STICKAPP Android Application using Android Studio

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Abstract: Developing world arising with technologies find its way better to serve the consumer in every possible way. E-commerce, the great idea which lets consumer purchase products without any hassle from their place itself. The development of E-commerce gave an impact of satisfaction and trust over the products by the consumers which made a great influence in fast moving world. Several existing apps sell different products through application or website but there is no particular designated app for selling stickers. With the development of technologies and idea of E-commerce an application for stickers, number plates will relieve people from hurdles faced by them and enhances comfort from their place. Existing system have several drawbacks such as the consumer have to make a physical contact with retailer, digital money is not used, a single retailer cannot satisfy the desire of the consumer in terms of their interest, no particular app for sticker and customization according to consumer's keen. The system uses string matching algorithm and quick sort. The delivery module uses bees algorithm to efficiently deliver the product.

Keywords: Sticker and Vehicle Accessories Delivery, E-Commerce, String Matching, Quick Sort, Bees Algorithm

I. INTRODUCTION

The growth of application has become tremendous. Every product which comes to market are hit to be sold in application. Since smart phones have great influence over every people, shopping through it had made many drawbacks shrink off. The interfaces of application can be any smart devices such as phone, laptop, tablets etc. Several applications serve different impetus which help the user in attaining the basic entities of life with comfort. Applications are available in play store for android and app store for IOS. Each application provides purpose such as game, music, shopping, and news and to be in touch with people through social media. For example, Pubg, Amazon, Ola, SWIGGY etc. Since there is use of application in every field such as medical, sport, shopping and etc., Each and every product emerges in application for easy usage by consumers. There exist system which provide shopping and accessories but a particular application fulfilling the need of consumers in field of sticker and vehicle accessories have been lacking. Buyer have to travel long distance which leads to wastage of time and energy and also will not get satisfied with stickers they meet in physical contact with retailer. Hence an application resolving this criteria will reduce manual work and let them the desired product through the feature of customization.

The module of app has been developed with html and java script along with database in order to be very easy for user/buyer interface. The delivery of the app is implemented with bees algorithm which helps to deliver within short span of time.

II. EXISTING SYSTEM DRAWBACK

- The system requires lots of data of the purchaser to recommend. It should keep in track of behavioral events of individual. Needs more user in sequence to have huge data. User preference is not static all time. It is tedious to keep up with changing fashion trends.
- The content provided by retailer won't be sufficient enough to satisfy the desirability of purchaser.
- Purchaser could not find the actual product they wanted instead they are forced to compromise with other. Customization of product will satisfy customer of their own keen.
- Size of product varies according to brand. Size table of different countries along with brand should be provided to please the customer.
- Quality of product impacts a great fear for purchaser. The product to be sold should be authenticated with a guaranteed assurance.
- Each and every product should provide return policy and assured warranty.
- 24*7 customer helpline would help customers to inflate their trust.

III. PROPOSED SYSTEM

This paper is based on mobile application development which mainly focuses to develop an application that solves the drawbacks of the existing system. Proposed system reduces the hurdles faced by the consumer in terms of manual work such as travel and also let the buyer pay even through digital money or by cash. Since the application module uses quick sort and string matching algorithm it helps the user search products at fast rate**.** Bees algorithm have been implemented for delivery module which finds the shortest span of time to deliver. Also feature of customization is available for buyer who wants to avail the product according to their keen which makes the proposed system better than any other systems.

IV. ALGORITHM USED

String matching and Quick Sort algorithm let the consumer search their desired products quickly from database. Bees algorithm helps the delivery module to deliver within short span of time.
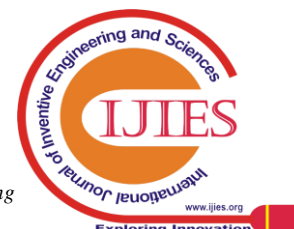
SQL its is used to store the database of the retailer and sticker. With help of string matching it fetches the product from database and sorting is used to arrange the product accordingly as starting alphabet in database and to display the products according to popularity in increasing order to buyer as a feed.
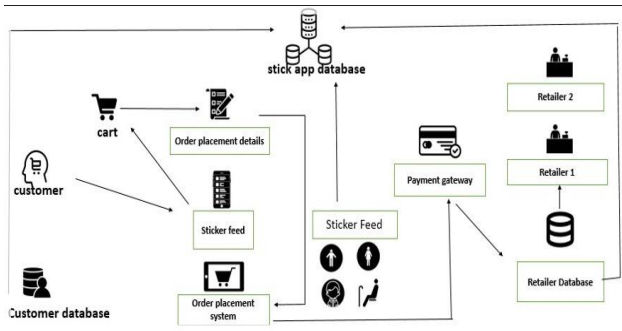
V. SYSTEM ARCHITECTURE

Fig.1 System Architecture

This application consist of three modules majorly and they are mentioned below. Dynamically data flow to all modules in system is provided with the help of user friendly Graphical User Interface.

A. Modules

1. LOGIN/REGISTRATION
2. ORDER MODULE
3. DELIVERY MODULE

i. Login/Registration Module

This module have been designed specifically to login application if they are an already existing user or to register their details with the application. This module helps in maintaining the database with record of customers and also retailer who have registered in. Each retailer must register in order to be linked in application. So the customers will get to purchase products by the shops who have registered in. Retailer and consumer both have to enter credentials like name, address, sex, phone number and email id. A automatic mail generated login id and password is forwarded which will let them change it once they get logged in. The user will have to enter the following credentials of login/registration module. The credentials entered will checked with database stored for customers. The module gets logged in only when it is valid or else it will return back to same registration module. Key feature of this model is to have database for both customers and retailers.

B. Order Module

This module is designed to mainly focus only for ordering purposes. Once the customer gets logged in then the customer is provided with the feeds of product which are of latest and bestseller. With the help of string matching algorithm the customer gets the product they search for in fast span. Quick sort algorithm helps the customer to view the product according to best reviews, increasing order of price rate. When the user gets the desired product he/she make order confirmation of product. If the user doesn't get design according to his keen then there is a feature called customization in app which helps the user to display the demo of his desired design then it will be confirmed by the designer and the order will be placed. If order have been placed then with help of server intimate the retailer about the product request. When the order is accepted by the retailer then it proceeds further to delivery module. key feature of this model is order confirmation.

C. Delivery Module

This module mainly focusses on delivery of product placed by the customer. The details of delivery person along with contact number and tracking facility helps the consumer relieve from waiting for their product. When the retailer confirms the order the payment module pops up which allows the consumer to purchase with digital money facility or even with mode of cash on delivery. When the right option is selected from payment module then the product is shipped to delivery person who will approach the customer's address.

VI. METHOLOGY

This paper is influenced by the latest technologies and development of e-commerce which have created great impact in growing world. The technology of digital money is also implemented in this paper. Existing system has several drawbacks and they are listed as; manual work such as travel, waste of time and energy, no payment method except cash, no feature of customization of design. With the help of digital technologies the drawbacks of existing system are cut off. The system working is shown in a flow chart fig (). Firstly the customer enters the login or registration module which lets the customer to enter the basic login credentials such as name, age, address, sex, address, email id. The server sends auto generated login id and password to user and it can be used for login by the user. Once the buyer gets logged in he/she is able to change the password according to their interest for security. The same registration is done by the retailers in order to get linked with the app. The first module is used to maintain the database of customers and retailers. When the login credentials are entered correctly then it is transferred to next module which is used to order the product else it return back to registration module itself. In order module, the buyer search for product which will be matched quickly with help of string matching algorithm. Quick sort algorithm helps the user view product according to best reviews, price rate in increasing or decreasing order. The feed also provides the best selling sticker and accessories and also product with great deals in order to satisfy the customer with desired design. There exist a feature of customization which also let the buyer to place the order according to his keen of interest which will be forwarded to designer to complete the order.

If order is placed by customer in order module then with help of server the product request is sent to retailer. When the retailer accepts the order then it will forwarded to payment module which allow the customer to purchase the product with various modes of payment such as digital money and by cash on delivery. Once the option for payment is selected or paid through digital money then delivery of product takes place.

Retrieval Number: A0847115118

2

The product is forwarded to delivery person who head to customers address for delivery. Customers are provided with the details of delivery person even phone number and also feature of tracking.

The bees algorithm help the delivery person to find the shortest distance between retailer and customer and it is displayed in application of the delivery person. With bees algorithm it finds even shortest path in Google maps. After the delivery is done the status is updated as delivered successfully.
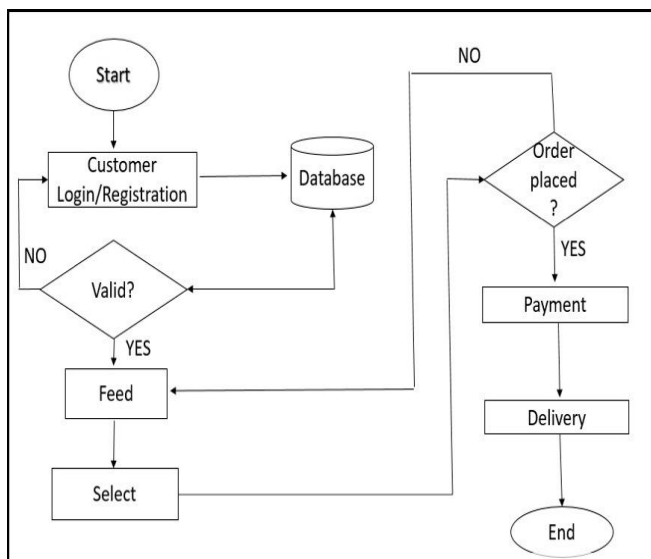

Fig. 2 Methodology Flowchart

VII. CONCLUSION

The existing system and current working system is not favorable to buyer who wants to satisfy the desire in the field of stickers. This lets the buyer travel in order to make physical contact with retailer and still faces difficulty of getting the desired sticker at retailer he approaches which forces the buyer to travel to other retailers. This leads to wastage of energy and money of buyer. With the help of advanced technologies and internet the proposed system solves the hurdle faced by the purchaser. Thus, it expounds the drawback of current system and helps the purchaser a hassle free shopping from their respective place. The proposed system facilitates the purchaser with digital money and also cash on delivery payment modes which helps buyer to make hectic free and secured payments. This application features with exact tracking and delivery system. Since everything is globalizing digital the history and information of user is stored in database which reduces paper works and effort done manually. The features of application provided are order status, customization of products according to buyer interest, secured payment, delivery status, delivery tracking status, push notifications about order, order placement status, product guarantee and return policies, authenticated retailer, size preference and alteration and much more.

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