Research on the Development of a Uniform Selling Application Using Android

Prof. Namrata Mahakalkar, Zeeshan Sabir **,** Janhavi Dixit ,
Pragati meshram , Shubham Kawale , Trupti Bagde
Department of Computer Science and Engineering,
Priyadarshini Institute of Engineering & Technology, Nagpur.

ABSTRACT :-

The research paper introduces about the working of an app which gives a complete description Regarding online business of selling the uniforms and easy working process from the prospective of developer.

Selling and buying uniform online on UNIFORM-CLUB is easiest, the most convenient and an inexpensive way of starting a business online. Customer and Shopkeeper can create an account for free here . Shopkeeper can create there account on this app and they can sell there uniform here directly .The shopkeeper can get money by selling the uniforms on this app. Customer can pay the money easily through online payment or net banking . As Indian consumers start to make more & more purchases through ecommerce websites , uniform seller have the opportunity to grow and transform their business. This application not only use digital technology to take orders and process payment, but also leveraging it to make the whole business model create more valuable. This paper composed of a new mobile Shop Application practiced for an Android Smartphones, meant for the sales persons of big retail stores. In this Android application, data is stored using SQLite which is a type of embedded database and is stored within a single file on a disk .This app is designed in such a way that it is going to be convenient for both the customer as well as shopkeeper .To store the data firebase database is used which is runtime database which will help the shopkeeper to add new items on runtime . Framing and designing of this app is done in such a way that it is going to be a user friendly experience for the customer.

INTRODUCTION :-

Database technology, which is widely used in the business applications, has evolved from primitive file processing to the development of database management systems with query and transaction processing. As consumers Internet activities were shifted from the web to mobile, new opportunities to interact with products are becoming prominent. Mobile Shopping application is a retail application targeted for Android [8][9][16] device (i.e. an open source and Linux-based Operating System for mobile devices such as smartphones and tablet computers developed by the Open Handset Alliance, led by Google, and other companies)] which helps the customers in finding the product location in store, In simple words Online shoppingis defined as purchasing items from Internet retailers as opposed to a shop or store or the act of purchasing products or services over the Internet. It a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser. Consumers find a product of interest by visiting the website of Kothari P. Pritam, Maindargi S. Shivganga, International Journal of Advance research , Ideas and Innovations in Technology. © 2016, IJARIIT All Rights Reserved Page | 2 the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers the process is called business to- consumer (B2C) online shopping. As of 2016, customers can shop online using a range of different computers and devices, including desktop computers, laptops, tablet computers and smart phones. It is also popular as e- shop, e-store, online store and virtual store. Earlier food, cloth and shelter were called as primary need but today one more need is added in that is "internet". Due to revolution in telecommunication sector internet has changed the way consumers shop and buy goods and services. Both domestic companies as well as MNC's have started using the Internet with an objective of cutting marketing costs and thereby reducing the price of their products in order to stay ahead in heavy competition. Companies also use the Internet to convey communicates and disseminate information, to sell the product, to take feedback and also to conduct satisfaction surveys with customers. Customers use the Internet not only to buy the product online, but also to

compare prices, product features and after sale service facilities the will receive. In addition to the tremendous potential of the E-business market, the Internet provides a unique opportunity for companies to more efficiently reach existing and potential customers. The popular online retailing companies in India are Myntra, Flipkart Snapdeal, Amazon.com and e-Bay etc. The five dominant factors which influence consumer perceptions for online shopping are information, easy to use, satisfaction, security, proper utilization of available information to compare the different products 1.1 Trends of Internet users and E-Business in India In 2015, India had 408.4 million internet users. This figure is projected to grow to 635.8 million internet users in 2021. Despite the untapped potential, India already is the second-largest online market worldwide Graph: Information about the number of internet users in India from 2015 to 2023 Database technology, which is widely used in the business applications, has evolved from primitive file processing to the development of database management systems with query and transaction processing. As consumers Internet activities were shifted from the web to mobile, new opportunities to interact with products are becoming prominent. . This application will be used by the sales person available in the shop and they will be roaming here and there in the shop.
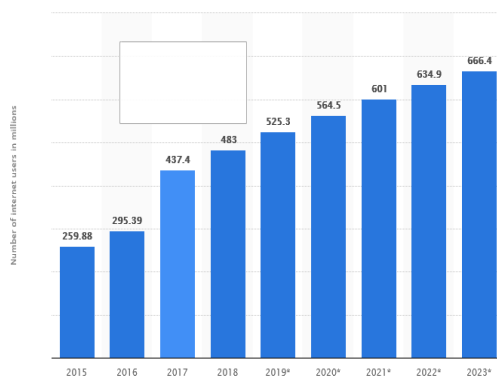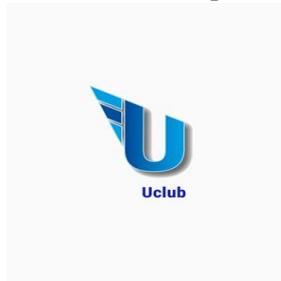
Android is a mobile operating system (OS) based on the Linux kernel [1] and currently developed by Google. With a user interface based on direct manipulation, Android is designed primarily for touchscreen mobile devices such as smartphones and tablet computers. Android's source code is released by Google under open source licenses, although most Android devices ultimately ship with a combination of open source and proprietary software, including proprietary software developed and licensed by Google. Android is popular with technology companies which require a ready-made, low-cost and customizable operating system for high-tech devices. Android's open nature has encouraged a large community of developers and enthusiasts to use the open-source code as a foundation for community-driven projects, which add new features for advanced users or bring Android to devices which were officially released running other operating systems A. ARCHITECTURE 1) LINUX KERNEL At the bottom of the layers is Linux - Linux 2.6 [2-3] with approximately 115 patches. This provides basic system functionality like process management, memory management, device management like camera, keypad, display etc. Also, the kernel handles all the things that Linux is really good at such as networking and a vast array of device drivers, which take the pain out of interfacing to peripheral hardware. 2) LIBRARIES On top of Linux kernel there is a set of libraries including open-source Web browser engine WebKit, well known library libc, SQLite database which is a useful repository for storage and sharing of application data, libraries to play and record audio and video, SSL[4] libraries responsible for Internet security etc. 3) ANDROID RUNTIME Android Runtime [5] is the third section of the architecture and available on the second layer from the bottom. This section provides a key component called Dalvik [6] Virtual Machine which is a kind of Java Virtual Machine specially designed and optimized for Android. The Android runtime also provides a set of core libraries which enable Android application developers to write Android applications using standard Java programming language. 4) APPLICATION FRAMEWORK The Application Framework [7] layer provides many higher-level services to applications in the form of Java classes. Application developers are allowed to make use of these services in their applications.

B. SECURITY AND PRIVACY Android applications run in a sandbox [8], an isolated area of the system that does not have access to the rest of the system's resources, unless access permissions are explicitly granted by the user when the application is installed. Before installing an application, Play Store displays all required permissions: a game may need to enable

vibration or save data to an SD card, for example, but should not need to read SMS messages or access the phonebook. After reviewing these permissions, the user can choose to accept or refuse them, installing the application only if they accept.

LITERATURE SURVEY :-

Previously the uniform were sold at the uniform shop only .The customers need to go to the uniform shop to purchase the particular uniform of their desired choice. Usually in previous period uniforms were sold directly by the schools and colleges and hence customers don't get bothered about it. The time has changed now the schools and colleges made a direct contract with the particular uniform shop and through this shop only customers need to purchase that uniform. This is due to the reason that customers don't know the shop where uniform is sold.Sometimes Customers know the location of the particular uniform selling shop but they find it too far from there home that's why they don't purchase the uniform from there and buy the uniform from the schools and colleges directly at a higher price.People were not aware of the higher prices imposed by the schools and colleges on uniforms.

DEMAND TECHNOLOGY-ENABLED EXPERIENCES THAT STRADDLE CLICKS AND BRICKS is the research paper published by author Oscar O'Flahertie Wills Wilde and he had submitted his paper to zebra study survey .Zebra's 10th annual shopper study surveyed nearly 7,500 consumers from North America, Latin America, Asia-Pacific, Europe and the Middle East to gain a deeper understanding of shopper satisfaction and retail technology trends that are reshaping brick and mortar and online stores. The New Retail Mandate: Shopper Vision Study summarizes the results of this analysis. Dr. G. K. Deshmukh1, Dr. Sanskrity Joseph2 from Institute of Management, Pt. Ravishankar Shukla University, Raipur, Chhattisgarh had published his research paper. Researchers have conducted an empirical study of 100 online shoppers to identify their online shopping behaviour using Structural equation modeling. The key finding of the study indicates that demographic profile of customers, type of products to be purchased, online seller of the product, and the characteristics of online shopping website had positive impact on the intention and online shopping behavior of the customers in India . Rising Trends of Online Shopping In India is the research paper published by Aishwarya Goyal Assistant Professor Chandigarh Business School of Administration, Landran.The main objective of this study is to the present status of online shopping and

provides insights into consumers' online shopping behaviors and preferences. This study will contribute in sharing the information about the scope of improvement in online shopping website and challenges faced by online retailers in Indian market.

METHODOLOGY : -

This app was developed in order to overcome the faults of conventional method of uniform selling.To make easy availability of uniform we had created an application through which user can buy or purchase uniform through this online portal.Back end of this app is built in Xml and coded at the front end through the java language.To make this app user friendly we had created easy steps of buying the uniform on this app.

The name of the application is UNIFORM-CLUB (U-club).This app has slider at the start of the application and after that there is a login registration of the user. The user need to enter there mobile number during registration and then they will get the required OTP to proceed further and complete there registration.

After registration they will get user friendly descriptions of all the colleges /schools.Selection of particular college will allow the user to look at the particular uniform. This application will allow the user to check for availability of particular uniform. This app will also allow the user to choose the particular size of the uniform. User can also buy that particular uniform and pay the money through online payment or cash on delivery. The user can register there mobile number and through there mobile number they get OTP and application updates. For Mobile Shopping application SQLite is the perfect choice to create databases. It is an in-process library that implements a self-contained, serverless, zero-configuration; transactional SQL database engine which does not requires any database setup or administration.
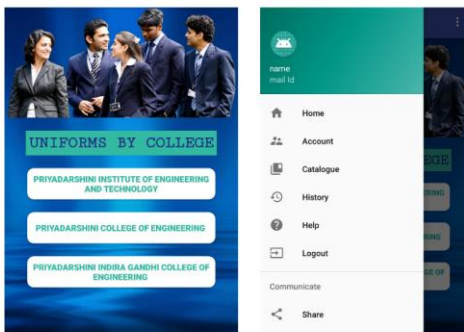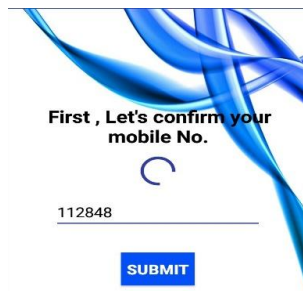
This application is also convenient for the seller as he / she can easily add or remove the items. New seller can also register the app and add their products in the application 'In the way this application is useful for both the shopkeeper and the customer.

CONCLUSION :-

In this paper we have presented a Mobile Shop application, developed for Android using SQLite, mainly designed for sales person in retails stores to change the way people buy the items. The sales person will be provided with the Android devices with Shop application installed. They will be roaming here and there in the stores. Any user who wants to go for payment after selecting the products, he can take help from sales person for billing. The sales person will do the billing with the bar code scanner of the application and generate the receipt. This will help customers to avoid from standing in a queue for long time and saves a lot of time. The data storage problem is solved because of Android platform which includes the popular open source SQLite embedded database.

REFERENCES :-

[1] Bhavana Malhotra and Ram Govind Krishnan, "Analysis of Shopping List Apps for Android & iPhone", Theory and Research in HCISymposium,2012.

[2] Lee Sunguk, "Creating and Using Databases for Android Application", International Journal of Database Theory and Application, Vol.5, No.2, June 2012.

[3] Wei-Meng Lee, "Beginning Android Application Development", Wiely Publishing, Inc., [2011].

[4] Liu Jianye, Yu Jiankun,"Research on Development of Android Application", Fourth International Conference on Intelligent Networks and Intelligent Systems, pp.69-72, [2011].

[5] POCATILU Paul, "Developing Mobile Learning Application for Android using Web Services", Informatica Economica, Vol.14, No.3, [2010].

[6] Young Hong, Wu JianchaoLuo, "Porting mobile web application engine to the Android application", IEEE computer society, pp.2157- 2161, [2010].

[7] Wei Hu, Tianzhou Chen, Quingsong Shi and Euequing Lou, "Smartphone Software development Course Design Based on Android" , IEEE International conference on Computer and information Technology ,pp. 2180-2184, [2010].

[8] BI CHUNYUE, "Research and Application of SQLite Embedded Database Technology", WSEAS Transation on Computers, Issue 1, vol. 8, January 2009

[9] Santhosh Kumar S, Sudarshan K,, "Smart Data Server for Smart Shop", IOSR Journal of Computer Engineering, Vol. 11, Issue 2, pp.51- 56, June 2013.

[10] P.VijayaPrasad, NurulFadzlina,MuradSaadi et al. ,"Shopping Mall Directory: A Detailed Guide Application for Android-Based Mobile Devices",ARPN Journal of Systems and Software, Vol. 3, No.6, pp. 129-135, October 2013.

[11] Ashutosh Bhargave, Niranjan Jadhav, et al., "Digital Ordering System for Restaurant Using Android" International Journal of Scientific and Research Publication, Vol. 3, Issue 4,April 2013.

[12] A.Mallikarjuna and S. Madhuri, "Unveiling of Android Platform", International Journal of Advanced Research in Computer Science and Software Engineering, Vol. 3, Issue 7,pp. 1264- 1267, July 2013