

MODERN DOKANDAR

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This Report Presented in Partial Fulfillment of the Requirements for the
Degree of Bachelor of Science in Computer Science and Engineering

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DHAKA, BANGLADESH

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APPROVAL

This Project titled “**Modern Dokandar**”, submitted by **Iftear Alam Sakib**, ID No: 161-15-7311 and **Sagory Biswas**, ID No: 161-15-7614 to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering (BSc) and approved as to its style and contents. The presentation has been held on 08.07.2020

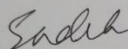
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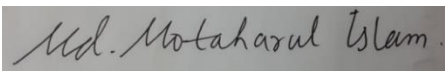
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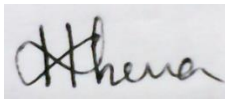
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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Most.Hasna Hena, Senior Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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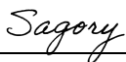


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ABSTRACT

This is a project on Grocery store. The name of our application is Modern Dokandar. The basic idea is that customer can buy products from grocery shop using this application. Mainly this application for those who don't have anyone in their house to go to market. So, we want to develop a project which can help the people to buy any grocery things by sitting home at any time. We study on various techniques and algorithms that are likely to be chosen for our project, like as MySQL Authentication, MySQL Database system (Save and retrieve data), MySQL database save and retrieve codes, MySQL database reference and data snapshot, Constructors, Conditional logics. In conditional logic, we worked on data fetch algorithm. An offline-first architecture initially tries to fetch data from local storage and, failing that, requests the data from the network. Use MySQL for the database and use PHP to fetch the data from the database. After being retrieved from the network, the data is cached locally for future retrieval. File Chooser, Camera, Cache, Network Access for the permission. We have some limitation on this project. By using our application, we are expecting that the people can buy any groceries by sitting home and without listing anything.

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CHAPTER 1

Introduction

1.1 Introduction

Our goal will be to develop an application that will help people to find ordinary grocery shop according to their area and also can contact with them for buying any groceries. And shopkeeper can upload their groceries quantity and photos .Customer have to sign up for login into the application. For sign up they have to give their personal information, photos and home address. After creating account they can see their account, grocery shop location and search option. They can also see the quantity of groceries of any grocery shops. They can also order any things from any ordinary grocery shop. Customer also see that which grocery shopkeeper is selling most than the others. Shopkeeper also have to sign up for login into the application. For sign up they have to give their personal information, own photo, shop photo, shop number, shop Id and shop address. They can assign quantity of their groceries and they can also update the price of their products. When we go outside for buying something then it has to be listed. Otherwise we forget to buy many things. But this application will solve this problem. By using this application we can easily find out nearby ordinary grocery shop location, groceries and price and also can buy with this application.

1.2 Motivation

Mainly this application for those who don't have anyone in their house to go to market. We also made this for saving time and buying any things from ordinary grocery store without facing any problem. When we go outside for buying something then it has to be listed. Otherwise we forget to buy many things. But this application will solve this problem. By using this application we can easily find out nearby ordinary grocery shop location, groceries and price and also can buy with this application. Then we all know that's, ordinary grocery shopkeepers are not so much educated. For that they are not comfortable with English language. Thinking about them, we want to make this application in Bangla

version. And we also add a calculator in this application for shopkeeper .By this application customer can get ordinary groceries and shopkeepers also earn money comfortably. And all the customer can see the ratings of the all ordinary grocery shops after every one month.

1.3 Objectives

Our goal will be to develop an application that will help people to find ordinary grocery shop according to their area and also can contact with them for buying any groceries. And shopkeeper can upload their groceries quantity and photos. This goal will be accomplished through the following steps:

- Customer have to sign up for login into the application. For sign up they have to give their personal information, and home address.
- After creating account, they can see their account, grocery shop location and shop list. They can also see the quantity of groceries of any grocery shops. They can also order any things from any ordinary grocery shop.
- Shopkeeper also have to sign up for login into the application. For sign up they have to give their shop name, Gmail, phone number and shop address. They can assign quantity of their groceries and they can also update the price of their products.

1.4 Expected Outcome

By using our application, we are expecting that the people can buy any groceries by sitting home and without listing anything and all the ordinary grocery shopkeepers are also selling their products easily and comfortably. By using this application we can easily find out nearby ordinary grocery shop location, groceries and price and also can buy with this application. And this application makes a platform for business.

1.5 Report Layout

Chapter 1:

It is all about Introduction of our Project. In this chapter Introduction, Motivation, Objectives, Expected Outcome, Report Layout are described.

Chapter2:

It is all about Background of the Project. In this chapter Related Works, comparative Studies, Scope of the Problem and Challenges are described.

Chapter 3:

It is all about Requirement Specification of the project. In this chapter Business Process Modelling, Requirement Collection and Analysis, Use Case Modeling and Description, Logical Data Model, Design Requirements are described.

Chapter 4:

It is all about Design Specification of the project. In this chapter Front-end Design, Back-end Design, Interaction Design and UX, Implementation Requirements are described

Chapter 5:

In this chapter Implementation of Database, Implementation of Front-end Design, Implementation of Interactions, Testing Implementation, Test Results and Reports.

Chapter 6:

In this chapter Discussion and Conclusion, Scope for Further Developments are described.

CHAPTER 2

Background

2.1 Introduction

We used android platform and android studio to make Modern Dokandar app. Android Studio is the official integrated development environment (IDE) for Android application development. It is based on the IntelliJ IDEA, a Java integrated development environment for software, and incorporates its code editing and developer tools. And for database we use MySQL database. It's Real-time provides a real-time database and backend as a service. The service provides application developers an API that allows application data to be synchronized across clients and stored on MySQL. Build apps fast, without managing infrastructure. MySQL gives you functionality like analytics, databases, messaging and crash reporting so you can move quickly and focus on your users.

2.2 Related Works

We had search in the internet and google play store and we found many apps like

- Sodaipotro
- Chaldal:Online Grocery
- MeenaClick
- Daraz Online Shopping App
- GrocerApp-Online Grocery

We install those apps and we saw there are many features like General Grocery, Flash Sales, Popular, Food, Baby Care and many others advantages. But our app features are different from those. There are many apps in google play store about grocery shop and we found some website that provide grocery shop advantage. So we can say our application is little bit difference from those application.

2.3 Comparative Studies

There are many apps about grocery shop. Those apps are IoT (Internet of Things) based apps. It interweaves sensors, connected devices, networking, cloud, and analytics elements that can be combined in countless ways to yield new applications. But our apps is not IoT based apps and we could not found our features in those apps. There are many apps in google play store about grocery shop and we found some website that provide grocery shop advantage. Those apps have many features like General Grocery, Flash Sales, Popular, Food, Baby Care and many others advantages and our apps features are little bit difference from those apps.

2.4 Scope of the Problem

One of the problem we faced is that Software Fragmentation. Google launched a fresh edition of Android every year with a different new set of properties and improvements. But the pace at which the newly released editions of Android is accepted is extreme show. So we found it hard to develop a claim with the same set of features for current as well as old versions of the Android operating system. We have also a problem which is this application did not have the auto update feature. Its a manual application. If he seller do not change the price list, update product or the quantity of products manually then list will be unchanged.

2.5 Challenges

We have faced many challenges while we are making this application. The major challenges we have faced to develop “Modern Dokandar” apk is

- Software fragmentation
- Device fragmentation
- Absence of Standard User Interface for Android
- Programming Language
- Increasing App Visibility, Patent and Copyright Issues
- Hardware Features
- Lack of Uniform UI Design Rules
- API Incompatibility

- Security Flaws
- Testing Problem

CHAPTER 3

Requirement Specification

3.1 Business Process Modeling

Overlooking this application, it is notable that a registered user can order any groceries from selected shop and seller can sell and deliver their groceries to the registered user. So, on the business diagram there can be two poles [7]. One is user and one is seller.

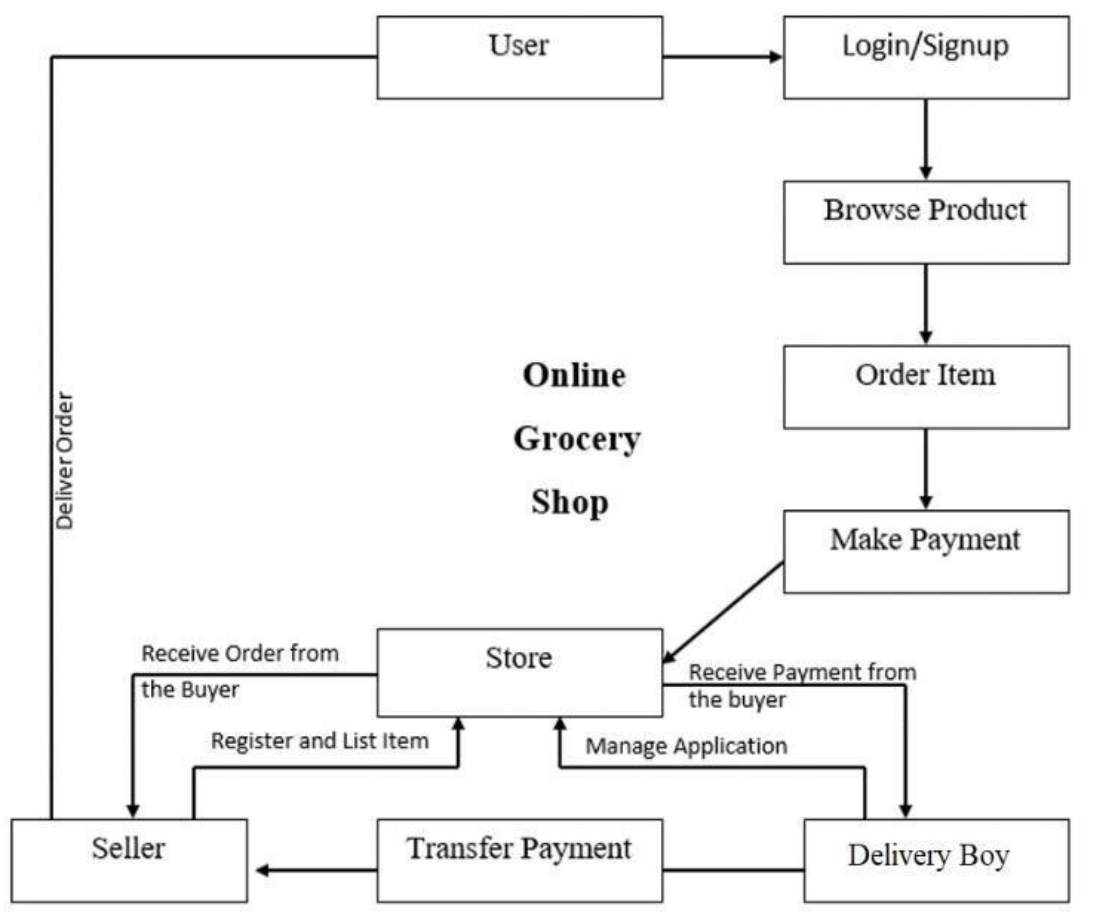


Figure 3.1.1: Business Process Modeling

3.2 Requirement Collection and Analysis

Our project is about Android application. We used android platform, To Design an application like modern dokandar application some components like text field, edit text, password field and button etc. A database system will be required to store information details of all registered account. Different button for different activities is needed also which can take user from one activity to another activity. As example Add Your Price List, Edit Your Price List Button, Show Your Price List and Owners Link.

3.3 Use Case Modeling and Description

Basically, Use Case is the list of events or actions steps typically defining the interactions between a role and a system to achieve goal. Modern dokandar is an application that customer can select the shop, can view all item, can make order and also make payment in cash on delivery. On the other side, seller can see the order list, can add groceries item and can see all of his groceries which are added by him and all of these will handle by admin. In this total system we can see two different actor one is customer another one is seller [8].

So, the use case diagram should be following below,

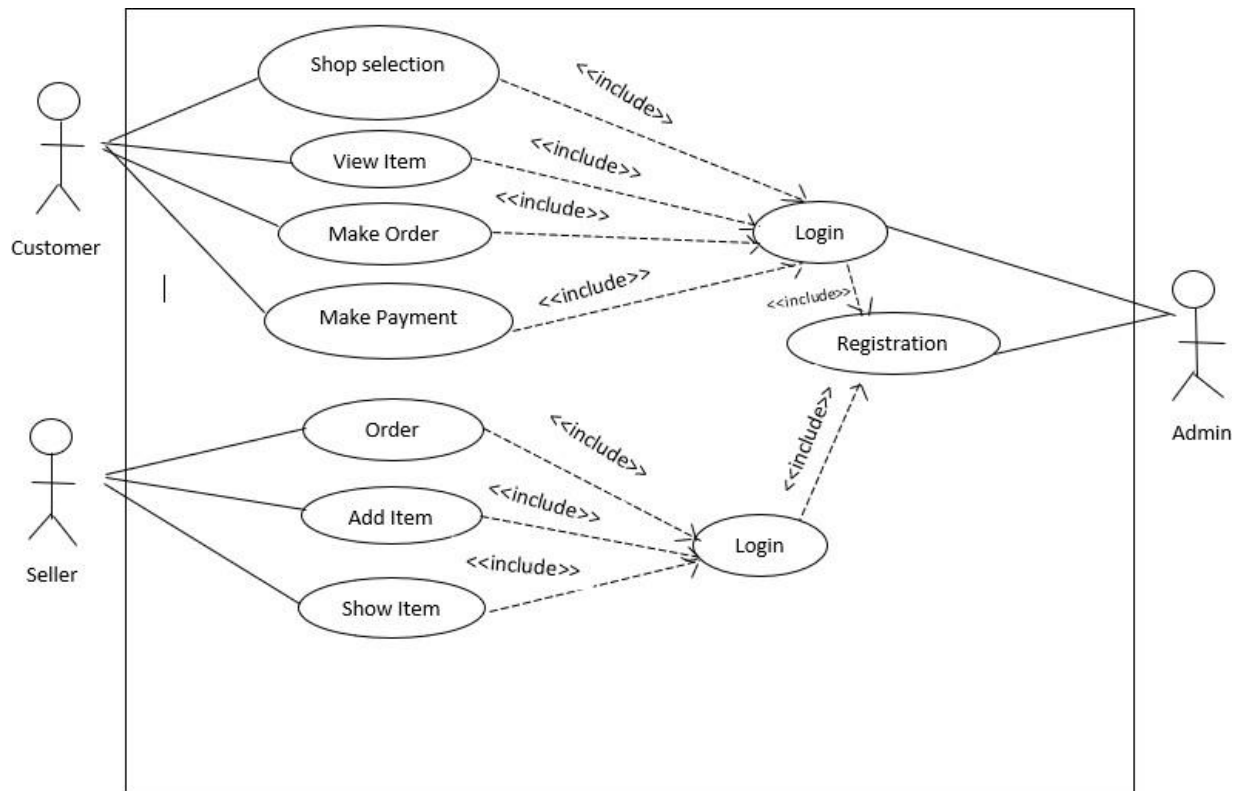


Figure 3.3.1: Use Case Modeling

3.4 Logical Data Model

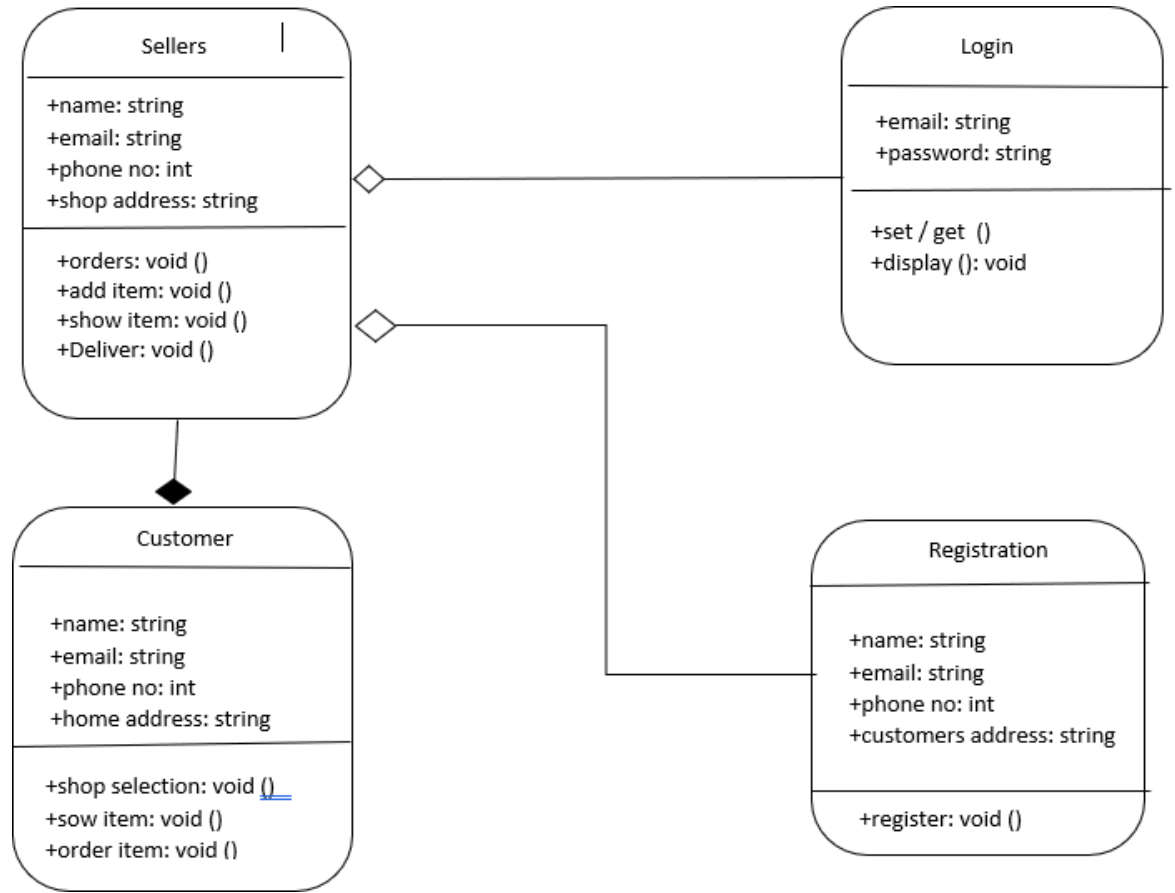


Figure - 3.4.1: Logical Data Model

3.5 Design Requirements

To interact with mobile application some components would be necessary for user interface. To Design an application like modern dokandar some components like text field, edit text, password field and button etc. will be needed form a registration form for an account. A database system will be required to store information details of all registered account. Different button for different activities is needed also which can take user from one activity to another activity. As example Orders, Add Item, All Item, Shop Selection, Add to Cart.

CHAPTER 4

Design Specification

4.1 Front end design

To develop this project, we used Android studio. For layout's front-end design of this application we used xml file. Abbreviation of xml is "Extensible Markup Language" is a data file that hold the basic structure design or front-end design of an application. It is almost formatted much like a Hypertext Markup Language (HTML). However, the .xml file uses custom tags to define object like- "<tag_name>..... </tag_name>". Each object has a starting tag and a closing tag. The main purpose of .xml file is making the application user friendly and emphasize on simplicity, usability across the internet through different devices. However, xml file is not like Java which is actually backbone of an application works like the brain. On the contrary .xml file helps a developer to design an application, the outlook of the application, outlook of components like text view, buttons, scroll view, background color, margin and padding, edit text, displaying photos, checkbox, radio button, rating bar, seek bar, android switch, in app icon size etc.

However, the main purpose of .xml file is not only designing an application but also it helps a developer parsing data from the database or the server into an android mobile application.

4.2 Back end design

Basically back-end design is the code that runs on the server that receives requests from application user/clients, and also contain the logic to send back appropriate data against of the data that user or the client has requested.

Modern Dokandar is an online shopping application where a user can order any groceries and seller can deliver the groceries which are ordered by customer. In this application we have used one of the most popular language of this time "Java".

Java is a programming language that can provide open platform. Code that is written by a developer in Java can be run on various devices, various operating system (OS) including Windows, Linux, Mac OS etc. Java derives much of its syntax from the C and C++ programming language because it was mainly planned to have the look and the texture of the C++ programming Language.

4.3 Interaction design & UX

A good and interesting story book cannot be popular if the readers cannot read that book. Even the language of that story book is mother tongue of the reader but it was written in hard language that cannot be popular because it takes away the interest of the story. The same formula goes on in technology world. A very essential mobile application cannot be popular if the user of that application cannot comfortable to use that application. The more user friendly and easier iconic user interface application can grab more attraction of a user. As developer of this project we had an aim to make this application easier and more efficient to a user. In that case we have used a very simple interface and front-end design. A lite user interface can be supported by most of the device. A developer should target most of the customer of the market and design that type of application which can be run on low-end devices.

4.4 Implementation requirement

For implementation purpose following requirement are requires,

- Microsoft Windows 7 to latest (32-bit or 64bit), MAC OS 10.10(Yosemite) or higher, GNOME or KDE desktop Ubuntu 14.04 LTS, Trusty Tahr(64-bit distribution capable of running 32-bit applications).
- An Integrated Development Environment (IDE) – Android Studio.
- Desktop with minimum 4 GB RAM, 8 GB recommended (plus 1GB for the Android Emulator).
- 1280 x 800 minimum screen resolution.
- Lite and easier XML designs for user friendly graphical interface.
- Logical back-end program (JAVA, KOTLIN).

- Efficient condition to handle the application.
- MySQL Data and algorithm for faster fetch of data (JSON Parsing).

CHAPTER 5

Implementation and Testing

5.1 Implementation of database

In our full application we've used "MySQL" system cause it's faster and easier to handle [4]. Here is an image of our database file performed by our android devices.

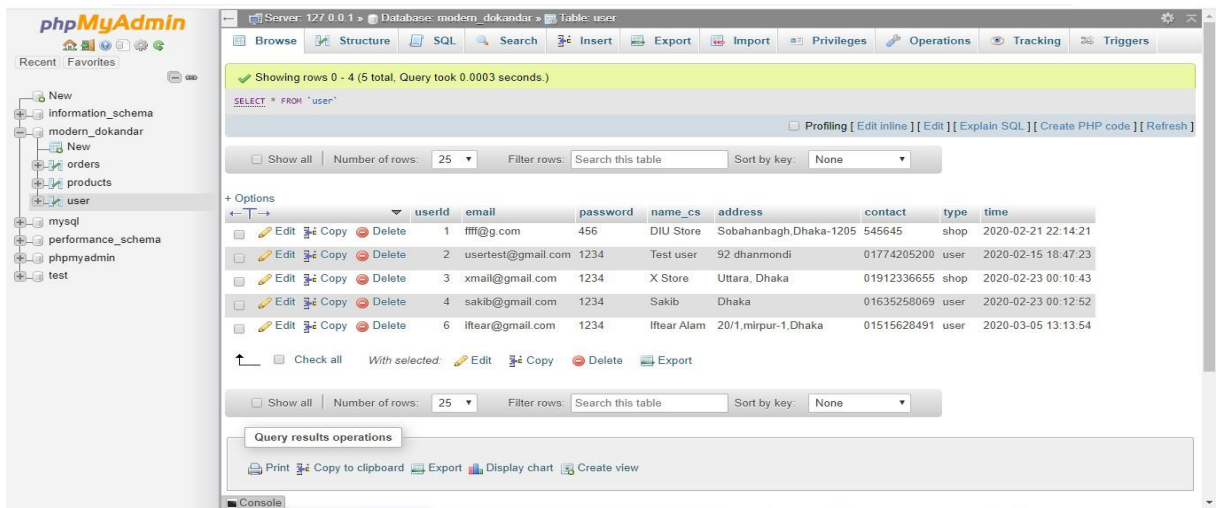


Figure 5.1.1: Database of MySQL

order_id	order_details	ordered_for	order_by	order_price	delivery_address	order_status	order_type	order_time
1	Egg, Chicken (Farm)	ffff@g.com	usertest@gmail.com	148	92 dhanmondi	Delivered	Cash On Delivery	2020-02-27
2	Egg, Chicken (Farm) Onion Chicken (Farm) Onion	ffff@g.com	usertest@gmail.com	528	92 dhanmondi	Delivered	Cash On Delivery	2020-02-27
3	Onion, Egg	ffff@g.com	usertest@gmail.com	128	92 dhanmondi	Delivered	Cash On Delivery	2020-03-01
4	Egg	ffff@g.com	usertest@gmail.com	8	92 dhanmondi	Pending	Cash On Delivery	2020-02-26
5	Bread	xmail@gmail.com	usertest@gmail.com	35	92 dhanmondi	Pending	Cash On Delivery	2020-02-26
6	Egg	ffff@g.com	usertest@gmail.com	8	92 dhanmondi	Pending	Cash On Delivery	2020-02-26
7	Egg, Chicken (Farm) Onion	ffff@g.com	usertest@gmail.com	268	92 dhanmondi	Pending	Cash On Delivery	2020-02-26
8	Chicken (Farm) Onion	ffff@g.com	usertest@gmail.com	260	92 dhanmondi	Delivered	Cash On Delivery	2020-02-27
9	Bread	xmail@gmail.com	usertest@gmail.com	35	92 dhanmondi	Delivered	Cash On Delivery	2020-03-04
10	Chicken (Farm) Chicken (Farm)	ffff@g.com	usertest@gmail.com	280	92 dhanmondi	Pending	Cash On Delivery	2020-02-29
11	Egg, Egg	ffff@g.com	sakib@gmail.com	16	Dhaka	Delivered	Cash On Delivery	2020-03-01

Figure 5.1.2: Database of MySQL

In this picture, On the MySQL database system in Authentication section we are able to see all the users who have registered on our application. Here we see only one user have registered on our system. Registered user can use the application after verifying his e-mail address [3]. So, it's our file format from database those were performed by our devices to save in the database. We've implemented these lines to save data in MySQL database. Right here we can see a code of validation and how data saved in database using MySQL [4].

```
<?php
$server      = "localhost";
$username    = "root";
$password    = "";
$db          = "modern_dokandar";

// creating connection

$conn = mysqli_connect($server,$username,$password,$db );

// check conn

if ( !$conn )
{
    die("Connection Failed : ". mysqli_connect_error());
}
```

Figure 5.1.3: Code of Validation

This is how we implemented the data to get and set in the database & we've used phpMyAdmin to get the data from MySQL and PHP to fetch the data from the database [6].

5.2 Implementation of front-end design

Here is all implementation in description about our application.

5.2.1. Log in Page

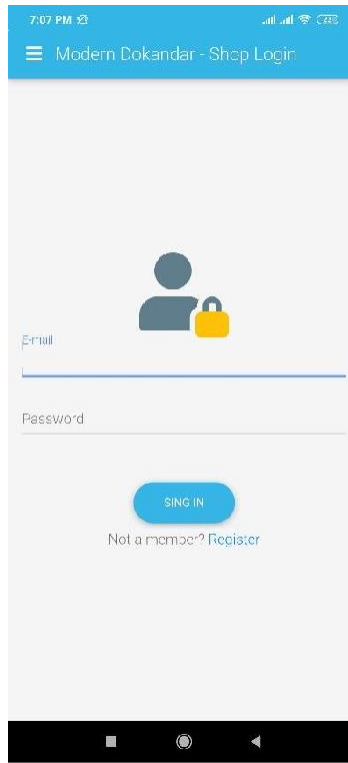


Figure 5.2.1: Log In Page

It's the first activity of the application where seller needs to write his email and password to access in this app. The "Sign in" button is the button for accessing in the app. If he does not have an account then he needs to press the text "Not have an account? Click here to sign up".

5.2.2. Registration Page

The seller needs to open an account if he needs to use this application.

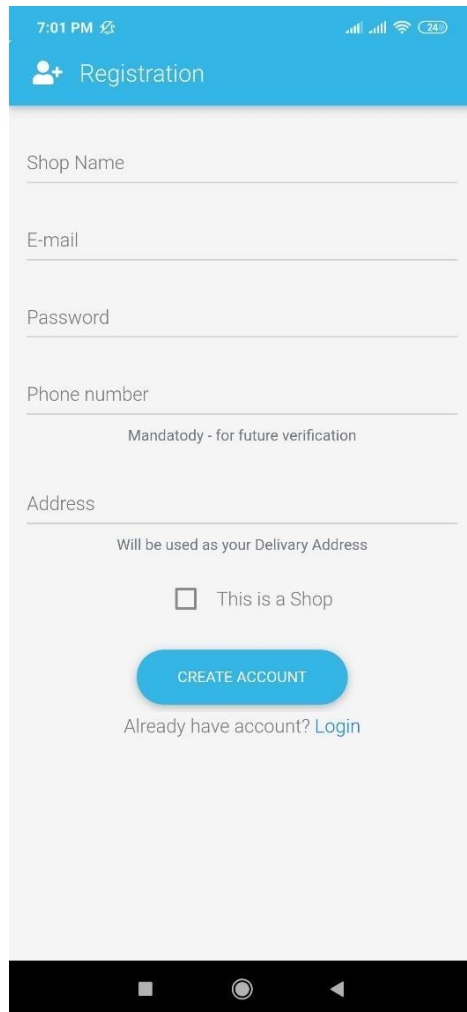


Figure 5.2.2: Registration Page

The seller needs to write his email id, a new password for his account, his personal phone number and lastly he needs to s. There is a security note available for him “Note: Please insert the phone number carefully and correctly. The number should be inserted like this format 0151*****1. If number and password already exists, you won’t be able to move to next page”.

There is a validation steps for every insertions. If he gives a wrong input that is not valid then it will show error texts to write the steps correctly. Right now here we can see a validation text – “please insert email”.

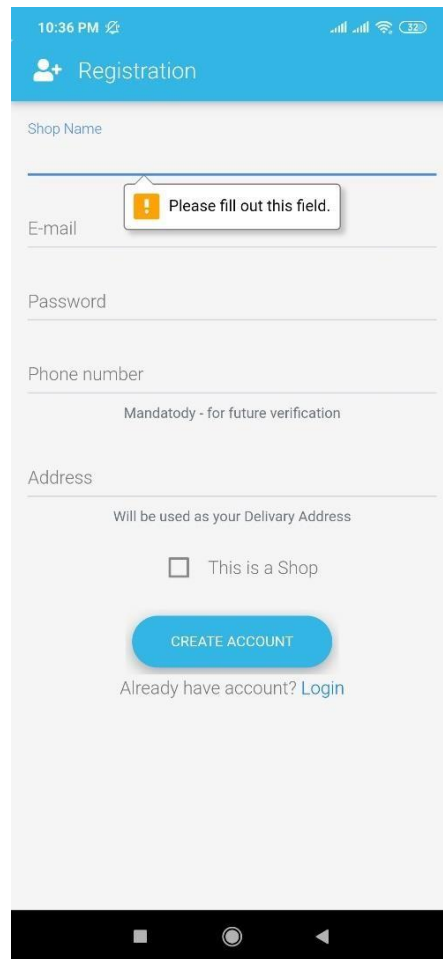


Figure 5.2.3: Validation text

If the user gives all the information's correctly then the app will let the user to go to the next page. The app has a onetime login system. Means the user don't need to login every times to login the system.

5.2.3. The Main Page (Seller)

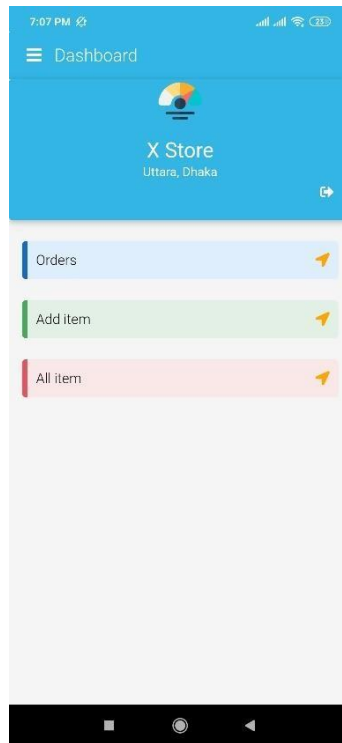


Figure 5.2.4: Main Page(Seller)

After a successful login this activity will arrive where seller can,

- Orders
- Add Item
- All Item

5.2.4.Orders

The “Orders” is a option where seller can see the order list which are orderd by customers. In order page, seller can see the order list with the customer name, order number,orderd products,total price and customer address.

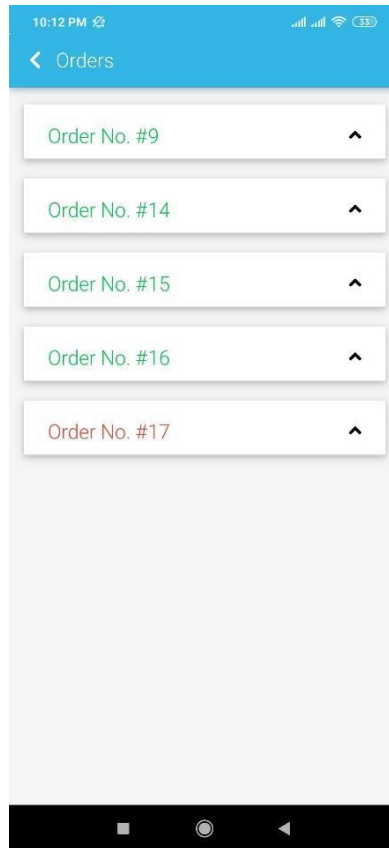


Figure 5.2.5: Order List

This step will prevent others to access in order list. In this page, seller can see the all orders which are made from different customers. When the order number is green that means the order is delivered. And the other side, When the order number is red that means the order is pending. After clicking on orders number, sellers can see the order details.

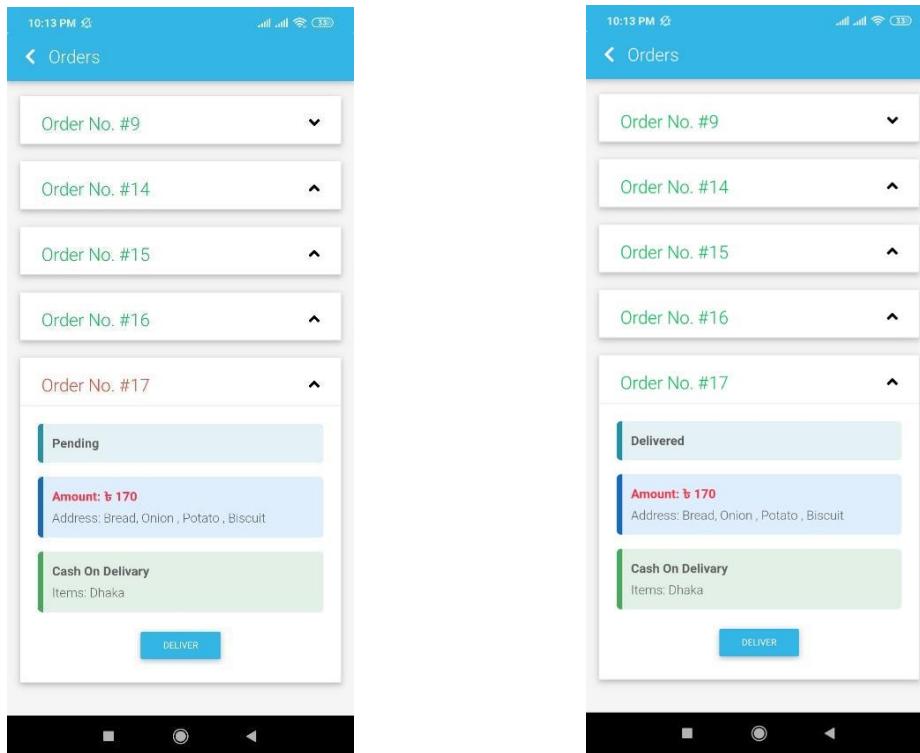


Figure 5.2.6: Sellers Activity (Order Deliver)

Here we can see an activity for the seller. After clicking the order number, seller can see the customer name, address, order item and the total item. Then, seller sends the order item to the customer's address and clicked on deliver button. After clicking on deliver button the status is shown that the order is delivered. Otherwise, the status is shown pending which is we seeing in the above pictures.

5.2.5. Add Item

The next option is 'Add Item'. This activity is only available for sellers. This activity is used to add the item on the product list. Seller can add the product's picture, product's price and product's description. Another option serviceable which is called 'Available' and 'Not Available'. If the product is available then seller should click on 'Available' option, otherwise seller should click on 'Not Available' option.

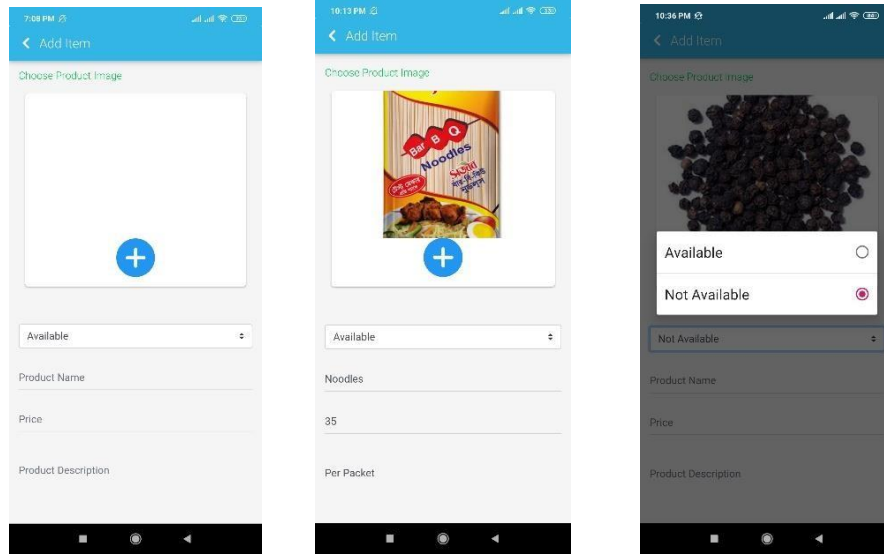


Figure 5.2.7: Adding Item

So these were the steps for the sellers for adding items.

5.2.6. All Item

In this option the seller can see their all adding item. After clicking on 'All Item' seller can see the all groceries which are adding by himself is shown in this page.

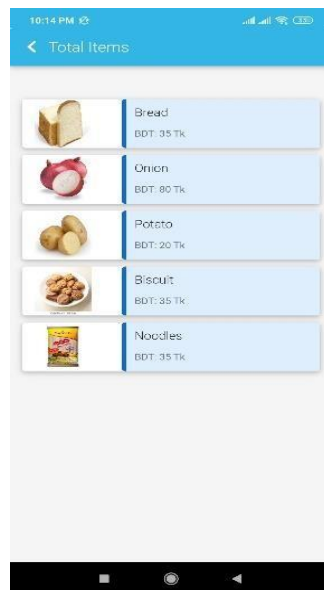


Figure 5.2.8: All Item

5.2.7. User Log In

Then the next step is for the customers whom are searching for grocery shop. For the log in, customer needs to complete the registration steps. For the registration customer needs to assign his name, email address, phone number and his location address. After completing the registration step, customer can able to log in this application.

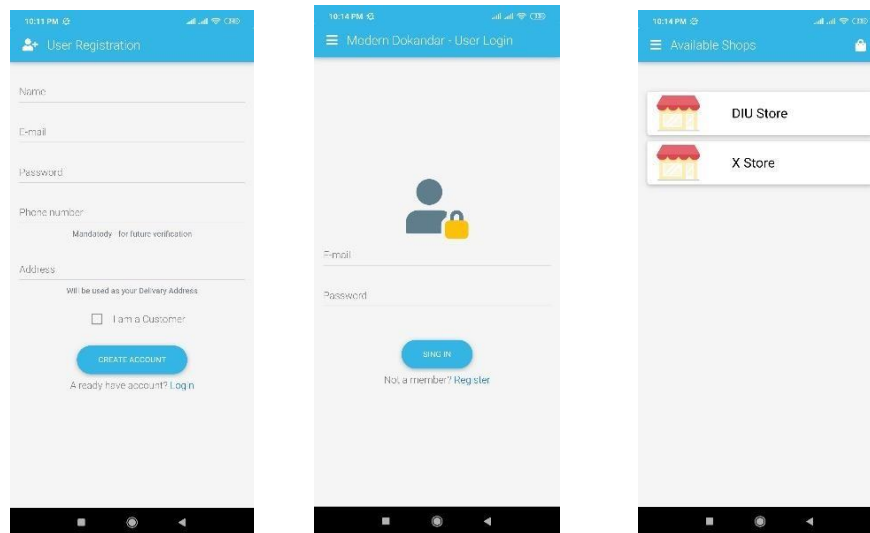


Figure 5.2.9: User Page

After passing this steps, customer can see the available shop for ordering the groceries by using this application. Then customer can choose their nearest shop for ordering groceries.

5.2.8. Available Products

After clicking on the available shop option, customer can see the available products of that shop. Then customer can see the details of groceries which are product's picture, product's price and product's quantity. Then customer can add their required groceries to the 'Cart' option for placing order.

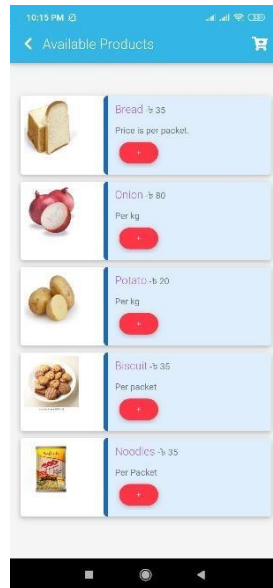


Figure 5.2.10: Available Products

This is how the available products will be shown in the activity.

5.2.9. Cart

After adding all the products in 'Cart' option, the price of all these products will be added in total and the total price will be shown in 'Cart' page. After all these customer should click on place order button for confirming his order. After clicking on place order button, customer orders will be confirmed and seller will get the notification of customer's order.

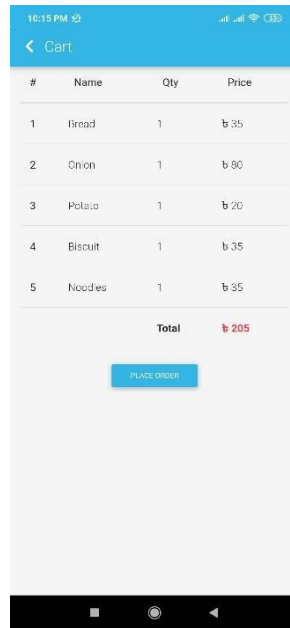


Figure 5.2.11: Cart

This is how the cart and place order will be shown in the activity.

5.2.10. Logging Out



Figure 5.2.12: Logging Out

The right arrow sign will help the seller to completely sign out from the application.

5.3 Implementation of interactions

About this application we tried to represent in more easier way for the users to use this application and interact with the application more easily & it's a light weight app to run in most of the devices. It has a huge range of devices to support including 4.4 to all the latest versions[3].

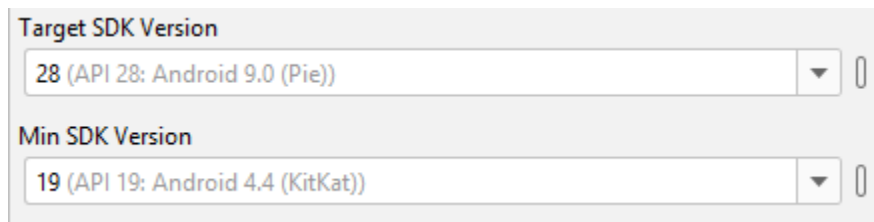


Figure 5.3.1: Version of Android Studio

5.4 Testing Implementation

Here is an image when we started the application if it has any error or not. We've tested in some the virtual devices and these are the devices.

Device Name	Login	Orders	Add Item	All Item	Deliver	Shop Selection	Add to Cart	Place Order	Logout
Samsung (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Samsung (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes
Xiaomi (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Xiaomi (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes
Realme (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Realme (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes

Device Name	Login	Orders	Add Item	All Item	Deliver	Shop Selection	Add to Cart	Place Order	Logout
Asus (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Asus (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes
Oppo (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Oppo (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes
Huawei (User)	Yes	No	No	No	No	Yes	Yes	Yes	Yes
Huawei (Vendor)	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes

Figure 5.4.1: Testing Implementation

5.5: Test result's and reports

The test report of the application is ver positive and we're glad cause we found 0% error's when we test it on so many devices like huawei,samsung,realme,xiaomi,oppo etc.This application running smothly in all of these devices.

CHAPTER 6

Conclusion and future scope

6.1 Discussion and Conclusion

Modern Dokandar application will be very helpful for a seller and customers. The difficulty of searching for grocery shop will be decreased. The sellers and customers will be able to do their works in an easier way and the relation between them will be good. We study on various techniques and algorithms that are likely to be chosen for our project, like as MySQL Authentication, MySQL Database system (Save and retrieve data), MySQL database save and retrieve codes, MySQL database reference and data snapshot, Constructors, Conditional logics. In conditional logic, we worked on data fetch algorithm. An offline-first architecture initially tries to fetch data from local storage and, failing that, requests the data from the network. Use MySQL for the database and use PHP to fetch the data from the database. After being retrieved from the network, the data is cached locally for future retrieval. File Chooser, Camera, Cache, Network Access for the permission We all know that, ordinary grocery shopkeepers are not so much educated. For that they are not comfortable with English language. Thinking about them, we want to make this application in Bangla version. And we also add a calculator in this application for shopkeeper. By this application customer can get ordinary groceries and shopkeepers also earn money comfortably. In future we will add more feature in this application. We hope that, sellers and customers has to be in a good relationship through this application.

6.2 Scope for Further Developments

In future we will upgrade our features and add some new features. We want to make this apps easier to use. We want to add google map on this application. If we add this feature, then customers can easily find out nearby grocery shop and the sellers also find out nearby customer. If the seller finds out nearby customer then it's easy for the home delivery for him. Then we all know that's; ordinary grocery shopkeepers are not so much educated. For that they are not comfortable with English language. Thinking about them, we want to

make this application in Bangla version. In upcoming, we will survey on sellers and customers for knowing their demands about online shopping. After knowing their demands, we will update this application with flexibility of use. For this we will make this apps as like as their requirements. In future, we will think about the location tracker for their benefit. It will help us to develop this apps as like their opinion.

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APPENDIX

Appendix A: Project Reflection

We started our project Fall 2018 to implement this “Modern Dokandar” application. We have to tried to make user-friendly interface of our project. We used android platform and android studio to make Modern Dokandar app. Android Studio is the official integrated development environment (IDE) for Android application development. It is based on the IntelliJ IDEA, a Java integrated development environment for software, and incorporates its code editing and developer tools. And for database we use MySQL database. It’s Real-time provides a real-time database and backend as a service. The service provides application developers an API that allows application data to be synchronized across clients and stored on MySQL. Build apps fast, without managing infrastructure. MySQL gives you functionality like analytics, databases, messaging and crash reporting so you can move quickly and focus on your users. The features of project are add price list, edit price list, modify price list, and owner’s link. This android app will help sellers and customers to do their work easily. To implement this android application first of all we sketch our app interface. After a long journey and hard work finally, we able to reach our goal.

Appendix B: Related Issues

To implement our proposed application at first, we sketch our app design in the paper and we draw some models of our project like business process modeling, use case modeling, logical data model etc. We found many apps like Sodaipotro, Daraz Online Shopping, Meena Click. But we could not find any app like our application. Our apps is totally uncommon. We make this app for the specific area where the ordinary grocery sellers make their own account with their shop address, grocery product and price list and the customers can buy any type of grocery product easily by using this application. Some features of our application are little bit same with another application. But the maximum features are different. In future we will add more feature in this application.

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