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An Implementation of Android Application which Provides the Guidance for Buying the Smartphone

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ABSTRACT: People sell and purchase smartphones. Some of them have a good knowledge of the specifications of the phone and some don't. So, basically, I have come up with a solution in the form of an app which will guide a person to its perfect smartphone. This app will cover various parameters of a perfect smartphone guide and through its convenient and user-friendly UI, the customer will not be dissatisfied. Our app will also include various android concepts like intro slider, internet, list view, grid view, etc. which will be helpful for maintaining the convenience and stability.

KEYWORDS: GridLayout, ListView, CardView, RelativeLayout, LinearLayout.

I. INTRODUCTION

Now-a-days, a lot of smartphones are there which are sold and bought. Sometimes, people buy smartphones according to his/her choice or he/she is forced to take a particular without considering their choice. Some people purchase good smartphones, some buy great but, most of them buy very mediocre-level smartphones without having any knowledge of the specifications, the brand value and also most of them are obsessed with selfies and cameras, so he/she takes a device with a good camera specification but don't keep count of other factors in a smartphone. So, the manufacturers also particularly target these audiences with these kinds of devices. I want you to understand the fact that companies give commission to the retailers. The company which gives more commission is guaranteed that their product will be sold. So, the retailers try to sell these companies' smartphones in order to get more commission. This usually happens in the Offline Market. So, I have come up with an idea of breaking the dilemma of these kinds of people and suggest their bang for the buck. Basically, I will guide people to buy the best smartphone according to their preferences, their liking. A smartphone buying guide.

II. LITERATURE SURVEY

1. Prateek Jain et. al. proposed an application regarding health records which take the health data from the users and save it on a centralized data center. Generally, there is the implementation of GUI to save the records manually which include medical concepts. But, the author has taken the help of archetypes which have the exact knowledge of the following medical concepts. The app takes the information of the users through M-Forms. The authors use a cardview to show the details they have put in the M-Forms like the health condition and it also displays if the information is sent to the preferred doctor or not and at what time it is sent. But, the cardview which is implemented is not attractive and also the users will not understand the information on it because the M-Form which collects data from the user has only radio buttons of YES & NO. It doesn't show enough information on the cardview.
2. Nupur Chandra Pal et. al. implemented an application 'KANTA' for women who have skills such as cooking various recipes, handicrafts, in-house furniture making, etc. The author has basically made an e-commerce app through which women who have not showcased their talent especially in rural areas come to the fore. This is an app where the

various products are sold and bought. The customer can be a man or woman but the seller can only be a woman. He has used cardview in his app to show the various products in the app but he hasn't showcased it more effectively. He has just put the image of the product and the type and something as '200 BDT' which is not understandable at all and will not be understood by the user when he/she sees it.

3. Abdur Rahaman et. al. described an application 'Kajkormobd' which generally focuses on the issue of unemployment. The author has basically made an application in which a person can make an account in the app as the worker and also an account as the one who wants to hire the preferred person for the following work. The app basically tries to solve the issue of the unemployed people who want to earn and have some skill and also to create a relationship between the worker and the person who is hiring. When a person logs in the app, there is a list of cardview which shows the information of various workers and their minimum wage requirement, availability, ability to chat/call, experience in the field, etc. But in the description section, the worker writes only "I can do it perfectly". Not a good description at all and also the photo of the worker is also not visible and also there is very little space between two cardviews. It also doesn't give much information about the user.
4. Ooi Yong Tat analysed an application which is a boon for parents. It basically uses cloud storage and google map API. It usually shows where vaccines are available and also which ones are mandatory. It also shows the location of the clinics. It also is used to schedule vaccine and doctor appointments for the user. The app uses cardview. But, there could have been more information in the cardview section of the app. For example, the author could have used imageview for showing the image of the clinic or the vaccine provided. Also, it would have been nice if the author had included more description of various services more effectively so that it would have been a nice user experience.
5. Argo Wibowo et. al. proposed an application which is an e-commerce app which is used for selling and advertising the various agricultural products in Indonesia. It is an app which basically shows the list of various products which are agricultural and also has a filter component so the user can select the product of their need. This app uses cardview. All the activities in this app are well explained except the product info page. It has only the image, the price and buy option. It should have a description of the product.
6. Saloni Gupta et. al. analysed an application which is an reminder application and also an app which manages the various events happening in IIT Delhi which advertise research and various innovations. The app is used to give reminder about a particular event. The app uses cardview. The UI of the app is very interesting but as I went through the implementation I found out there is a crowd of various UI components which can make the app very laggy at times and also not convenient for the user to use the app. Also, there is a lot of work of database in this app so the poor implementation of SQL might lead to the misfunctionality of the app.
7. Kazi Ariful Islam et. al. described an application for the garbage management system in Dhaka. This app basically focuses on the rural areas where there is no garbage management and the litter is literally on roads which is very harmful for the surroundings and the environment. With this app, the user can send messages to the garbage management organizations that the dustbins are full. The app uses cardview. The app has some issues such as the alignment of various components is not good and sometimes it cuts the text above it and also in the alert box also not follows the alignment.

III. FLOWCHART OF THE APPLICATION

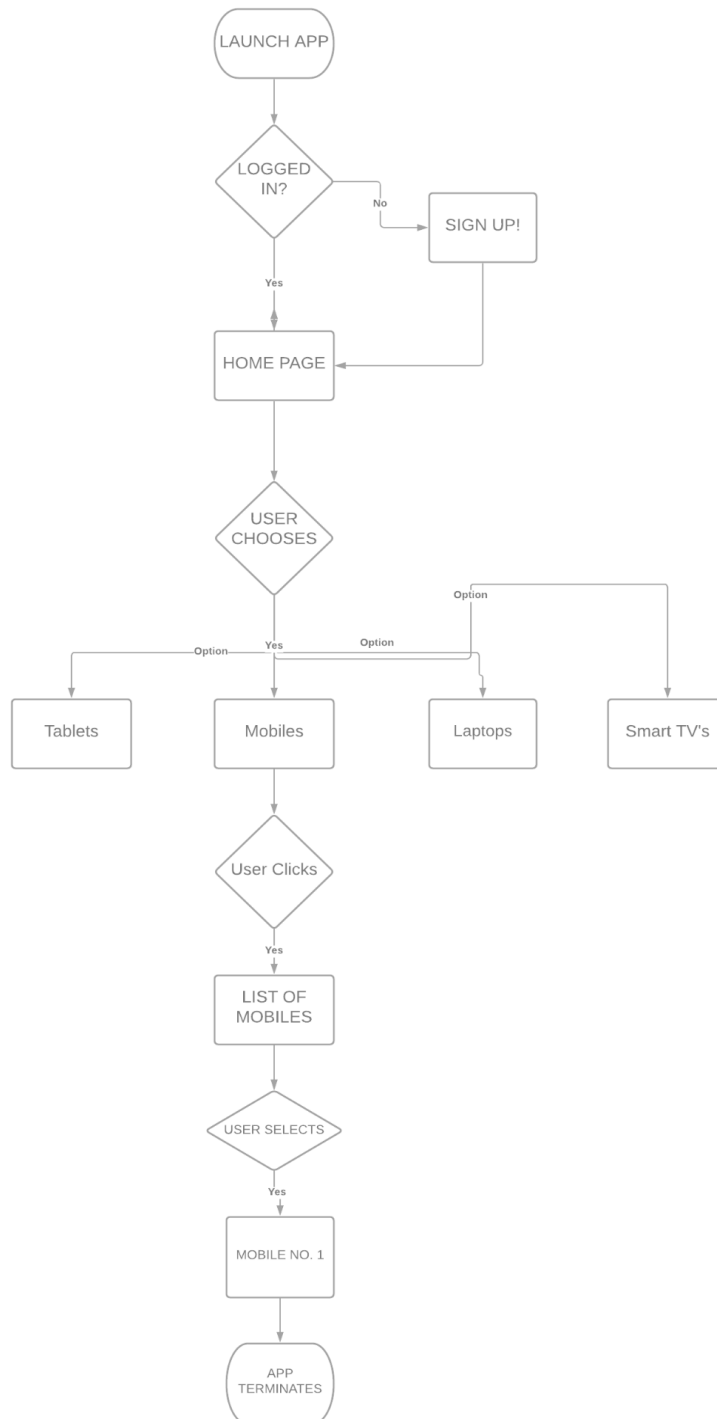


Fig.4.1 Flow Chart of the APP

System Flow Diagram:

1. In this app, when you start it, a splash screen is shown.
2. After that, a sign up page comes for signing up in the app if you are using the app for the first time.
3. Then it takes you to the login page. If already signed up then directly the login page appears.
4. Then it takes you to the Home Page. Where there are 4 options to choose from.
5. They include:- MOBILES, TABLETS, LAPTOPS and SMART TV'S.
6. If you choose mobiles then the app redirects you to the list of mobiles.
7. When you click on one option from the rest, it takes you to the page where there is full information about a particular phone.
8. Then after you can terminate the app.

IV. PROPOSED METHODOLOGY

1. RelativeLayout - Relative layout is a type of layout which shows the secondary(child) view and is set into their relative positions. The positions of each view can be either left to the primary(parent) view or it can be below the primary view. This should be set to RelativeLayout first, then only you can save these changes. It is used in my application to keep the UI elements in an ordered layout. It is basically specified under GridLayout and CardView.
2. LinearLayout - Linear layout is a type of layout that arranges all the views(primary & secondary) in two ways. First, either in horizontal view in columns or in vertical view in rows. Also, all the secondary(child) views are placed one after another. So, in case of vertical, it will only have one secondary view per row and in case of horizontal, it will only have one secondary view per column. All the factors such as width and height don't play a huge role. It is used in my application in the homepage of the app in vertical layout.
3. GridLayout - Grid layout is a type of layout that keeps the secondary(child) views in a rectangular view which is called a grid. It basically has a set of very very thin lines that separate the views into cells. Also, the space between the cells can be increased by many instances like "left of the margin", "top of the margin", "right of the margin" etc. It is used in my application as a platform for CardView and to show the 4 main components including PHONES, TABLETS, LAPTOPS, SMART TV'S in grid view with their images.
4. ListView - List view is a type of view which arranges a number of elements in the form of a list. The elements are placed one below another in an ordered way. There is also a line which differentiates one element from another. Basically, the list view doesn't know the information about the elements of which it contains. It is used in my application to show the list of smartphones which are displayed on the screen.
5. CardView - Card view is a type of view to show card-like elements which gives a 3D look to the screen. They basically have rounded corners to give it a distinctive look and also show the shadow effect on the screen. It is an advanced version of ListView. It is used in my application for showing the 4 main components including PHONES, TABLETS, LAPTOPS, SMART TV'S.

V. IMPLEMENTATION

The following images are the screenshots of the various activities of the app:-

SPLASH SCREEN

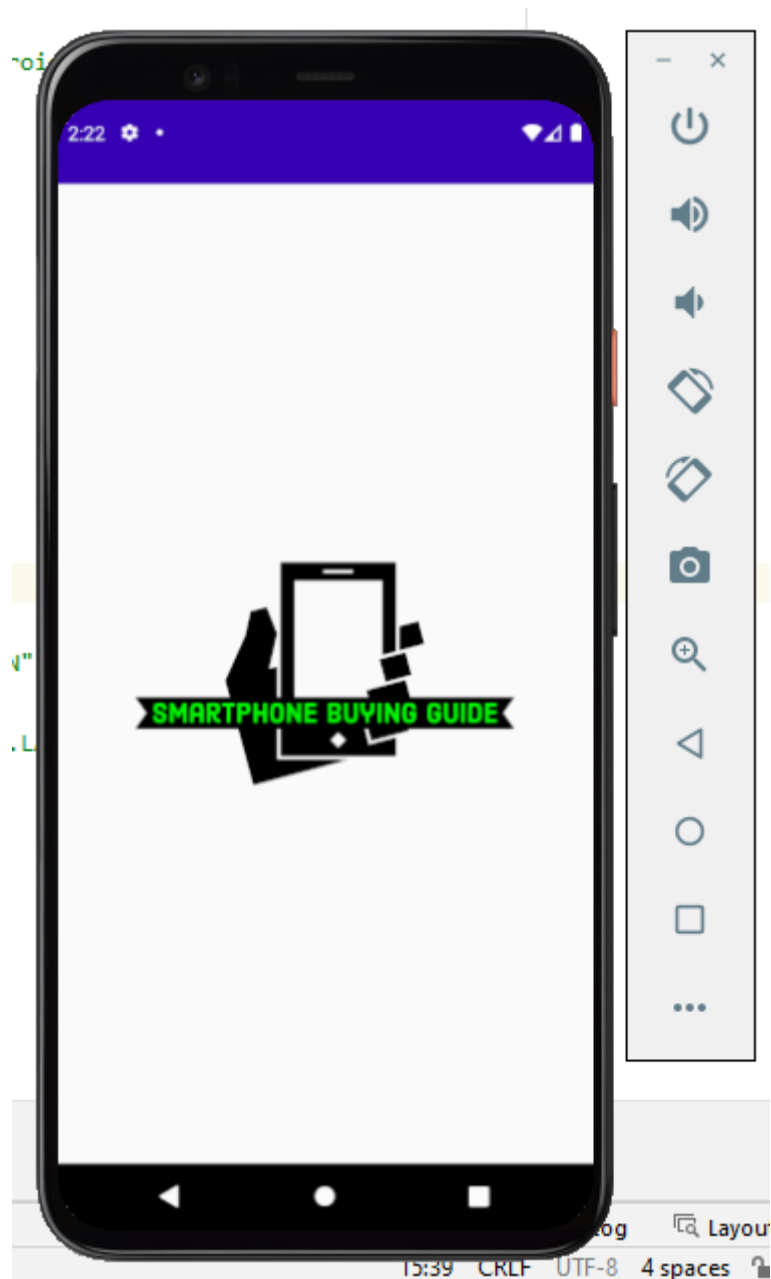


Fig. 6.1 SPLASH SCREEN OF THE APP

SIGN UP FORM

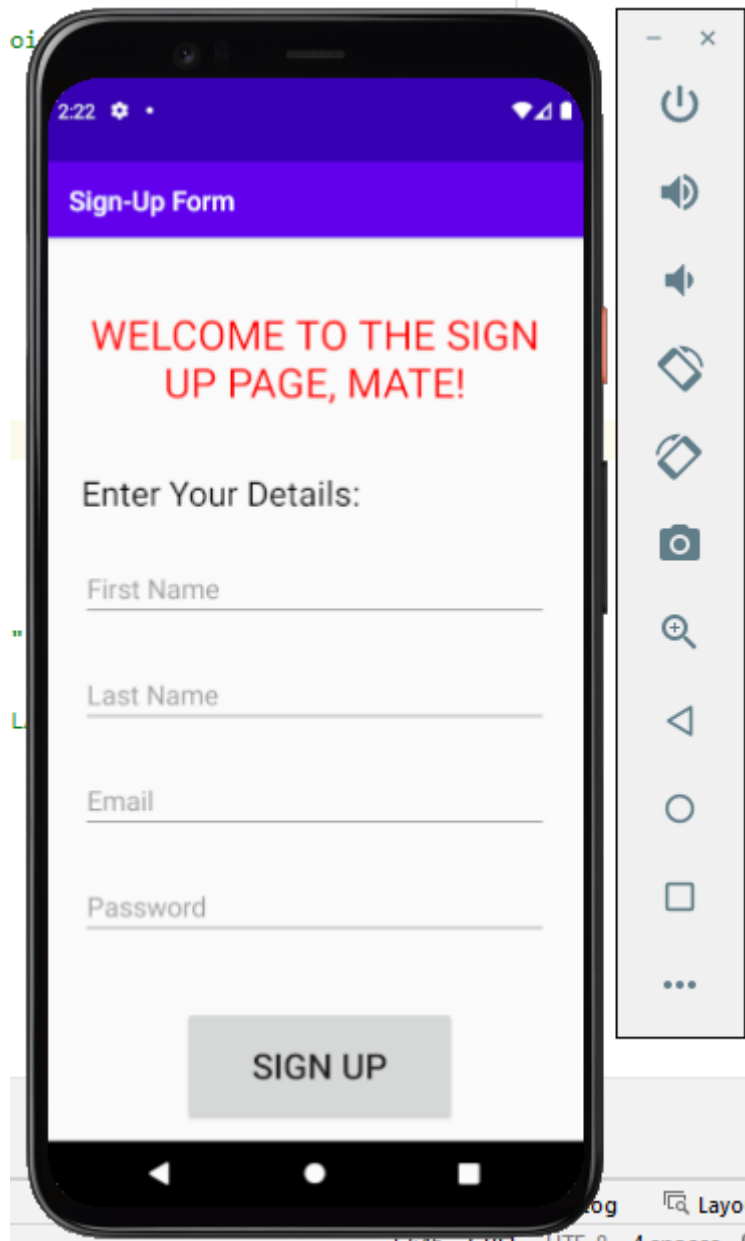


Fig. 6.2 SIGN UP PAGE OF THE APP

LOGIN FORM

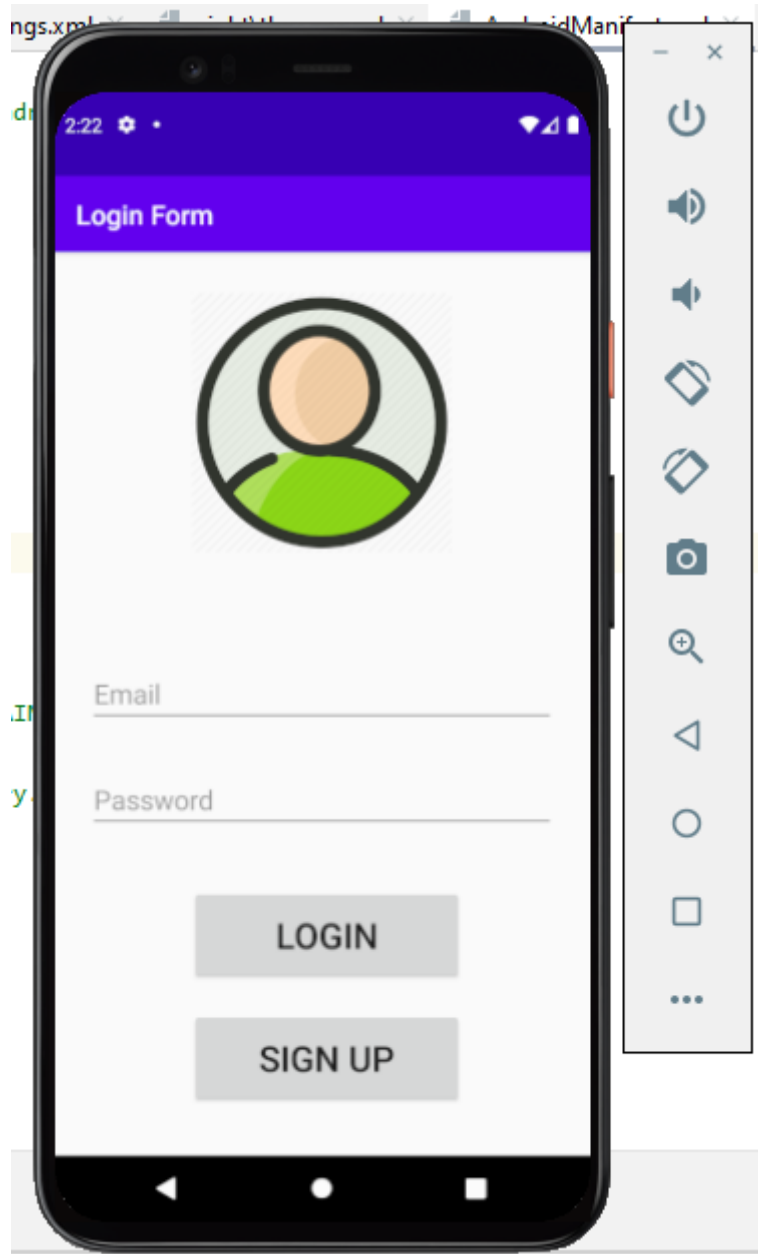


Fig. 6.3 LOGIN PAGE OF THE APP

HOME SCREEN

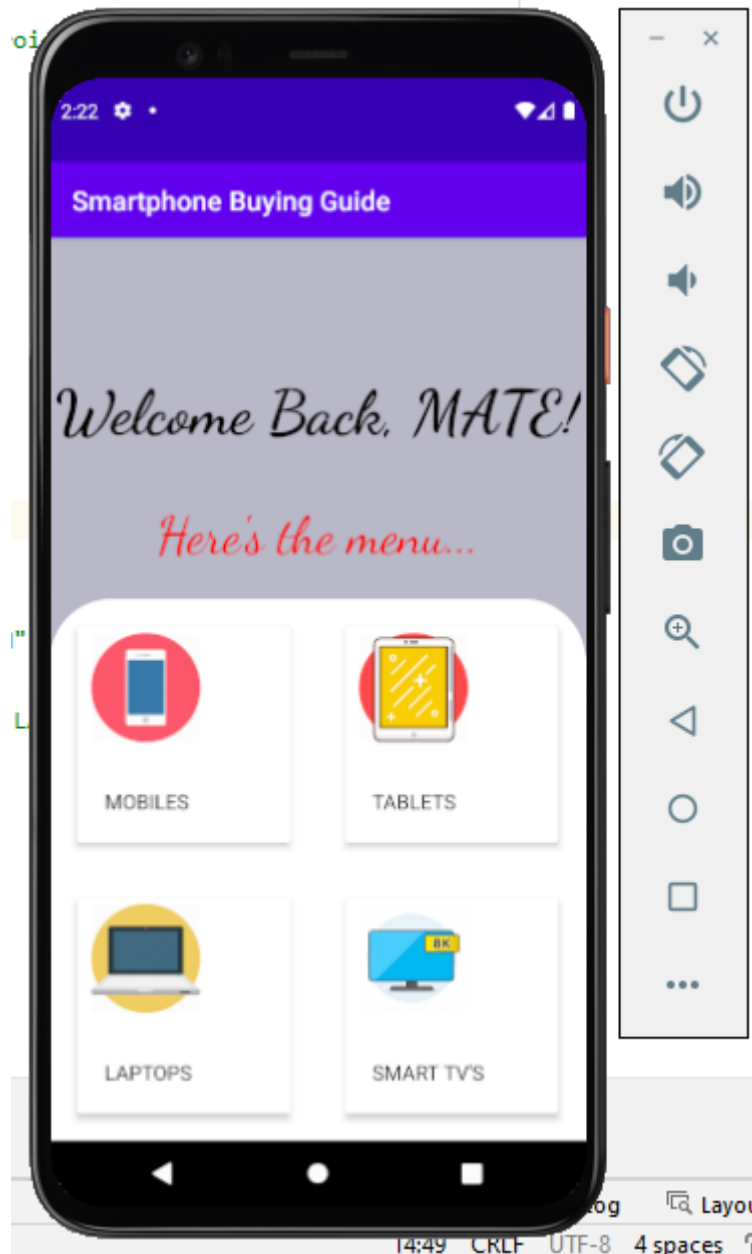


Fig. 6.4 HOME PAGE OF THE APP

LIST VIEW SCREEN

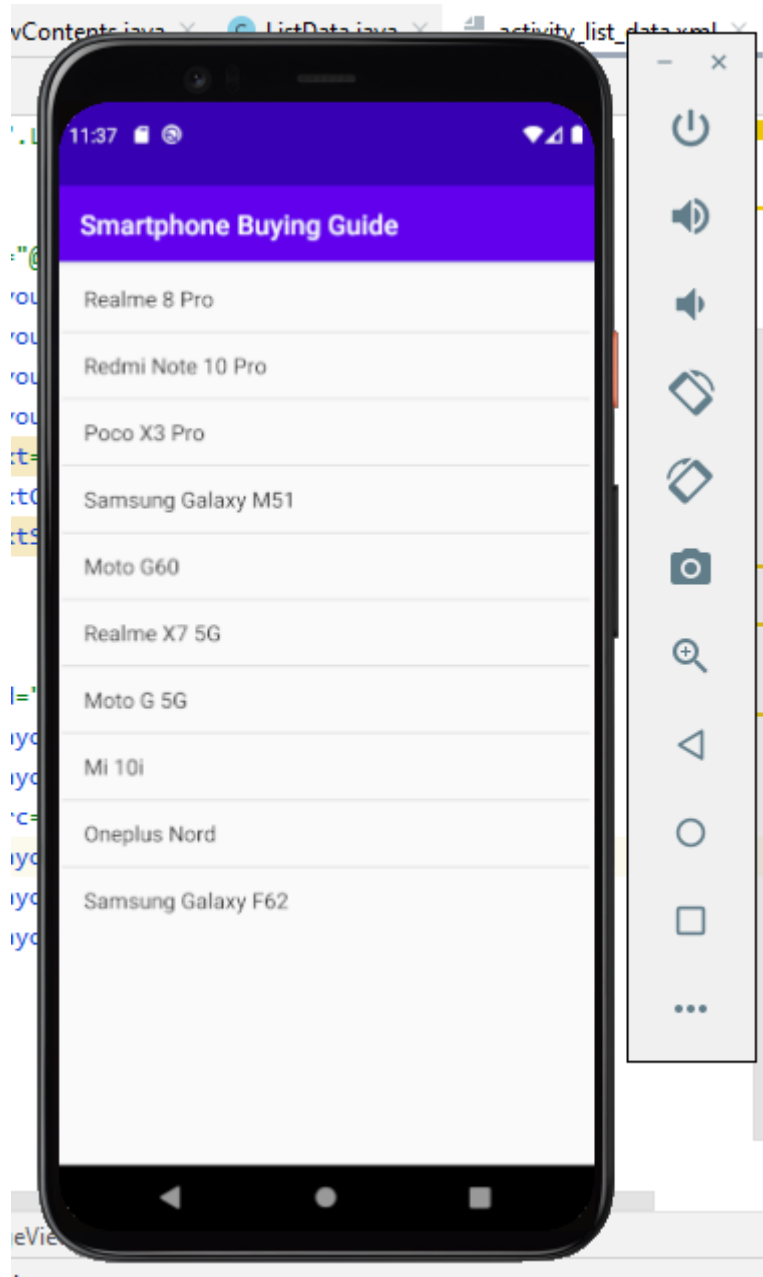


Fig. 6.5 LIST OF THE PHONES IN THE APP

MAIN SCREEN(INFORMATION ABOUT THE PHONE)

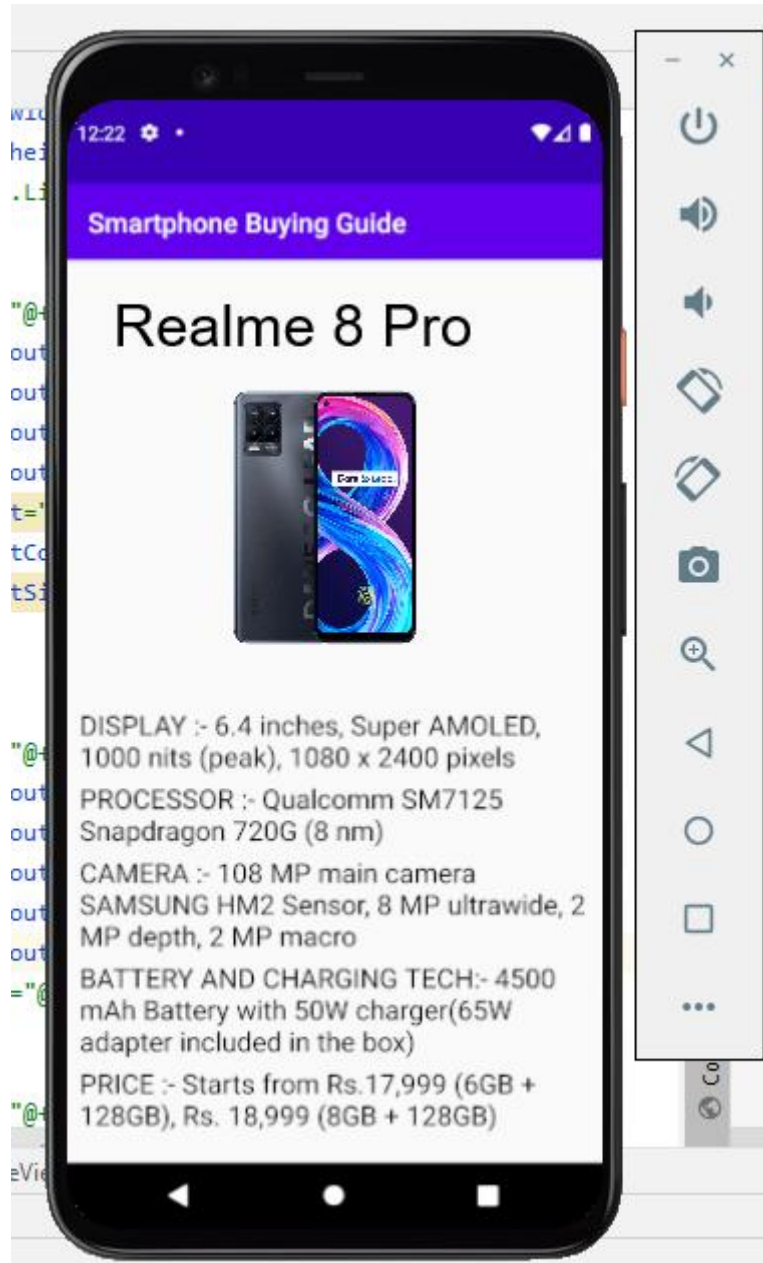


Fig. 6.6 MAIN INFORMATION PAGE IN THE APP



VI. RESULT

After everything is done that is hard coding and designing of the application, the result that I got as included in my application is perfectly working and giving me the desired outcomes. As my app is a phone buying guide it basically fulfills the need of being a guide to a person and resolving one's problem. The various activities that I've included such as splash screen, login page, sign-up page, home screen etc. are running properly one after another in a synced manner and giving the output. You can see the above section which shows the proper running of my application.

VII. CONCLUSION

In this confusing world of smartphones, we can bring a beacon of light in the form of my "SMARTPHONE BUYING GUIDE" app. This app will clear every person's doubt of getting an ideal smartphone for them. Because, as I earlier mentioned, there is a lot of confusion in one's mind for a smartphone and through this app they can purchase the best and also gain the knowledge of how a smartphone is good. This app will also provide a new perspective to the human brain in case of smartphone specifications, brand value, price, etc. One more thing, that the main motto of our app will be, "Converting Feedback to Feed Forward".

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