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Speedy Grocer based on Android Technology

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Abstract: Many firms with shopper direct service models, particularly grocery delivery services, have found that home delivery poses a supplying challenge because of the unpredictability of demand not to mention strict delivery windows and low margin of profit merchandise. These systems have tried troublesome to manage effectively and will like new technology, notably to manage the interaction between order capture and promise and order delivery. During this system, we tend to outline routing and planning issues that capture vital options of this rising business model and propose system, supported insertion heuristics, for his or her resolution. the stress is on profit maximization. The seller must decide that requests to just accept and within which interval to ensure delivery, for those who are accepted. Machine experiments demonstrate the importance of associate integrated approach to order capture and promise and order delivery and also the quality and worth of the planned system.

Key Words: Cloud Computing, Password, Grocery, Online Shopping, Android Based.

1. INTRODUCTION

This paper may be a net based mostly Online Shopping for associate degree existing search. The project objective is to deliver the web looking application into mechanical man platform. Grocery shopping is that the method whereby shoppers directly purchase product or services from a merchandiser in period of time, while not associate degree intermediator service, over the web. It's a kind of electronic commerce. This project is a trial to produce the benefits of on-line looking to customers of a true search. It helps shopping for the product within the search anyplace through web by exploitation associate degree mechanical man device. Thus, the client can get the service of on-line looking and residential delivery from his favourite search. Currently a day's grocery management turning into additional advanced. The most important downside featured by store owner is enlarged sales & reduced operational prices. Not solely the shop owner however additionally client will face downside that's looking product and inconvenience of product. to unravel this downside, we have a tendency to use this technology. It connects objects like Smarts Phones with cloud wherever the information is store. With the assistance of this technique we will maintain grocery data additionally place the order of grocery. Client will simply see the merchandise data like ending date, price, etc. they will additionally see whether or not the merchandise is on the market future or not. Client may also see offered list likewise as they get notification of offers. Several of the businesses that have began to offer home delivery services have found, however, that direct delivery poses a massive provision challenge and square measure troubled to form direct delivery methods that square measure profitable and may satisfy client expectations. For instance, the tough challenge of matching foodstuff costs whereas acquisition high distribution Grocery shopping is beyond any doubt one among the fore-most frequent and necessary works of each person. However, because the life pace becomes quicker and quicker, individuals square measure less doubtless to pay time and energy on doing it with in person visiting totally different retailers. luckily, due to the vigorous development of e-commerce, individuals square measure currently ready to fulfil this work mechanical man phone grocery management system looking. Moreover, individuals will use not solely computers however additionally varied sorts of hand-held devices, e.g., PDAs, good phones and tablets, to surf websites thus on do their looking simply as data technology advances recently. As a result, looking various things on-line becomes additional and additional well-liked. Beneath such circumstance, the way to build on-line getting fast and economical becomes an important issue in e-commence to fulfil the strain of the client. Several firms with shopper direct service models, particularly grocery delivery services, have found that home delivery poses a massive

provision challenge thanks to the unpredictability of demand as well as strict delivery windows and low margin of profit product. These systems have tried tough to manage effectively and will get pleasure from new technology, significantly to manage the interaction between order capture and promise and order delivery.

2. LIERATURE SURVEY

[1] Mansi Mhaske1, Mayuri Sawant2, Ekta Bhattad3, Amruta Gaikwad4, Manoj Mulik5 1, 2, 3, 4 Student BE (Computer), 5Assistant Professor (Computer) 1-5 AnantraoPawar ,In today's life going to malls for shopping is increasing rapidly. People take the item and put it into trolley. After done with shopping they go for billing at the Billing counter but as there are many people standing in Queue for billing purpose, so lots of time is required for the individuals for billing because of existing barcode technology. To reduce this time, we are proposed a system based on NFC technology.

[2] W. U. L. J. R. Perera1, M. S. Karunarathne, Traditionally 'Shopping' is a phenomenon where a customer and the merchant meet face to face in order to exchange goods and services for a payment, in a live environment; that experience cannot be virtualized by online– shopping which cannot give the real feeling of shopping and can create more disadvantages rather than the advantages it introduces.

[3] Ahmed Alzubairi1, Abdullah Alrabghi2 1Department of Industrial Engineering, King Abdulaziz University, Jeddah,In the era of information revolution, the retailing industry has a significant opportunity to reach every single individual through Internet. Online Grocery Shopping is the new promising business. One of the major challenges facing this industry is the high cost and uncertainty associated with operations. This paper attempts to assess the profitable conditions for an E-grocery to a major retailer in Jeddah, Saudi Arabia.

[4] Swapnil S. Jagtap, These online shopping websites and their android app run on the single server and share the database, i.e.- the android application is integrated with the web server to share the resources and the database. There are different types of web servers available for the different purposes in the market, according to your need you need to choose the server and customize its services. The android app that is going to be developed have its website built in PrestaShopeCommerce Shopping Cart software using PHP PL and is used with the MySQL DB to store the data.

3. EXISTING SYSTEM

During the phase of existing system we realized that

Majority of the individuals select to walk out of the mall tired of standing in big queues to purchase a small number of items. Addition to this, customers find it tough to find the item to buy, after picking item they should wait in the long queue for making payment. For solve this problem, there are several.

Technological solutions implemented in hypermarket help. All such solutions share the same aims: Save customers money and time, help the venders to win trustworthy customers. The wholesale industry has been encouraging Smart Shopping for many years by adopting various tools to improve the shopping experience in the trade atmosphere. The idea of smart shopping assurances to offer on the spot data about numerous concessions, schemes, etc. whenever is needed. While coming across various technologies such as online shopping, where items are purchased online through various websites,

the drawbacks encountered were-

- Fraud
- Shipping cost
- Deprives our tangibility
- Lack of options

In traditional shopping method various difficulties faced are

- Long Queues
- Huge waiting time
- Pushing the heavy trolley

Survey was conducted at three places-

- Reliance Fresh
- More Supermarket
- Big Bazar

Issues-

- Long Queues
- Barcode scanning for each item
- Payment issues on regular basis

This project assumes that the application described would be a prototype that would shape the future and there still remains much to do in terms of development and improvement of

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existing models. Applications created with ease of understanding and the design can be created and tailored to the shopping process to make it more effective and user friendly. Thus, making it easier and convenient for the users to do the entire shopping process with the use of this application.

4. PROPOSED SYSTEM

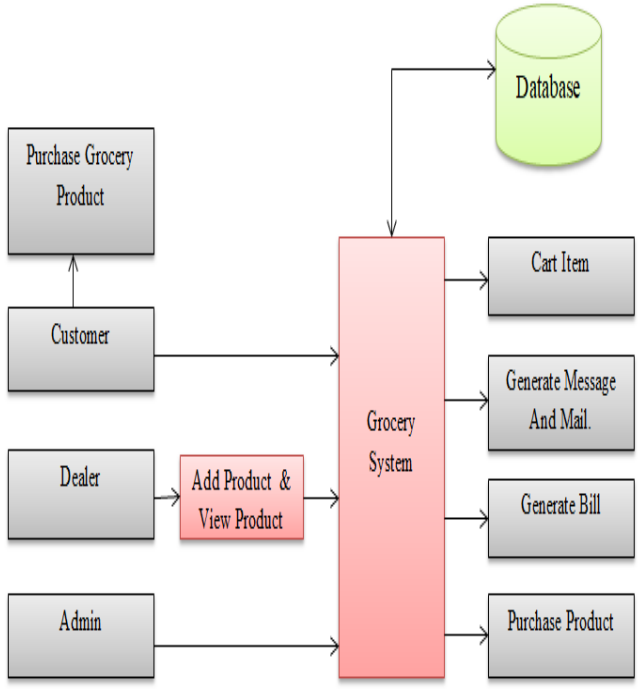

Fig: System Architecture

4.1 DESCRIPTION

The technology solves the $64000 life downside face by retail merchant and client victimisation the automaton App. In projected system retailers is aware of that amount of merchandise remains in market. Basis of that If product are less in amount we have a tendency to send warning mail to retailers table for refill the merchandise or order the new one from vender. By customers aspect there's app which can facilitate to find the merchandise obtainable is out there is on the market is obtainable is accessible is offered or not and if available then it shows the particular worth, nutrition, end date etc. associated with that product that save the time of client. In projected system if the merchandise ar less in amount then system offer warning message to server or administrator and server receive the warning mail or notification and take action as per demand. If Product are less then administrator refill it else offer order for brand spanking new product. It conjointly offers the map of the system which can facilitate the client to look the merchandise and get it. For client conjointly it offers possibility like list, discount, that facilitate the client to create list of products that need purchase by them conjointly client create their own list. Administrator will have rights to feature or take away product from grocery. which can update instantly in mobile application. In our system we have a tendency to develop augment cart merchandise or grocery and money on delivery for payment.

Module Descriptions:

1. Customer

The customer is the mainly focused user in this system. The application is designed targeting the customer. The customer can perform the following:

- Make a list of items.
- View the list.
- Search the products in store.
- Get the details of the product.
- Add Product to cart
- Pay Bill on Cash Delivery

2. Dealer

The dealer is to access and manipulate the products and he is performed following operation.

- Login
- View profile
- Add/Delete/Update Product Details.
- Logout

3. Admin

Admin manage products and Display Categories.

- Login
- View profile
- Add/Delete/Update Product Details.
- View Dealers
- Display Categories
- Logout

4.2 ADVANTAGES

- It reduces time and effort.
- User friendly.
- Easily access the product information.
- Cost efficient.
- It is feasible to use.

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5. FLOWCHART

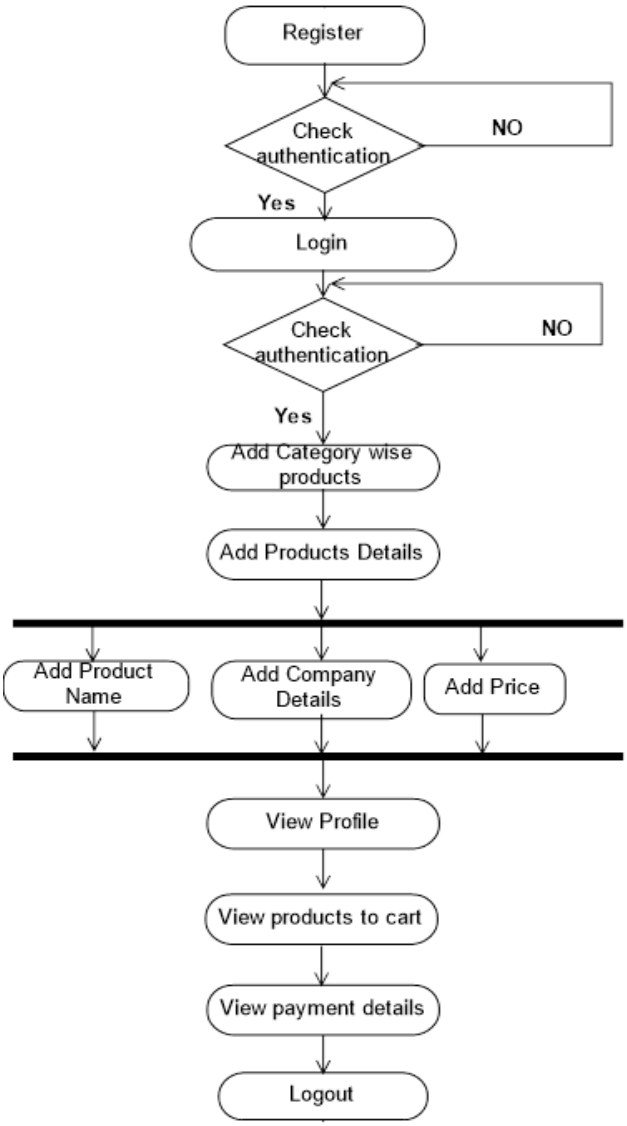


Fig: Flowchart

Firstly Customer done Registration.After Registration done successfully, Customer done Login. Then Dealer add product And view product. Customer add product into cart and then buy the product. Then Admin view or checkout the product into cart.

6. ALGORITHM

• Stop-Word-Removal:

A stop word is a commonly used word that (the, is, a, about, more etc.) a search engine has been programmed to ignore, both when indexing entries for searching and when retrieving them as the result of a search query. This algorithm is used in search engine, Natural language processing (NLP)

• Input:- "The user search any details regarding grocery"

• Output:- Display the list of grocery items with details ignoring other words in sentence.

7. MATHEMATICAL MODEL

Let us consider S as a system for Grocery,

S= {I, F, O}

Where,

I = Query submitted by the Customer, i.e. query

F = Functions implemented to get the output,

i.e. collaborative filtering

O = Output of desired query, i.e. how many Customers are register in system.

INPUT:

Identify the inputs:

Set,

F = {f1, f2, f3 ....., fn}

Where,

F is set of functions to execute Commands.

I = { i1, i2, i3….in}

Where

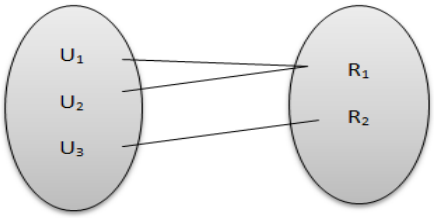
I is Sets of inputs to the function set

O = {o1, o2, o3…..on}

Where,

O is set of outputs from the Function sets,

E= End of the program.



Where,

U=users

R=Sale products.

U1=Right register id and password Query (R1)

U2=Right result Query (R1)

U3=Wrong id and password Query (R2)

8. FUTURE SCOPE

The current study is to understand the online buying behavior of consumers in India. It has also made an attempt to get information about the scope of improvement in online shopping website. It gives a big picture of how India is

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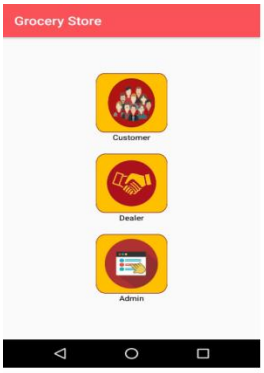
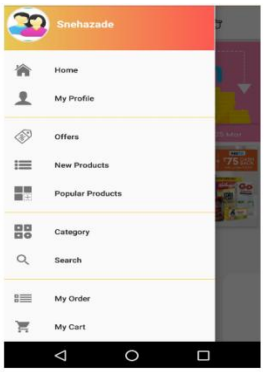
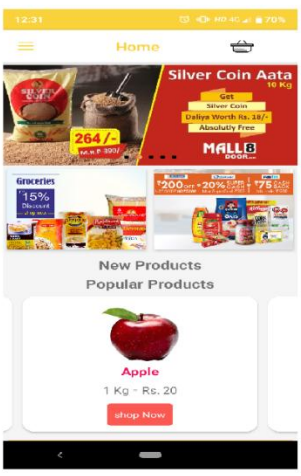
emerging in the field of e-commerce in android phone. The study has drawn conclusions out of the real data, which will provide useful information to the e-retailers to improve their strategy towards online shopping in India.

9. RESULTS

The results of system are shown in following screenshots. Homepage contains links of sign in for Admin, Dealer and Customer.







10. CONCLUSION

This system projected associate automatically manages the inventory that is extremely economical to admin economic manner. it'll provide notification to admin of product once product is a smaller amount in amount so they will refill that product in app. this could save man power and time moreover as all operation is done by android app thus it's terribly user friendly. With this application client will simply see the supply of product and knowledge of product like nutrients, price, and quantity.

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