

ECAA : E-COMMERCE ANDROID APPLICATION

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Abstract: *E-commerce means electronic commerce. In this it involves buying and selling of electrical appliances as well as transmitting of payment or data using pre-dominantly the Internet. This will act as an interface consumption and reducing excessive efforts. Basically, this project is a sponsored project by Xera Tech company in Ambad, Nashik. This project has embraced the required needs of the company as this company had international business relations and hence they could easily contact through our application.*

Key Words: *Java, Internet, Java API , Android Studio , Online Payment Gateways , Tracking ,Email , Smartphone.*

1. INTRODUCTION

This project is sponsored by XERA TECH Company. This project has be designed and coded in android studio using java language. Basically, this project works as a platform for ordering electrical appliances with specifications.

Mentioned of each and every product. The reason to initiate this application is to satisfy the needs of XERA TECH company so that neither the customer will have to contact the seller for their query nor the seller will have to contact the customer. This application will be user friendly and can acquire great interaction as well .

1.1 Application Overview

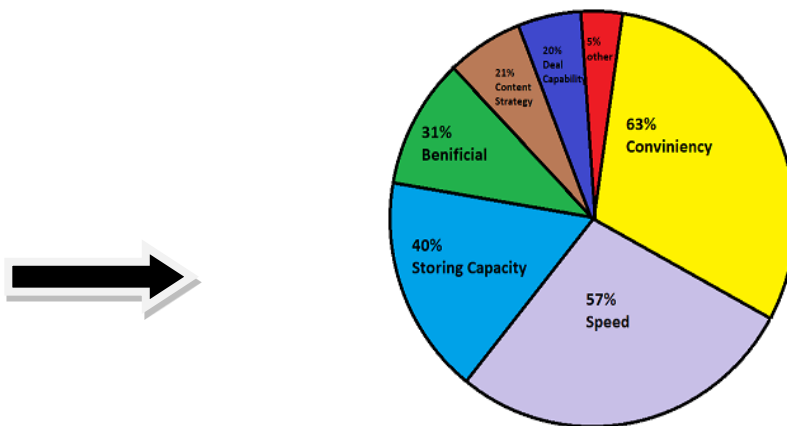
This application is developed in Android Studio using java language which has java based API for tracking the current order state. This application is currently used by XERA TECH

company which builds electrical appliances for granting their ordering requirements as they get international orders and cant contact personally with each and every applicant.

The customer will foremost register into application by filling up their details and setting password. After logging into it, there will be basic tabs of electrical products arranged as per category and few more tabs such as cart/wishlist , electrical product specifications like color, size , voltage , resolution, payment gateways, help desk , etc.

2. ADVANTAGES OVER E-COMMERCE WEBSITES

- ✚ Mobile applications are faster comparatively
- ✚ It has more intensity of having personalized content
- ✚ It has an instant online and offline accessing methodology
- ✚ It comfortably uses the device features for interaction.
- ✚ It seeks with instant notifications as well as updates.
- ✚ It has an drastic interaction and engagement with the customers.
- ✚ Improves the productivity and assurance of user-friendly interpretation.



3. OBJECTIVES

Following are the main objectives:-

- Main objective is to develop a platform between the customer and seller.
- To overcome the problem of the supervisor of the company to handle the ordering system
- Through application not by being physically present.

- Reducing excessive work of sellers i.e. contacting with each and every customer and placing orders.
- To give the user a safe portal for payment.
- To provide an inventory of updating to the user for more user interaction.
- To give the user faster and reliable experience.

4. REQUIREMENT ANALYSIS

We used the software and hardware resources as follows:-

- Software resources-
 - Android Studio
 - XAMPP Server
 - OS Windows
- Hardware Resources-
 - Laptop with 4GB and i3 processor
 - Internet Connection

5. PROBLEMS FACED BY USER WHILE USING ANY APPLICATION WITH ITS PROVIDED SOLUTIONS

Following are the solutions with problem statements:

- a) Lack of knowledge/poor market research.**
 - ⇒ For this we have used the 3 Mantras
 - That is Growing Interest regarding product.
 - Learn It.
 - And Exploration over large scale
- b) Choosing the Right Product.**
 - ⇒ Most brainstorming task but now simpler because its digital and every module is been mentioned in detail.
- c) Inventory**
 - ⇒ Shipping is been tracked of the order by the customer and upgradation of products of availability or not is too precisely mentioned
- d) Returns and Cancellations.**
 - ⇒ The products which are not satisfactory to the customer after receiving it, are been under the cancellation scheme and replace too.

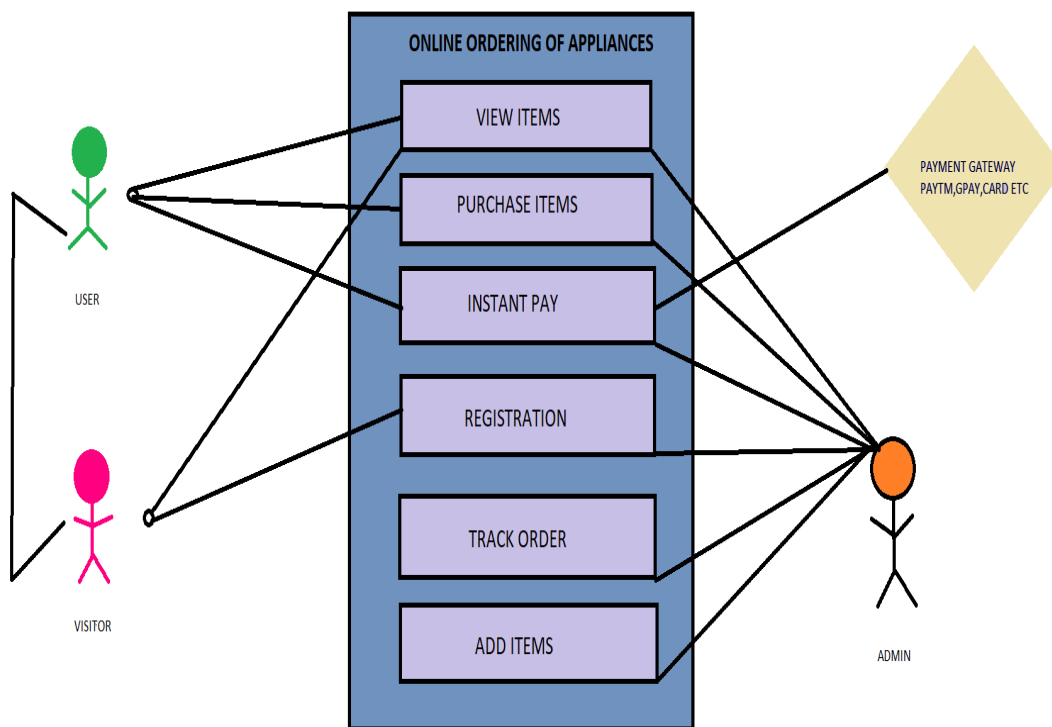
e) **Cash On Delivery.**

⇒ Sometimes the customer do not have any online payment , for such COD i.e cash on delivery is granted.

f) **Legal Barriers.**

⇒ If customer using online gateway then legally all the verification is tested before placing the app on the play store.

6. USE - CASE DIAGRAM



7. FUTURE SCOPE

- a) To generate the inventory reports to the user on timely basis.
- b) Real -Time reporting through user assigned emails or SMSs.
- c) Reports generated will be saved for future references.
- d) Provide user with special deals and offers on products in an innovative way for user interaction.

8. CONCLUSION

Our main motive was to reduce the excessive human work and make things simpler for the seller and customer.

This resulted in appropriate co-ordination and precise and carved work. As it is an automated system, it will give correct information of the generated order and there would be no issues of communication mishandling.

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