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Android Based Application on Clothes Shop

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A B S T R A C T

This Project will exhibit an outline of the basic features of Mobile Augmented Reality (MAR) and the key concepts of this technology in the Fashion Retail Industry. Several obstacles such as the necessity of putting on the garments to experience its actual view have been tackled by customers throughout the process of clothes shopping. The goal is to constringe these obstacles by creating an Augmented Reality based application that will directly solve these problems. The methodology was conducted by questioning shoppers about the different hold backs faced during shopping.

Solutions for the issues are expected to be achieved by developing an easily utilizable MAR application for targeted customers. Shoppe(Application name developed by us) is an android application where user can buy fashion products online. fashion products are dis- played in effective graphical user interface. This system will be like a virtual supermarket. User can select the clothes he wants to buy. User can search for the product through category like Kids, Men's, and Women's etc. After selecting products user can make payment through secure online payment gateway by using Card, UPI apps, Net-banking, Wallet or Cash on Delivery. After payment, products will be delivered to his specified address. Since this system is made in android it is easily available in smartphones. Customer who has phones supporting android can easily use the application and can buy cloths. There is no need for waiting in long queue. No need of carrying heavy bags and struggling with trolleys. Customer can purchase products sitting at home by viewing images of different fashion products.

Keywords: Android app

1.Introduction

Fashion may not be considered an important aspect of life, but in general, fashion is important because it reflects every culture in the world. It was a way to create different social groups and be differentiate according to your status.

There is a need of clothes which is changing seasonally. Eventually, it slowly turned into an industry - from jewellery to shoes and clothes. We do not wear the same clothes through the centuries which indicates that fashion trends have always be enathing.Fashion is a way of self-expression - one can either choose to play with it or let others decide what their outfit tells about them. But more than self-expression, fashion is a medium of self-empowerment and confidence. The correct outfit can make a person feel very satisfied, can make him/her feel good about themselves eventually radiating a sense of confidence and boosting their self- esteem. The importance of a neat and presentable dressing sense can prove to be verycrucial during interviews, business meetings, social gatherings or events where it is important tomake a positive first impression.

2.Literature Review

The traditional try on clothes in fashion retail shops has been known as one of the most time consuming tasks that includes long waiting periods of the fitting rooms and taking on and off garments. However, this survey will express the use of Augmented Reality in the Virtual Try- On to help reduce time and effort. Virtual Try-On innovation utilizing Augmented Reality can give many fascinating use cases and be deployed in various situations as in fashion retail stores. With features such as price comparison, product photos and user reviews, consumers can shop easily and smartly without even going to the stores and having such a hard time looking for the products they want.

2.1 Fashion Android Application using Augmented Reality 07, July-2020

In spite of the fact that we are in 21st century with loads of advancement in the field of in- novation and improved periods of utilizing applications inside the scope of our fingertips, the desire towards a novel and better innovation for a life of simplicity ne'er comes to stop. One such new innovation is expanded reality. This is an application where clients can shop online in the most astute manner by taking a stab at various embellishments like caps,

shades, pieces of jewellery and so forth simply utilizing our versatile camera to. This application gives an easy to understand frontal picture of face with no/light cosmetics and short/bound hair. The Beauty specialist's framework won't just propose the client appropriate cosmetics and hairdo, it even shows the manufactured impacts.

2.2 A fashion community and outfit recommender Android application May2020

In this project, we propose a complete fashion community in the form of a mobile application called "Shoppe", aimed to provide a platform for fashion enthusiasts and youngsters in general, wherein users can connect, gain fashion advice and even interact with people having the same fashion interests as them. This mobile community is inspired by street fashion and blogs which will provide advice and inspiration to users in various forms such as outfit images, blogs, latest fashion news, links to online fashion stores, polls, etc. and keep them updated on the recent trends in the fashion industry. Users can upload their outfit images and ask for queries or advice from fashion experts on the community. Apart from external fashion suggestions, the user can also create apparels similar to the ones they already own in the application to create a 'virtual closet' which will be used to provide daily outfit combinations to the user. The fashion appli- cation can be used to effectively put together trendy outfits from the existing apparel already owned by the user for a more presentable and trendy appearance.

3.Objective and Scope

3.1 Objective of Project

•To cut off effort by testing the garment product in the real world environment through the virtual world on top of it.

•The application gives all the information about the garment products and provides better services for customer.

•To resides on a great effortless experience and entirely benefitting from the testing tech- nique which also provides full evaluation of the product without the need of the real world testing (putting on the garment/accessory).

•Provides facility to the customer to payment by the cash or Debit/Credit card or through Net banking.

•It's providing full details about the Fashion product and related information about the product like cost, quality,quantity etc.

By this system we can advertise and send procure to a lot of customer by sending email.

3.2 Scope of Project

This scope will be evaluating the prospected advantages of the utilization of Augmented Re- ality in Fashion Retailing from both a consumer and a business perspective. The purpose of the Mobile Augmented Reality Application in the fashion retail shopping is to help enhance the customer's in-store experience. The developed application is intended to help diminish problems faced by customers in fashion shopping experience by the valuable utilization of the Augmented Reality Technology. This system allows to the customers to maintain cart for add or remove the product over theinternet.

4. Methodology

4.1   System Architecture

There are two main components in the fashion application, Admin module and Shop module. Admin can add Categories, Feature Products, Offers or Products and manage it accordingly also admin can manage Orders. In Shop module customer can see Products, Feature Products, Offers and he can buy product he wants also customer can see order summery.
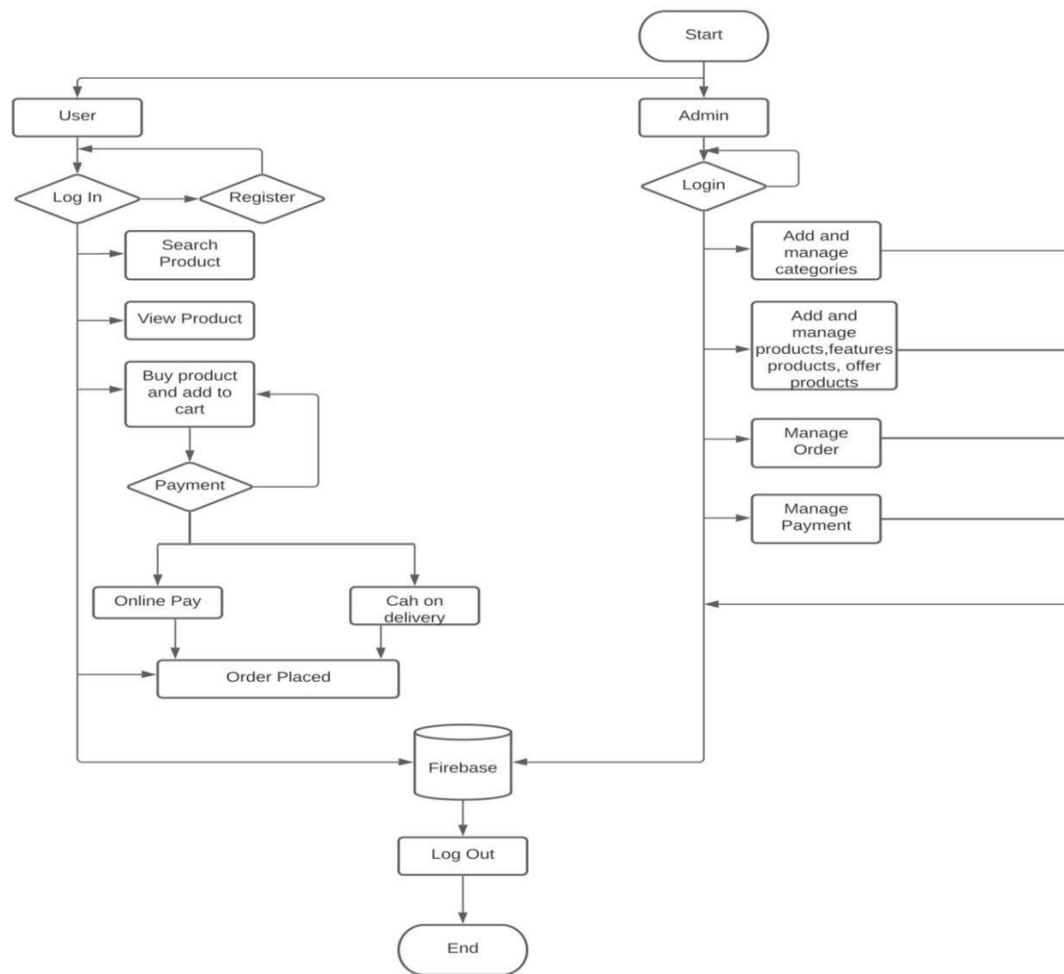
4.2 Login

Login module will authenticate the admin or customer which has to be login. The Login Module is a portal module that allows users to type a Email and password to log in.

4.3 Registration

In this module the customer can register himself. He needs to provide his details like name, address, phone number and he needs to create a username and password.

4.4 Search

A search module is for search required products using search bar. search module helps user to find his product hewants.

5. System Configuration

5.1 Hardware Requirement

- Android Device

- RAM - 1GB(min)

- Storage - 1GB(min)

- Processor - KitKat 4.4 andabove

5.2 Software Requirement

- Operating System -Windows 7 and above, Android (Kitkat 4.4min)

- Languages - Java,XML

- Tool - AndroidStudio

5.3 Database Requirement

- Firebase

6. Advantages and Disadvantages of Proposed System

6.1Advantages

- More variety.

- You get an electronic record of the receipt of your purchase,which makes record-keeping much easier.

- It save stime.

- You get to try things on in the comfort of your own home.

- Rare products are available.

- Freedom of choice.

6.2 Disadvantages

- Spending too much time online.

- Return can be complicated.

- No support for local retail.

- You need a secure internet connection.

•Cyber crime.

•Lack of opportunity to bargain.

7. Conclusion

This application will be for betterment to customer for their shopping purpose. While doing this project we realized different problems occurring regarding to customers view, we are trying to solve those problems through this application . While doing such a things are learning a lot of different things ,technologies which are upskilling us. If is found useful then this application can be upscaled to different institutes and solving their problem as well.

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