce payment system**
This paper explains about how online payment system consist of advantages,disadvantages and prevention.As online payment got popular and very convenient for daily use All the respondents have exp. In visa mastercard and Net Bank as these are populars worlwide

2. **Task Oriented dialogue for online shopping**
This study aims to provide task oriented dialogue to customer who tend to forgot tasks. aiming to help online customers in completing forgotten task that were important as dailyneed items essential for living.

3. **Predicting online shopping behaviour from clickstream data**
Clickstream data means basically the data user clicked is gathered by the system by observing the user. This helps to understand the users behaviour. Previous user behavior prediction models aka supervised machine learning wasted a a lot of advertisement. Conceptually, as a result sml is less suitable

4. **On demand grocery delivery**
This is basically based on IOT,it monitors the users groceries until finished and when the grocery is finished the system automatically orders the predefined list.

5. **Autonomous Shopping cart**
focus of this study is to enhance method|the method} of buying customers and saving their time as a result of folks pay longer within the food market because of the normal request process. as an example, customers purchase many things within the food market. whereas getting they could face some issues sort of a long queue during a request section etc

6. **Online exchange and trading application**

People of this current generation have gotten updated each day and that they conjointly update the items they use fairly often. And to induce eliminate their unwanted recent things they like Associate in Nursing android on-line exchange applications wherever they're going to got to come in contact with unknown individuals who will be exchanging with them.

7. **Smart shopping list**

This analysis introduces The smart List, a application that permits the users to perform their grocery looking expertise with the convenience of overcoming the higher than complications. the appliance consists of many modules; Interactive looking List wherever the user will add/remove/cross things, search surveyor that assist the user to seek out the best food market to travel to in order that most of the things will be bought in one place.

8. **Automated kitchen monitoring system**

We have a tendency to get busy with our job/business, thanks to them generally we have a tendency to don't seem to be interested in to the cookery ingredients .in most of the world the single and bachelor people cant have enough time cook and eat as a result this monitoring system can monitor everything .

III. ARCHITECTURE

This Android application will be very user-friendly and easy to use. It is flexible enough so that we can add features as we require them. This application will deliver goods within 2 days. The grocery will directly be importing through farmers and will delivered to the households hence the expense will be low.
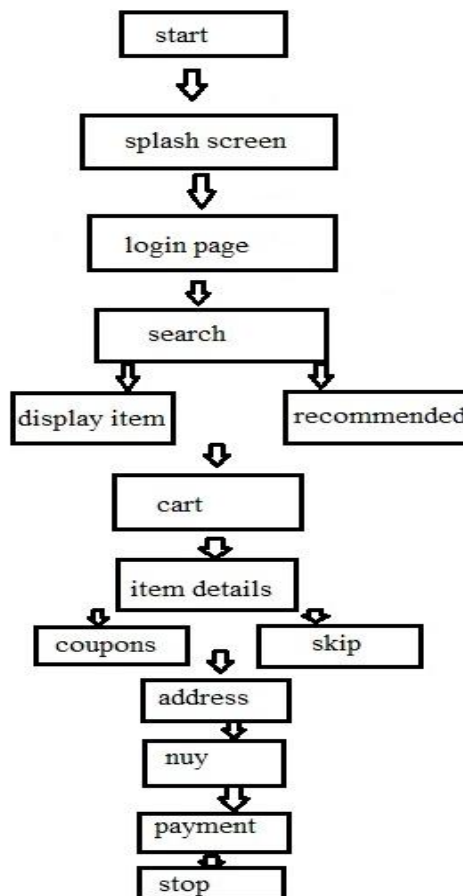

Fig.1

Flow Diagram -
1.Start- so the application will be initiated
2.Splash screen- for utilizing the opening time of the application splash screen is necessary.
3.Login page-user have to provide credentials in order to open the app
4.Search-here the user can search the desired items
5.Display item- the result of users searching will be appear here.
 6.recommended-the items that is recommended to user will be shown here
7.cart-here are the items selected by the user.
8.item details-here will be the brief detail of whatever user have ordered.
9.coupons-user can apply discount coupons if they have.else they can skip
10.address-The address of the user.
11.buy-if everything is sorted user can finally move toward the final step.
12.payment-here is the payment window for the user
12.stop

IV. PROPOSED METHODOLOGY

This android app is a result of todays situation where physical contact is vulnerable as well as also the result of technological development. our basic idea is to provide groceries at minimum cost and no broker in between the farmers and the consumers. this Application is developed in android studio IDE with xml and java.

In Fig 1.2

this is the logo and splash screen of the application, splash screen are used to utilize the app opening time.
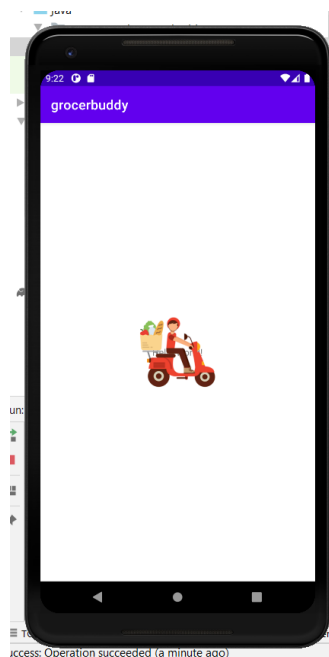

Fig1.2 splash screen

In fig 1.3
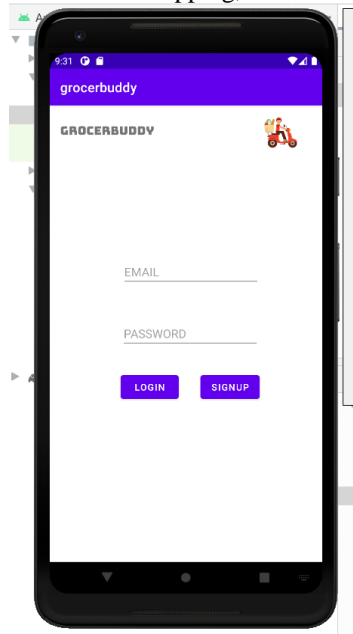This will be the login page,user can enter his/her credentials before shopping,

Fig 1.3 login page

V. OUTCOME

In fig 1.4
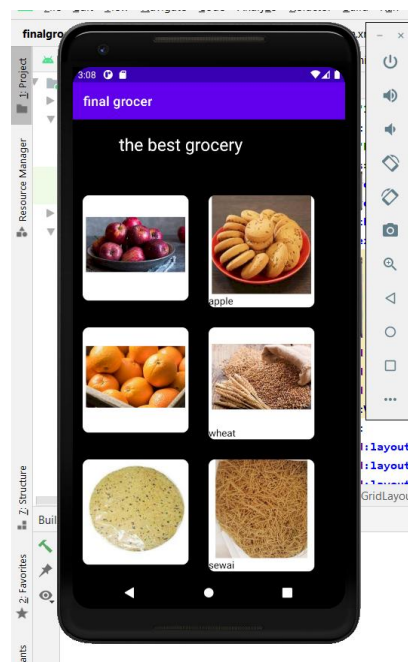**This will be the homepage where user can order groceries**
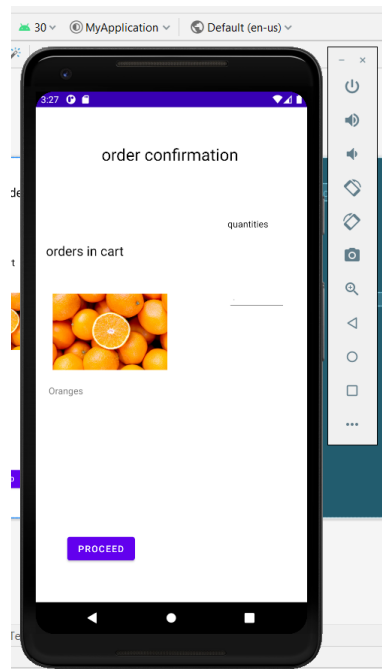

fig 1.4 homepage

Fig 1.5 order confirmation

In fig 1.5
The user can re confirm his/her order for more reliable experience

In fig 1.6
This will be the final step and user have to provide his/her address and have to choose the payment method,user can opt for cash on delivery as well as online payment
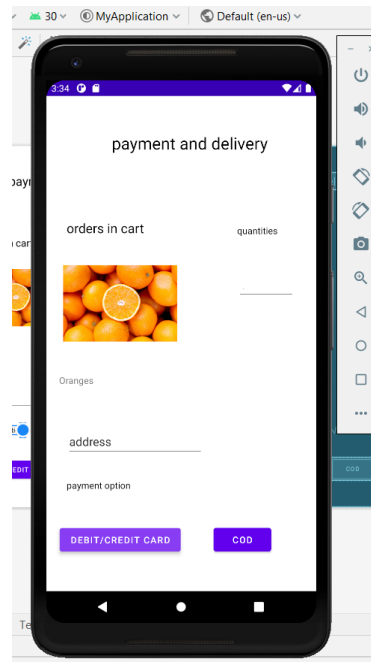

Fig 1.6 payment and final step

V. CONCLUSION

It can be concluded that grocery shoppers purchase online owing to it's convenience and time-saving. this also affects e-commerce market share, since the positive result is important. Households area unit actuated to use associate e-commerce grocery service owing to its convenience such as the elimination of the burden of physically handling these merchandise.

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