SNS Online Exchange Android Application

V. Madhumitha
UG Scholar
Department of Information Technology
SNS College of Technology, Coimbatore-35

J. Rino
UG Scholar
Department of Information Technology
SNS College of Technology, Coimbatore-35

A. Kanimozhi Nangai
UG Scholar
Department of Information Technology
SNS College of Technology, Coimbatore-35

J. Shanthini
Associate Professor
Department of Information Technology
SNS College of Technology, Coimbatore-35

J. Rajeshkumar
Assistant Professor
Department of Information Technology
SNS College of Technology, Coimbatore-35

Abstract

In the field of android applications, online exchange application is being widely used. People of this current generation are getting updated every day and they also update the things they use very often. And to get rid of their unwanted old things they prefer an android online exchange applications where they will have to go in contact with unknown people which may not be safe sometimes and there are chances for the fraudulent too. And to avoid this SOLX was designed. SOLX is an android application where students and faculties of the SNS College of Technology can buy/sell the used products to/from colleagues of SNS College of Technology. People only with SNS identity can use this app. Initially seller has to create an account and will have to upload the image of the products and fill the details. Similarly buyer has to create an account and can buy the required product in single click. In short this app is complete user friendly and will serve as a virtual supermarket. Now, people with SNS identity can buy /sell things to/from trusted known people safely.

Keywords: Online exchange, Virtual Supermarket, Graphical Interface, Identity

I. INTRODUCTION

Traditional shopping is a tedious and time consuming job. Although the growing trend of online shopping has reduced some load, there is still some difference in actually going to shops, and hand picking products to get the feel of their quality and features, that Cannot be experienced online. SOLX is a form of electronic commerce which allows the student to buy used products from the student who sells over the internet using android app. The project aims at removing flaws of both kinds of shopping, and bridge the gap between physical and virtual world.

Online Trading is an android application where student can buy products online. Products are displayed in effective graphical user interface. This system will be like a virtual supermarket. Student can select the product he wants to buy and the selected product will be added to cart. Cart contains student's name, contact details, product he had selected and the amount. Student can search for the product through category like books, Laptops, and cloths etc. After selecting products student can make payment through cash on delivery and online payments. After payment, product will be delivered to their specified classrooms. Solx application is made in android, it is easily available in smart phones. Students who has phones supporting android can easily use the application and can buy their product. There is no need for waiting in long queue. No need of carrying heavy bags and struggling with trolleys. Students can purchase products sitting at classrooms by viewing images of different products and adding in shopping cart.

A. Problem Statement

Students can browse through the product catalog and add the items to the shopping cart. Student can proceed to check out as long as their shopping cart is not empty. Student will require to login to the system when they proceed to check out, or user can create an account if user don't have one. The order will be registered in the student's account. There will be a search bar to search any product easily. Students need to provide full name, email address, phone number, credit card and billing address details when creating an account. Student can login to the system to maintain his account information, such as changing phone number, address, and credit card details, and check the status of his orders. Upon order received, the sales student will process the order by charge to student's credit card. Once the order has been charged, he will then mark the order as paid and deliver them to other student. If the items student ordered is out of stock, then the order will mark as on hold. Once the item(s) arrived, the order will pass for delivery. If the items arrived with damage, customer can return it by register in the online shop. Students who sells will collect the

item from the student who buys it and they will refund the money for that item. Marketing student is responsible to maintain the product catalog. He can also setup the promotion item list and send promotion email to the students.

B. Objective

The main objective of the SOLX (SNS ONLINE EXCHANGE) android application is to help students and faculty members of SNS institutions to sell/buy all the used educational related products at reasonable rate.

Above all, only people of SNS Institutions will be able to sell/buy products only to/from people of the people of SNS Institutions. i.e, people with no SNS identity will not able to use this app.

C. Feasibility

It is very significant to do feasibility study before starting a project. Now 21st century people would love shopping online. Especially clouts items are very chap in online and customer wanted make sure the products color, size and items are accurate for them. When I making this e-commerce web site I have to make sure that visitor or buyer are able to see everything perfectly before purchase the products. To provide details information about various products in different category:

- Student can purchase products online.
- Student can sign up and become a member to get extra facilities.
- Student can login to get various information about products and purchase the suitable product with price and quality comparison.
- Student can pay online, so security is must therefore online shopping provide secure transactions.
- After sale shopping authority also provide after sales service if student face any problem.
- Student will get facility of cart system.
- They will get home delivery services of the product.
- There will be Email system to communicate with student.
- Student can query and get current information about any product.

II. LITERATURE SURVEY

Spiller, P., Lohse, G(1997)completed work on "A Classification of Internet detail Stores". Their work presents a classification of on-line retail stores based upon convenience sample of 137 Internet retail stores. Their research identified five different line store design strategies: Super Stores, Promotional Stores, Plain Sales Stores, One Page Stores and Product Listings. They differ mainly in terms of the store's size, the quantity of extra information and appetizers, and the interface design including consistency, page lengths, image sizes and navigation capabilities.

Alba, Lynch, Weitz, Janiszewski, Lutz, Sawyer and Wood (1997) suggest that a key difference between online and offline shopping is the ability of online shoppers to obtain more information about both price and non -price information as a result of reduced search cost. Because consumers are able to obtain more price information online and compare across online retailers with a few clicks, they are more likely to shop online when the price of a product is high rather than low as it saves consumers from having to go out to acquire the cheaper options.213Hossain, N. (2000).studied E-Commerce in Bangladesh: Status, Potential and Constraints.

Massagli M. (2000) studied "E-Tail V/S Retail: The Future of Downtown Regional Shopping Centre". The objective was to explore potential impacts of E-Retailing on place based shopping. The researcher has collected data by taking interview of professionals selected from the field of retail, planning and real estate. The researcher has analyzed five 214 factors. They are experiential components, sense of place, community benefits, exterior &interior layout and accessibility and convenience. The result revealed that E-Retailing couldn't substitute the traditional shopping. Further he said that in future both the retailing format will merge and develop a hybrid retail format.

Persson, C.(2001).studied "Strategies for enhancing consumer interaction in electronic retailing". The objectives of his study were to examine the potential for e-commerce by identifying and analyzing factors that are important for the consumers in making use of the new medium.

The results of the studies indicate that all three strategies can give important contributions to the establishment of ease-of-use in e-commerce. The Multi-Channel Retailing strategy seems to be the most useful strategy in thes hortrun. The Analytical technology strategy and the Hypermedia interface strategy have the potential to become important strategies in the future of e-commerce. Prassas, G., Pramataris. K., Papaemmanouil, O. (2001).studied Dynamic recommendation in e-retailing.

III. OVERVIEW OF EXISTING SYSTEM

The existing system explains about online exchange which works across the world, irrespective of the user.

A. Existing System

Normally online exchange shopping is to visit the sites and market manually and then from the available product list one needs to choose the item he or she wants and then payment for the same item mainly in cash mode is done, as not every society is well

educated and aware to use net banking or card modes or wallets etc. This type of method is not much user friendly as one needs to go to the market physically and then select items only from the available list. So mostly it is difficult to get the product as per our desire. Description about the products are less available and are mostly verbal only. For this type of shopping one needs to have ample amount of free time. Also not really good markets exist everywhere, so many times good markets become out of reach for certain people. In the proposed system customers need not to go to the shops for purchasing the products. He/She can order the product he/she wishes to buy through the use of this system.

The shop owner can be the admin of the system. Shop owner can appoint officials particularly to handle this, who will help owner in managing the customers and product orders. The system also endorses a home delivery system for delivering the purchased products.
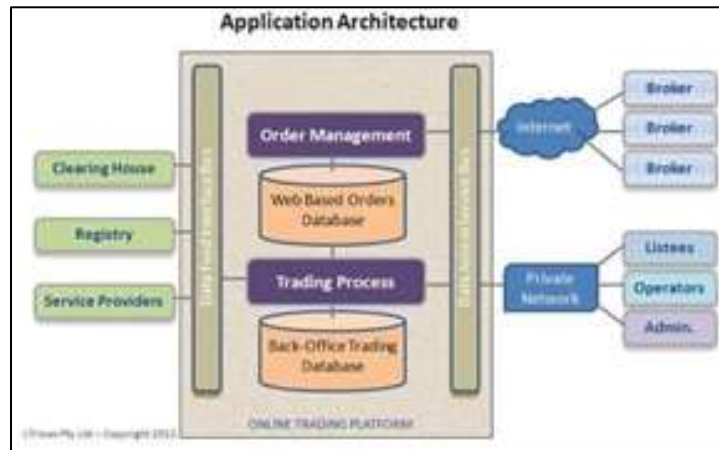

Fig. 1: Architecture of Existing System

IV. PROPOSED SYSTEM

Online shopping is an android application where user can buy products online. Products are displayed in effective graphical user interface. This system will be like a virtual supermarket. User can select the product he wants to buy and the selected product will be added to cart. Cart contains user's name, contact details, product he had selected and the amount. User can search for the product through category like books, Laptops, and cloths etc. After selecting products user can make payment through cash on delivery. After payment, product will be delivered to his specified classrooms. Since this system is made in android it is easily available in smart phones.

Some of the characteristics of the solx system:

− Student can easily access the system without much experience
− It avoids a lot of manual work
− User friendly screen to enter the data and enquire the datas
− Simplified operations
− Avoid errors since less manual work
− Provide software securities
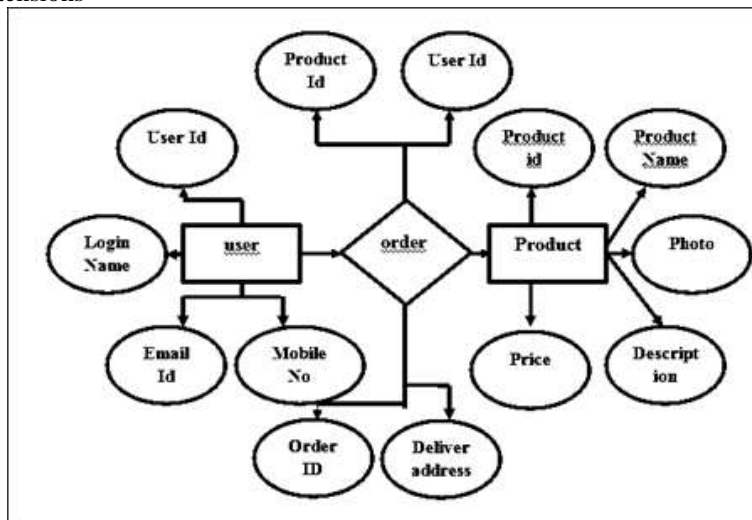− Portable and flexible extensions

Fig. 2: Architecture of Proposed System

A. Advantages

− Student can purchase products through his mobile phones that support android.
− Student does not have to wait in long queue and does not have to struggle with trolleys.
− Student can coolly sit at home and purchase the products according to his like.
− It saves time: with just couple of clicks student can able to buy products
− Cheap deals and better prices
− Fewer expenses: many times when we opt for conventional shopping, we tend to spend more than planned.
− Buying old or unused items at lower prices: the market place on internet makes it much easier for buy old or unused things at rock bottom prices

V. SYSTEM IMPLEMENTATION

Students finds an item to buy by browsing or searching from the categories.php page. A list of products is displayed. After they adds an item to the shopping cart, the add_to_cart.php page displays the cart's contents. When the shopping cart is not empty, the student can view the cart. In the add_to_cart.php page (view cart), an item can be removed from the cart or its quantity can be changed. When the student clicks on the check out button, the check_out.php page displays a form for student to sign in or create a new account. After signing or creating the account, the bill_ship_infor.php page shows the form for the student to input the information. After submitting the billing or shipping information, the check_bill_ship_infor.php page displays the billing and and shipping information so that the student can make a change or submit the desired information. After that action is done, the confirm.php page displays with cart and billing and shipping information before the student sends the order or deletes the order.

 F.List of modules
1) Sign up
2) Snap updating
3) Details filling
4) Chat Forum
5) Cart system
6) Viewing products
7) Booking

B. Module Description

1) SIGNING UP: This Module will enable the new user to create a new account.
2) SNAP UPDATING: This module will enable the seller to click the image of the product and update in graphical user interface.
3) DETAILS FILLING: This module will enable the user to provide the details of the images and the user.
4) VIEWING: This Module will enable the user to view the available products. This will display the graphical images of the products along with their specification.
5) CART SYSTEM: Cart system allows the user to add their desired products to the cart and to buy that whenever required.
6) CHAT FORUM: This module will allow the user to chat with the co-users about the products.
7) BOOKING: This Module will enable the user to book the desired products and make sure that they don't miss it.

VI. CONCLUSION

As the demand for the online exchanging is increasing the requirement of more secure, safe and reliable transaction is of utmost demand. Smart phones, that have become an important part of today's life, have reduced all the efforts that are required for shopping. There are two advantages of it: first no one will be a stranger, second there will be no scope for the frauds that happen in other online exchanging system. Buyers don't have to travel far to receive the ordered products.

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