



Ecommerce Android Shopping Application for Sports Equipment

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ABSTRACT

Using a device with a very small screen size is not appropriate since the web shop's functionalities are not optimized to be accessed from these devices. Sports Shop will be an android and Sports Shop App built from android SDK, Java using Android Studio. For the database, we plan to use SQLite. Through this application, you can order your required item via cash on delivery payment option. This app will have a lot of scopes in present as well as in the future as Sports applications are something that can never get outdated and work upon the business. Whether it be a common person or a wealthy person, everyone may need to buy products conveniently and these apps may help for the same as well as faster access too.

Keywords: Sports Shop mobile app, android application, android SDK java, SQLite.

I. INTRODUCTION

Using a smartphone, which has a small screen, for browsing an online store is not an enjoyable experience. Using a device with a very small screen size is not appropriate since the web shop's functionalities are not optimized to be accessed from these devices. Sports shop will be an android and Sports App built from Android SDK, Java using Android Studio. For the database, we plan to use SQLite. Through this application, you can order your required item via cash on delivery payment option. Sports shop app using Android SDK and Java programming language with SQLite as the backend for storing user id, password, items in the cart, etc. This app will have user login functionality which will lead them into their account details, past orders, addresses, cart, etc. This application will have a special functionality of admin login where admin can log in and verify the product which has been checked out by the user. Once the admin has confirmed the order, the order will be out for delivery. In the future, for further updates, we can add more payment options and add some more features for managing your account. This app will have a lot of scopes in present as well as in the future as sports applications are something that can never get outdated and work upon the business. Whether it be a common person or a wealthy person, everyone may need to buy products conveniently and these apps may help for the same as well as faster access too.

II. LITERATURE SURVEY

In Paper [1,2,3] the most common problem faced by customers in while buying sports material online is that there is no guarantee of a product's quality. With most Sports material websites acting as aggregators for sellers to sell their products, more fraudulent sellers are registering on these websites and selling low-quality or faux products in the name of original and branded products. Sub-par products are sold by these sellers to fool customers and increase their sales thus increasing problems of online shopping. Another problem faced in online shopping is issues with delivery and logistics. Products are often lost or damaged while in transit, and order tracking systems are unable to accurately locate the product. People choose the same-day, one-day or two-day delivery, paying extra money to get their product delivered. Many shopping websites have no website policies at all or have unclear and confusing user, return and refund policy Our Application will be the one stop Solution for all of the problems mentioned above.[2]

The project is a basic sports shop application. To make the android application, we used the android studio. Android Studio offers a single platform in which you can create applications for Android phones, tablets, Android Wear, Android TV, and Android Auto. Structured code modules allow you to separate the project into functional units that you can create, evaluate, and debug separately. With the support of the Android Studio, we can easily build Android Studio for various Android models and screen sizes.

III. MODELING AND ANALYSIS

The main focus of the modeling and analysis is to provide a detailed report on the modeling of the report .In this section we present the graphs and charts to show the analysis and the glimpse of our research work.

This contains very useful information regarding the modeling of the research. In this we have made a app named

The sports shop which is used to provide the sports equipment's to the Customers based on their need and requirements.

Flow Chart

The flow chart shows the methodology of the system how it works and operates. It also shows all the possible action which are performed by the user and admin. It shows the flow of action which are performed by the user on the system.

In this we have used 2 flow charts which are as follows:-

Figure 1:- It shows the basic flow of user login.

Figure 2:- It shows the basic flow of admin login.

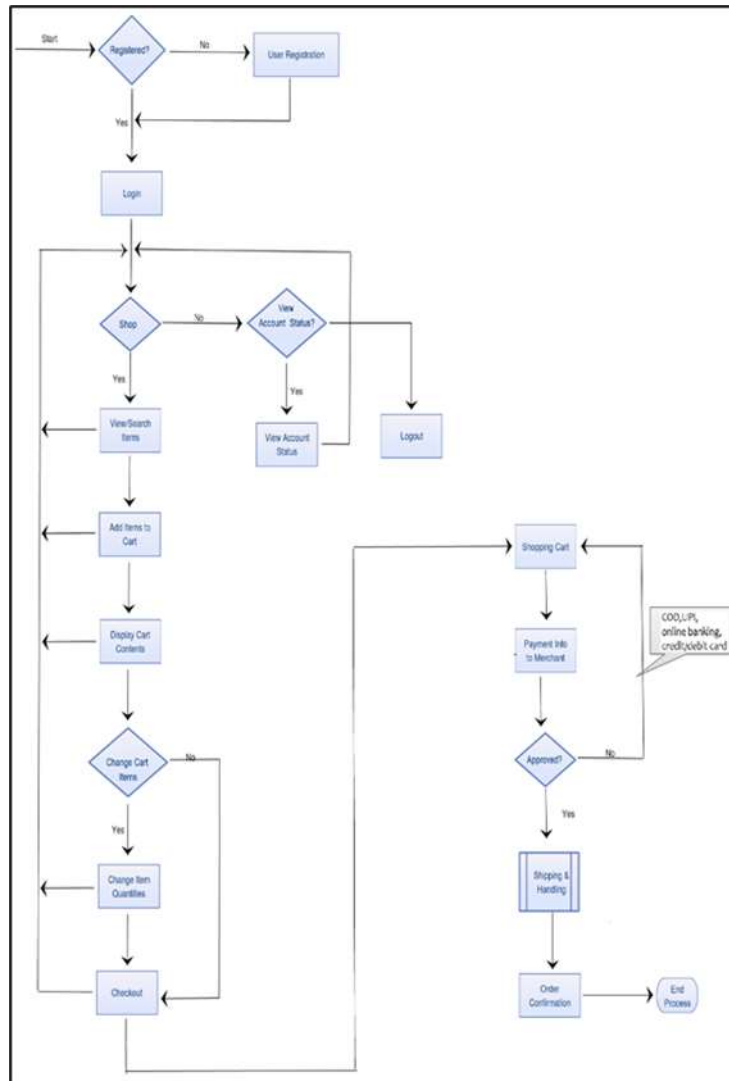


Figure 1: Flow chart for user Login.

The algorithm for user login :

- Start i.e Open the app
- Access to your E-Shop account. If you don't have an account, create one by signing into the app
- Add the product to your cart.
- Proceed for checkout.
- Select the cash on delivery option and wait for confirmation.
- Stop.

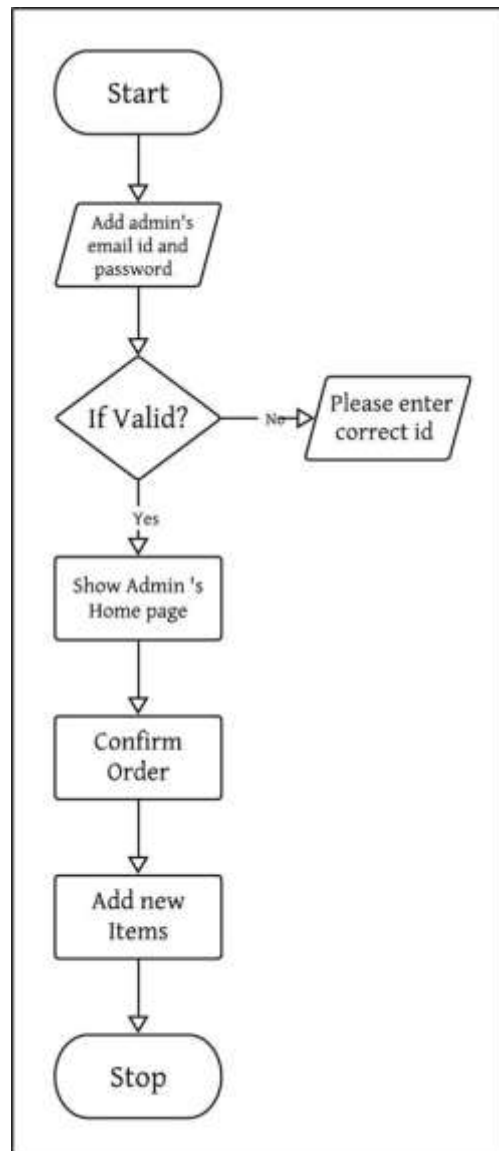


Figure 2: Flow chart for admin Login.

The algorithm of admin login:

- Start i.e Open the app
- Click on the I am Admin option
- Enter valid username and password and click on LOGIN
- Confirm the orders received by the users.
- Add some products in the store
- Stop i.e Logout.

IV. CONCLUSION

From the research, we understood that people are moving more towards ordering items via application, as it saves time of going and buying the items physically and much faster than shopping from the websites.

From the application we made during a pandemic time, we can also say e-commerce applications can be more helpful for door to door services and saves a lot of time with more of such advantages:

- Faster buying process
- Store and product listing creation

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- Cost reduction
 - Affordable advertising and marketing
 - Flexibility for customers
 - No reach limitations
 - Product and price comparison
 - Faster response to buyer/market demands

V. REFERENCES

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