

Grocery Management System

Ashwini Jadhav¹ Aarti Bhalerao² Dhanvantari Kolpe³ Saskhi Darekar⁴ Diksha Khare⁵

¹Assistant Professor ^{2,3,4,5}Student

^{1,2,3,4,5}Department of Information Technology

^{1,2,3,4,5}Sandip Polytechnic, Nashik, India

Abstract— The Internet has become an essential part of our daily life, and companies realize that the Internet can be a shopping avenue to reach existing and potential consumers of any business. With this consensus Grocery App as a whole has rapidly grown. The biggest surprise is that groceries are one of the categories purchased online. Although online grocery shopping continues to grow, there are problems why consumers hesitate to shop for them online. In this project, the main aim is to demonstrate that with better interaction features in grocery websites could improve sales over the internet. This dissertation includes a literature review giving background information of Grocery App Producing information of the modern Grocery App. Investigating and choosing a suitable lifecycle model and developing a website prototype. Furthermore, evaluating the finished product can be integrated in the system.

Keywords: Grocery Management System

I. INTRODUCTION

We all are available there. You are standing in aisle five at the grocery store, and you can't remember if you already have tomato paste at home. After an eight hour workday, most of which was spent thinking about the delicious homemade pasta dinner you will cook upon returning home, you fight rush hour traffic only to arrive at the grocery store and stand in aisle five for 20 minutes considering whether you should spend the extra money on tomato paste or skip it on the off-chance that you already have some in your cupboard.

While this obviously isn't a life changing decision, it's one that we make almost every time we go to the grocery store. The extra money you spent repurchasing items that you already own can really add up at the end of the month. It's a major inconvenience, and one that is totally unnecessary. The grocery store application will completely eliminate the mental turmoil you were forced to endure in aisle five.

II. LITERATURE REVIEW

If you have to buy a dozen of cup, then just for those dozen of cups you have to go to the market for buying them, and sometimes have to roam in the market too for buy the cups of design of your own choice. This will not only lead to wastage of time and efforts but also lead to wastage of your money as well, as going to the market and roaming here and there will let the wastage of petrol as well. This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will

get the service of online shopping and home delivery from his favorite shop

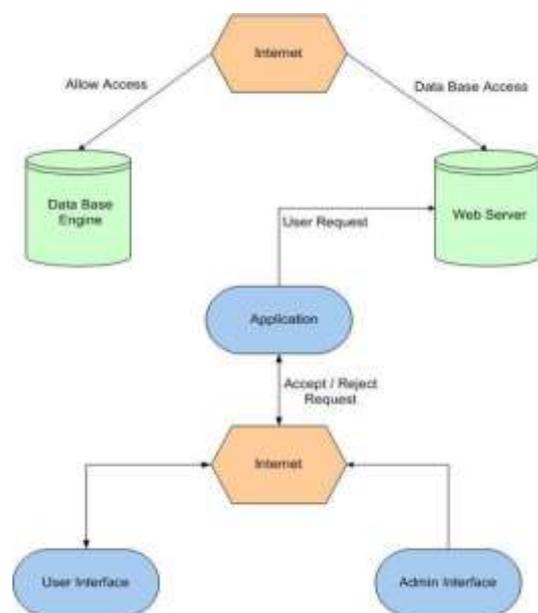
Customers who are loyal to the particular sellers are the ones who tend to stay for years with unwavering attachment to such sellers. Most sellers in the marketplaces do not have a database of customers who visit. Customers basically walk-ins just buy what they need and they are gone. There is a simple work flow of acquiring various products from the wholesalers, working out prices, displaying produce on the shelves, receiving money, bagging bought items and finally watch the customer walk away without out any interaction.

This leaves no room for feedback from the customer on the shopping experience. Whether it was good or bad it will never be known until an unhappy customer willingly comes out to complain. With popular trends and demands the concept of the Internet as the way forward to increase profit margins, companies new and old are creating websites here and there.

The significance for retailers to having a website is that a website is informational and transactional in nature. As the website can be used for advertising and direct marketing; sales; customer support and public relations.

With seasonal events and holidays, the Internet has become a tool for a quick and stress free. Method of shopping. Allowing retailers to cash in the profit from another useful shopping channel. Jupiter Research expects 2003's online holiday sales to be led by new shoppers, resulting in a 21 percent increase over 2002 figures (Greenspan, 2003). The growth in holiday sales is driven by factors such as, online bargains; time saving; avoiding holiday crowds and much more.

III. SYSTEM ARCHITECTURE



The proposed system is discover the google map using web application from mobile. It can be divided into various module

IV. PROPOSED METHODOLOGY

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design. Specifications to performance specification. System design has two phases of development – Logical design – Physical design During logical design phase the analyst describes inputs (sources), output s(destinations), databases (data sores) and procedures (data flows) all in a format that meets the user requirements. The analyst also specifies the needs of the user at a level that virtually determines the information flow in and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which specify exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data and produce the required report on a hard copy or display it on the screen.

V. CONCLUSION AND FUTURESCOPE

Overall our application was reviewed positively on all evaluation metrics that we were hoping to meet. Majority of users felt that our application was visually pleasing enough that they enjoyed looking at it but did not feel that it was distracting. This chapter provides how the project has been directed and has been achieved during this project and also my personal thoughts in developing the website. My personal thoughts in how present development may shape the future of online grocery shopping. The primary aim of this project has been met. What was interesting was that even people without smart phones who recently purchased them or were using them found the application easy to use and the tutorial beneficial to helping them learn. Almost all users felt that the application helped save them time, energy, and money. It allowed one less worry for people as they have everything right there at the palm of their hand. Some people did not like scanning the bar code, but didn't mind the alternative of manually adding the items. Since our application mainly targeted older people the cognitive learning curve was not steep and overall the application helped people be more organized and benefited them. All the objectives that were set out have been completed and giving positive results in the end. Although some users comment that they did not think shopping for groceries online was ideal, it has managed to convince them to try in the future. When reading articles and looking at websites it was discovered that online groceries shopping websites lacked interactivity to help the consumer to imagine the quality of the foods, which made grocery websites not a popular method of shopping fresh foods.

REFERENCES

- [1] <https://www.tutorialspoint.com/android/index.htm>
- [2] <https://developer.android.com/guide>
- [3] <http://ijarcet.org/wp-content/uploads/IJARCET-VOL-4-ISSUE-3-874-878.pdf>
- [4] https://www.researchgate.net/publication/317169664_Mobile_Shopping_Through_Applications_Understanding_Application_Possession_and_Mobile_Purchase