

“Supply 365” Mobile Application for E-commerce Service



**DAFFODIL INTERNATIONAL
UNIVERSITY DHAKA, BANGLADESH**

“Supply 365” Mobile Application for E-commerce Service BY

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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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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “**Supply 365**”, submitted by PULOK BISWAS, ID No: 181-15-11244 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 and approved as to its style and contents. The presentation has been held on 4th January

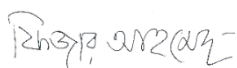
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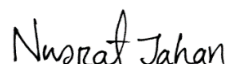
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DECLARATION

I hereby declare that, this project has been done by me under the supervision of **Shah Md. Tanvir Siddiquee, Assistant Professor, 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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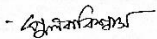
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ABSTRACT

Every day people using many kinds of e-commerce app and website for buying their necessary products and goods. People are selling products on e-commerce website or app. Many of the e-commerce services are either B2B or B2C. Only two or three app use both platform. Most of these android apps are confusing and default to use. They show irrelevant products. Sometimes vendors are not authorized by the platform. They sell products on various price. Hence, they are not authorized, some of them sell fake products. Modern marketing is more than just offering products online. On the other hand, increasing internet access to various devices has made it easier for them to browse and complete online transactions. For example, mobile e-commerce with web browsers and dedicated apps increases, which means more and more people choose to shop and shop on the go. While this opens up an excellent opportunity for retailers to interact with consumers, competition is fierce. With the help of my application will collaborate with local business so that the local market won't get disrupt. This app will authorize every vendor and distributor. So that they can't deliver wrong products. All product will be verified by admin, this will help to terminate irrelevant advertisement. Then admin will approve them and their products. Which allows a buyer to easily order goods by observing all the information. Admin can control all the work of the database. If the user comments on any topic, the admin will be able to reply. Customer can select payment option then confirm the order. Order will transfer by admin and confirm by vendor or distributor. After confirmed order customer will get an invoice in his email. It will develop business relations and cost-effective.

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Chapter 1

1.1 Introduction

Supply 365 is an e-commerce android application. Ecommerce, or electronic commerce, refers to transactions conducted via the internet. Every time individuals and companies are buying or selling products and services online, they're engaging in ecommerce. In this application business transactions occur either as business-to-business (B2B), business-to-consumer (B2C). Ecommerce is often used to refer to the sale of physical products online, but it can also describe any kind of commercial transaction that is facilitated through the internet. Some e-commerce is only following business-to-business model and some are following business-to-consumer also few of website are following both. In this android application are following business-to-business and business-to-consumer together. Where vendor can buy goods from distributor as wholesale market and normal customer can buy product from vendor. A vendor can sell product to customer also a distributor can sell goods to vendor or another distributor. This application will make business model more easier and time saving. If someone are vendor or distributor want to use this application they should take permission from admin but a normal customer can easily use this application with email, phone number and password then he/she will get fully access to buy products. Anyone can easily use this application with all kinds of usable smart phones and internet access devices.

1.2 Motivation

Every day people using many kinds of e-commerce app and website for buying their necessary products and goods. Someone is selling products on e-commerce website or app. Many of e-commerce service are either B2B or B2C. Few of them are follow business type B2C and B2B both. But in our country, many of B2B and B2C e-commerce are website base. Only two or three app are use both. Most of these android apps are confusing and default to use. They show irrelevant products. Sometimes vendors are not authorizing by

the platform. They use products on various price. Hence, they are not authorized, some of them sell fake products. This platform attracts customer by offering unreasonable rate of discount. So, they fixed the price above the market rate. Some apps like E-valy, Alisha Aart, E-orange tried to unethically shatter local market. Product delivery system of these platform are so fragile that sometime they deliver wrong products. Modern marketing is more than just offering products online. On the other hand, increasing internet access to various devices has made it easier for them to browse and complete online transactions. For example, mobile e-commerce with web browsers and dedicated apps increases, which means more and more people choose to shop and shop on the go. While this opens up an excellent opportunity for retailers to interact with consumers, competition is fierce. With the help of my application will collaborate with local business so that the local market won't get disrupted. This app will authorize very vendor and distributor. So that they can't deliver wrong products. All product will be verified by admin, this will help to terminate irrelevant advertisement.

1.3 Objective

The main objective of Supply 365 E-commerce Service is to make a faster and smarter way to receive and deliver ordered products. My mobile application will serve as a B2B and B2C e-commerce platform. It is currently developed for android devices up to android 8 supported devices.

- Developing Business Relations
- Cost-effective Management
- Enhances the Efficiency of Services
- Sustaining Existing Customers
- Responsive E-Commerce App

1.4 Expected Outcomes

Supply 365 is an android application where a customer can easily buy products from vendor and vendor can easily buy products from distributor also a distributor can buy and sell from another distributor. A vendor or a distributor can easily do business with this e-commerce android application but at first admin should accept their request. Once distributor completes his profile, vendor and admin will be able to see his profile and products on brand shop option. Also, when a vendor completes his profile, customer and admin will be able to see his profile and products on this application. Every type user can message to admin for any complain they have but user cannot message each other's. The admin will be able to provide all the products and highlight. For that vendor and distributor should give their products details, picture and price to admin and confirmed their identity for business. Then admin will approve them and their products. Which allows a buyer to easily order goods by observing all the information. Admin can control all the work of the database. If the user comments on any topic, the admin will be able to reply. Admin can post any news and user can comment and react on this. Customer offer and vendor offer will be different. User can search product also can find products by categories. A customer can give review to the products and add to cart, wish list. From cart option user will select one or more product and how many they want then click on order. Customer can select payment option then confirm the order. Order will transfer by admin and confirm by vendor or distributor. After confirmed order customer will get an invoice in his email.

1.5 Project Management and Finance

In our country lot of are B2B or B2C some are both. But most of these android apps are confusing and default to use. They show irrelevant products. Sometimes vendors are not authorizing by the platform. They use products on various price. Some apps tried to unethically shatter local market. So, they fixed the price above the market rate. But in my application will collaborate with local business so that the local market won't get disrupt. This app will authorize very vendor and distributor. So that they can't deliver wrong products. All product will be verified by admin, this will help to terminate irrelevant advertisement. It will develop business relations and cost-effective. I used here Java, Material UI, Jetpack,

View Binding, Google cloud platform, Google Map and Firebase. In this mobile application user will get lots of feature like home, hello banners, recent product, all vendors/suppliers, today's best deals, main menu, bottom menu, nearest vendors/suppliers view in map, all products endless scroll, messages, brand shops, profile, cart functionalities, checkout, wish list, search products, offer products display, wallet functionality (cashback)coupon feature, check app updates, review product. And vendors/distributors will get all core features are available, vendor/distributor panel, manage products, order request, special offer for vendors.

1.6 Report Layout

Chapter 1: Introduction

In this chapter I will discuss about project Introduction, Motivation, Objective and also discuss as regards the Expected Outcome.

Chapter 2: Background

I discuss about foundation of our project and literature review with competitor details. I also present in regard to the current features of restaurant app and what we make.

Chapter 3: Requirement Specification

For this project I should have some requirements in our system and device. Also need the application buildup. All things related with those discuss in this section.

Chapter 4: Design Specification

In this chapter I essentially converse the project back-end Design & front-end design, UX & interaction design and also talk about the requisite of implementation.

Chapter 5: Implementation and Testing

In this section I will discuss about our hardware device and its design implementation. All the required device module will be discussed.

Chapter 6: Impact on Society, Environment and Sustainability

In this section I will discuss about Impact on Society, Environment and Sustainability.

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Chapter 2

Background

2.1 Introduction Preliminaries/Terminologies

We get several ecommerce apps in our daily life. But in this application user will get B2B(business-to-business) and B2C(business-to-consumer) service in one place. Here a user can be a vendor who can add products on his panel and buy from distributor. Also, a distributor can add product in less price and he/she can also buy product from another distributor. But a customer can only search products and buy from vendor. Customer can select products and vendor according their will. My app work with Internet connection and Firebase. I develop this application by conducting Android Studio. Here I used Java (Android Studio), Material UI, Jetpack, View Binding, Google cloud platform, Google Map, as much the coding language and also use firebase-based database.

2.2 Related works

As a B2B and B2C e-commerce app, I had many commercial competitors in our country. Likes evaly, alisha mart, e-orange, daraz etc. Some apps are doing B2B and some of them are doing b2C. I focused on B2B and B2C both. And my app will be better and unique from others. With the help of my application will collaborate with local business so that the local won't get disrupt. This app will authorize very vendor and distributor. So that they can't deliver wrong products. All product will be verified by admin, this will help to terminate irrelevant advertisement. Also, all order will be transfer to vend by admin. So that payment system will be secure.

2.3 Comparative Analysis

In our country, many [1]are website base. Only two or three app are use both. Most of these android apps are confusing and default to use. They show irrelevant products. Sometimes vendors are not authorizing by the platform. They use products on various price. Hence, they are not authorized, some of them sell fake products. This platform attracts customer by offering unreasonable rate of discount. Some apps like evaly, alisha mart, e-orange tried to unethically shatter local market. So, they fixed the price above the market rate. Product delivery system of these platform are so fragile that sometime they deliver wrong products. With the help of my application will collaborate with local business so that the local won't get disrupt. This app will authorize very vendor and distributor. So that they can't deliver wrong products. All product will be verified by admin, this will help to terminate irrelevant advertisement.

2.4 Scope of the problem

This is a porotype of supply 365 e-commerce android application. If a user wants to use online payment, they can't make it. Because for making Online Payment Gateways I need permission from ssl and huge amount money. But In future I will update the payment system. If users are more than 0.1 million then this app can be crush. For that I will buy a paid server in future. I have tried to accomplish the necessity of buyer and seller hence they use it very easily. Some access should be required.

- Internet connection needed.
- User must need to install app.
- Must need android device.
- Must be register in the app.
- Must need login permission.

2.5 Challenges

I learned several things during this project. At first, I have learned mobile application development on android studio. I've also learned java. Java is an official language of android studio which is also most demanding language. To design the application UI, I also learn XML. I faced several bug and error during this project. This was the hardest part in this project that was solved later. As e-commerce app there should be a map so that I learn about Google cloud platform, Google Map. And for database I learn Firebase. I face several errors during connecting database and google map to connect to android st

Chapter 3

Software Requirement Specification

3.1 Business Model Business Process Modeling

As this is a prototype project version, we did not think and make our business model yet. In future we will think about business model design. In final product version that will be included.

3.2 Requirement Collection and Analysis

To execute a program there are some rule or requirement which is most important. Without completing this requirement, a program cannot run smoothly. So, we must have followed some requirement.

User as a Customer/ Vendor/ Distributor/Admin:

- Internet Connection Smart Phone
- The apk should be install in the phone
- The user must do registration and login permission in application

Software Requirements:

- Android studio IDE
- Android virtual Device
- Arduino IDE
- Database: firebase
- Operating system: Windows

Hardware Requirements:

- Android supported device
- Configure configuration

- Ram-8GB (recommended)
- HDD-500 (recommended)
- Processor-1.5GHz (min)

Technology Requirements:

- Java
- Material UI
- Jetpack
- View Binding
- Google cloud platform
- Google Map
- Firebase

Analysis:

As this application need Login permission and internet connection. The user must insert valid information for sign up and log in, then he/she can access the application and request for product order. Without internet and permission this application will not work after sending a request. The customer has to wait for the vendor response and vendor has to wait for distributor response. As admin can see the list of table number where send the request. My project is a mobile application for building a mobile application I choice android studio IDE. And Android virtual Device, Arduino IDE for run the project. For database I choice firebase cause it's free and easy to connect and edit. For frontend use xml, material UI, and for plugging I used android jetpack. View binding for Data Binding offers some more options like Binding Expressions, which allows us to write expressions the connect variables to the views in the layout. And for map option I use google map help and geocoding by latitude and longitude.

3.3 Use Case Modeling and Description

In software engineering Use Case design have widely used. Defining the interactions between list of event steps a role (known in the Unified Modeling Language (UML) as an actor and a system to achieve a goal. The design contains at least one to more actor and events. It was introduction by Ivar Jacobson in 1992. Interaction between an “actor” and the system is the behavior of Use Case diagram. Each use case includes three main elements: Actor, System and goal. Actors are the users outside the system that interact with the system. System is described by functional requirements that define an intended behavior of the product. And the purposes of the interaction between the users and the system are outlined as goals.

I get this idea from a lots of e-commerce website and app, in this application has four types of users where three panel are Customer, Vendor and Distributor. Fourth panel for admin. In this application customer will buy product from vendor and vendor can buy product from distributor. It's a B2B and B2C e commerce. So, I decided to make this app to help customer, vendor and distributor in one platform. where user need to sign up and login first. Then user can find Products offer, vendor panel, map, best product, order products message option wish list and cart option and also home page and lots of panel.

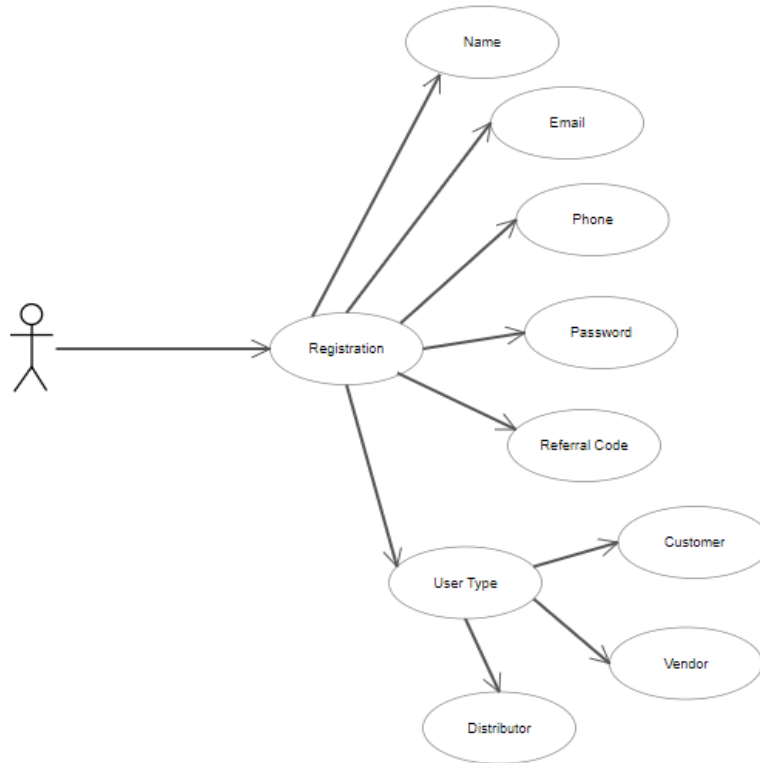


Figure 1: Use case diagram for Registration

Use Cases Details

Use Case Name: Sign Up (For Register)

Precondition: None

Actor: User

Primary Path:

1. Enter Name
2. Enter Email Address
3. Enter Phone Number
4. Enter Referral Code (optional)
5. Enter Password
6. User Type (Customer, vendor, Distributor)
7. Click “Sign Up”; button

Exceptional Path: Invalid Name, Email, Phone number then back to step 1 or 2 or 3.

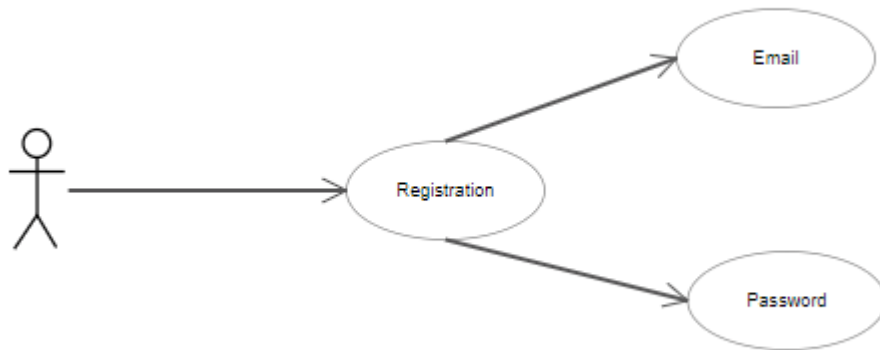


Figure 2: Use case diagram for Login

Use Case Details

Use Case Name: Login

Precondition: Must have registered /authentication

Actor: User

Primary Path:

1. Enter Email Address
2. Enter Password
3. Click "Login" button

Exceptional Path: Invalid Email/Name, Password then back to start.

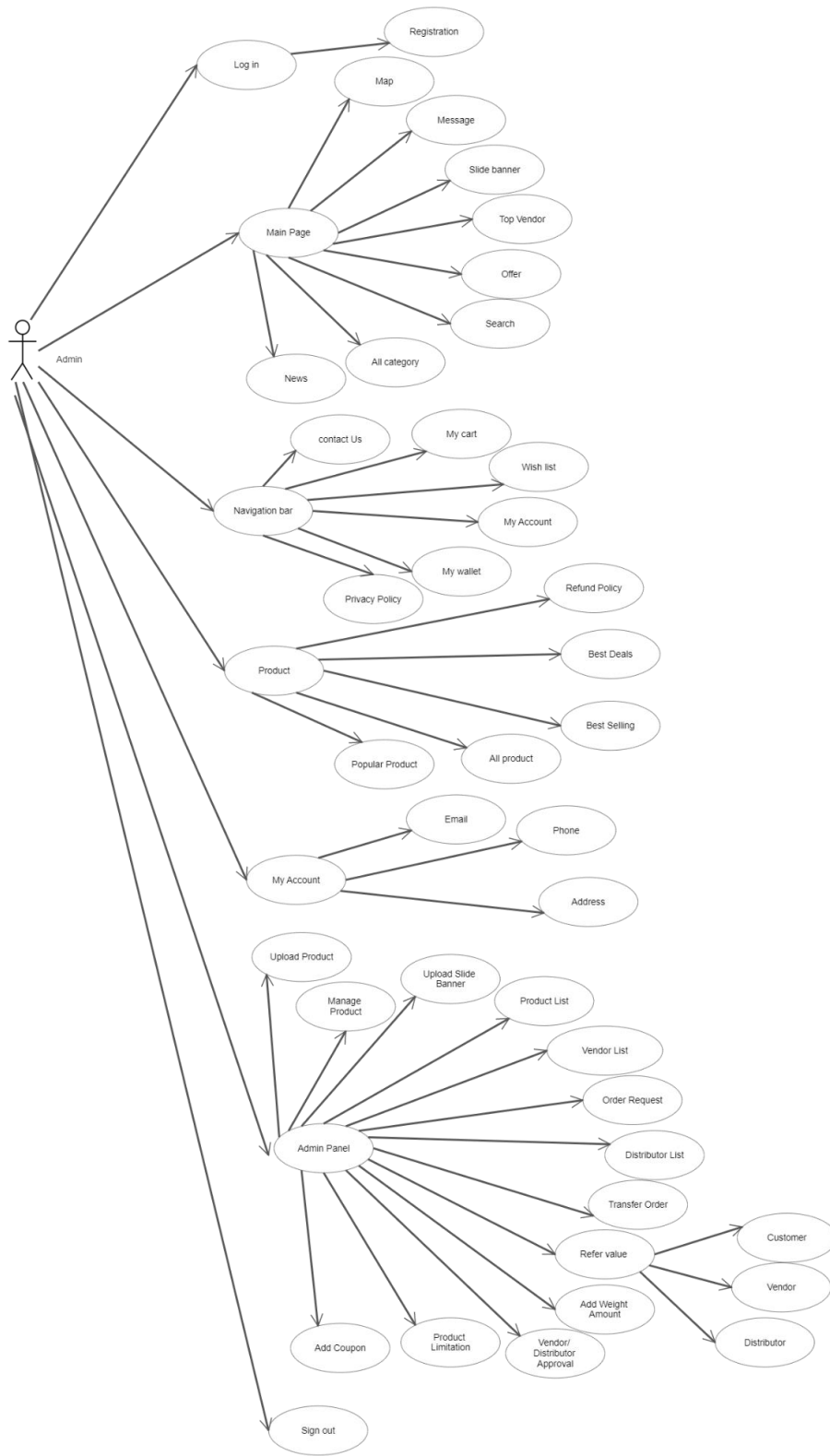


Figure 3: Use case diagram for Admin

Use Case Details

Use Case Name: Admin

Precondition: Must have registered /authentication

Actor: Admin

Primary Path:

1. Enter Login
2. Edit Main Page
3. Edit and Create Category or Sub category
4. Edit or Create Product and details
5. Approve User (Vendor, Distributor)
6. Make News
7. Create Offer
8. Manage Product list
9. Manage vendor list
10. Manage Order
11. Create Referral Value
12. Add coupon
13. Manage Product limitation
14. Click "Sign Out" button

Exceptional Path: Invalid Email/Name, Password then back to start.

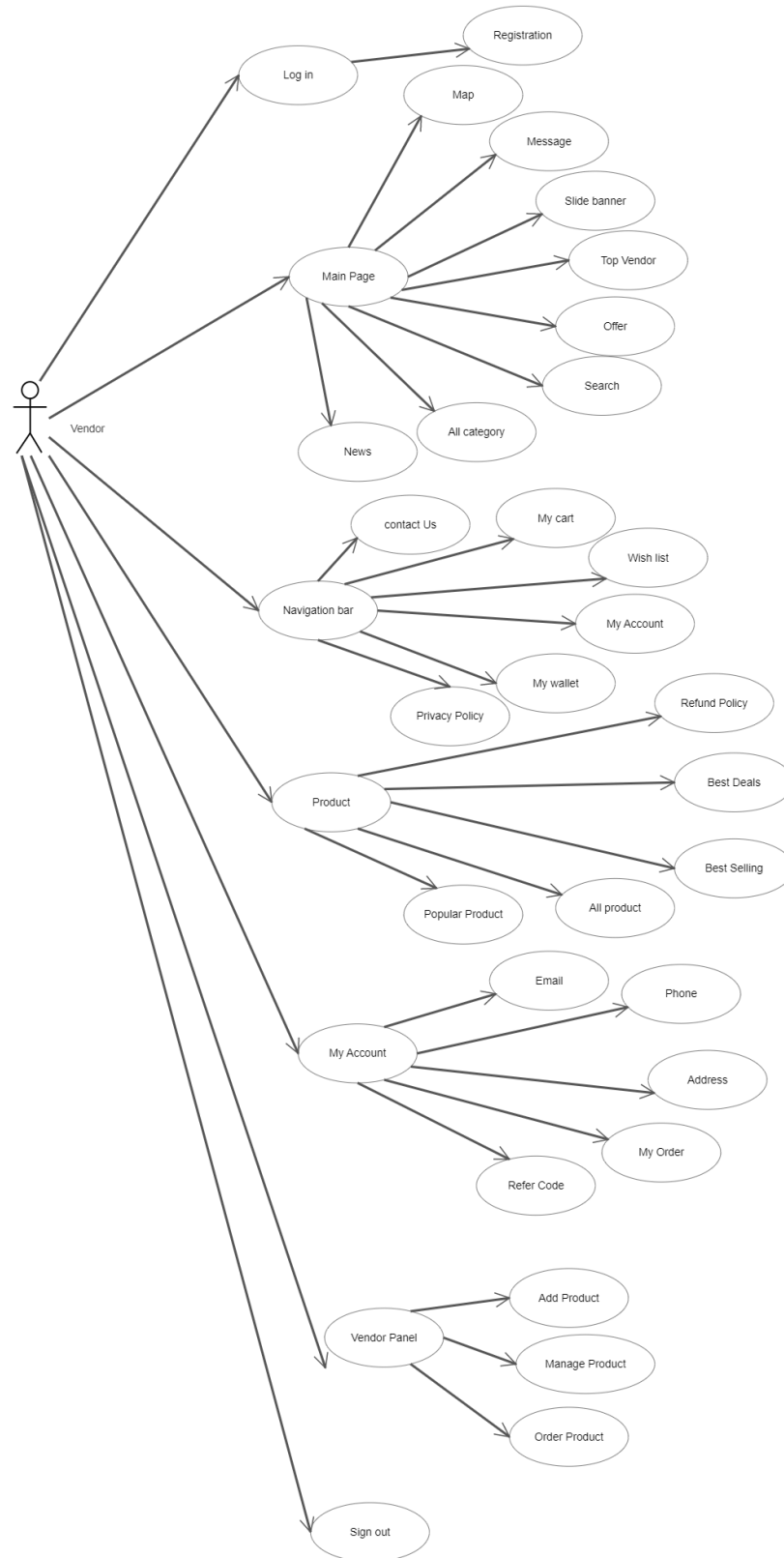


Figure 4: Use case diagram for Vendor

Use Case Details

Use Case Name: Vendor

Precondition: Must have registered /authentication

Actor: Admin

Primary Path:

1. Enter Login
2. Read News
3. Access Offer
4. Access Main page
5. Edit address
6. Make Order
7. Select Product to wish list
8. Select Product to cart
9. Add Product
10. Click "Sign Out" button

Exceptional Path: Invalid Email/Name, Password then back to start.

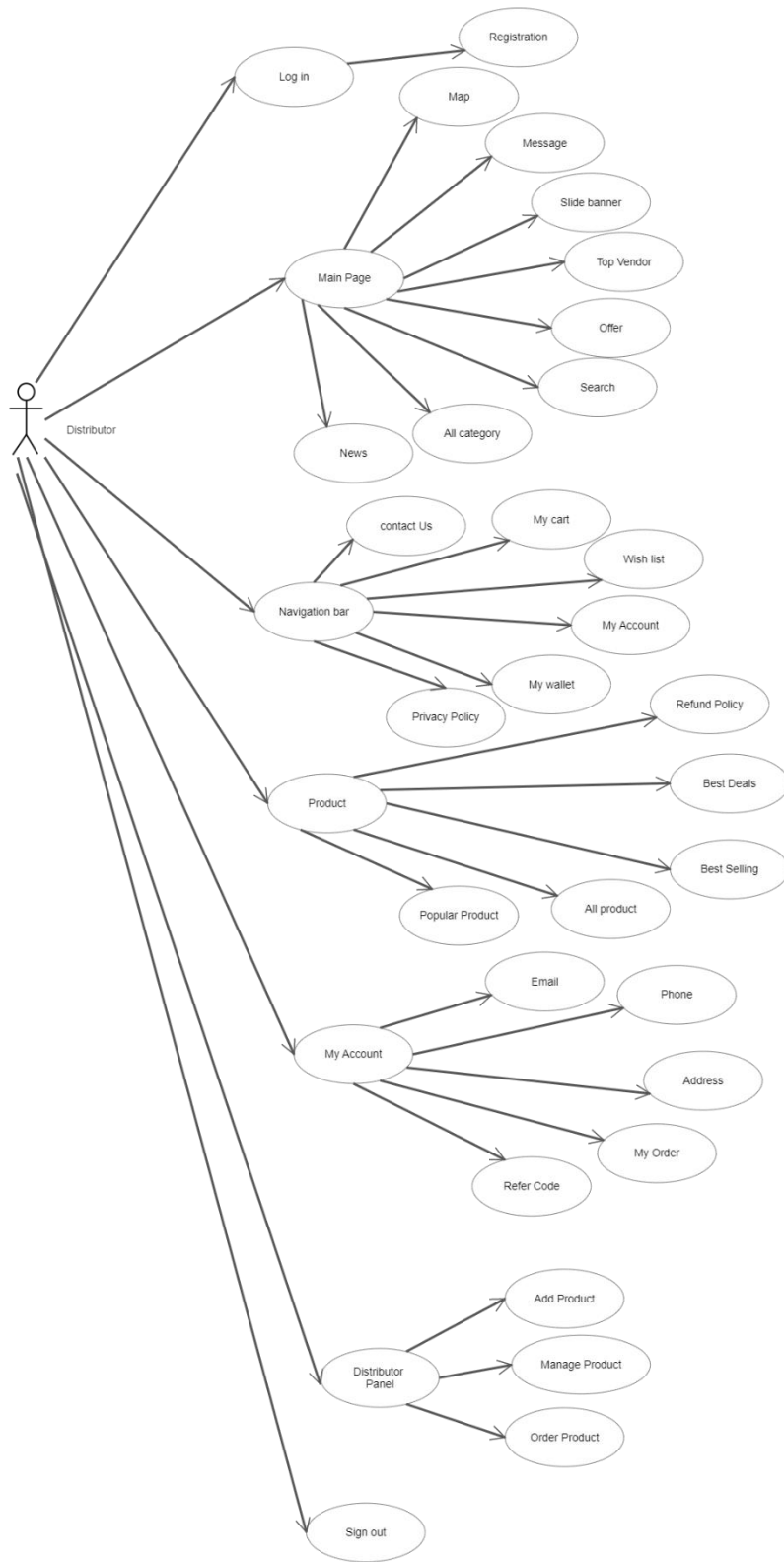


Figure 5: Use case diagram for Distributor

Use Case Details

Use Case Name: Distributor

Precondition: Must have registered /authentication

Actor: Admin

Primary Path:

1. Enter Login
2. Read News
3. Access Offer
4. Access Main page
5. Edit address
6. Make Order
7. Select Product to wish list
8. Select Product to cart
9. Add Product
10. Click "Sign Out" button

Exceptional Path: Invalid Email/Name, Password then back to start.

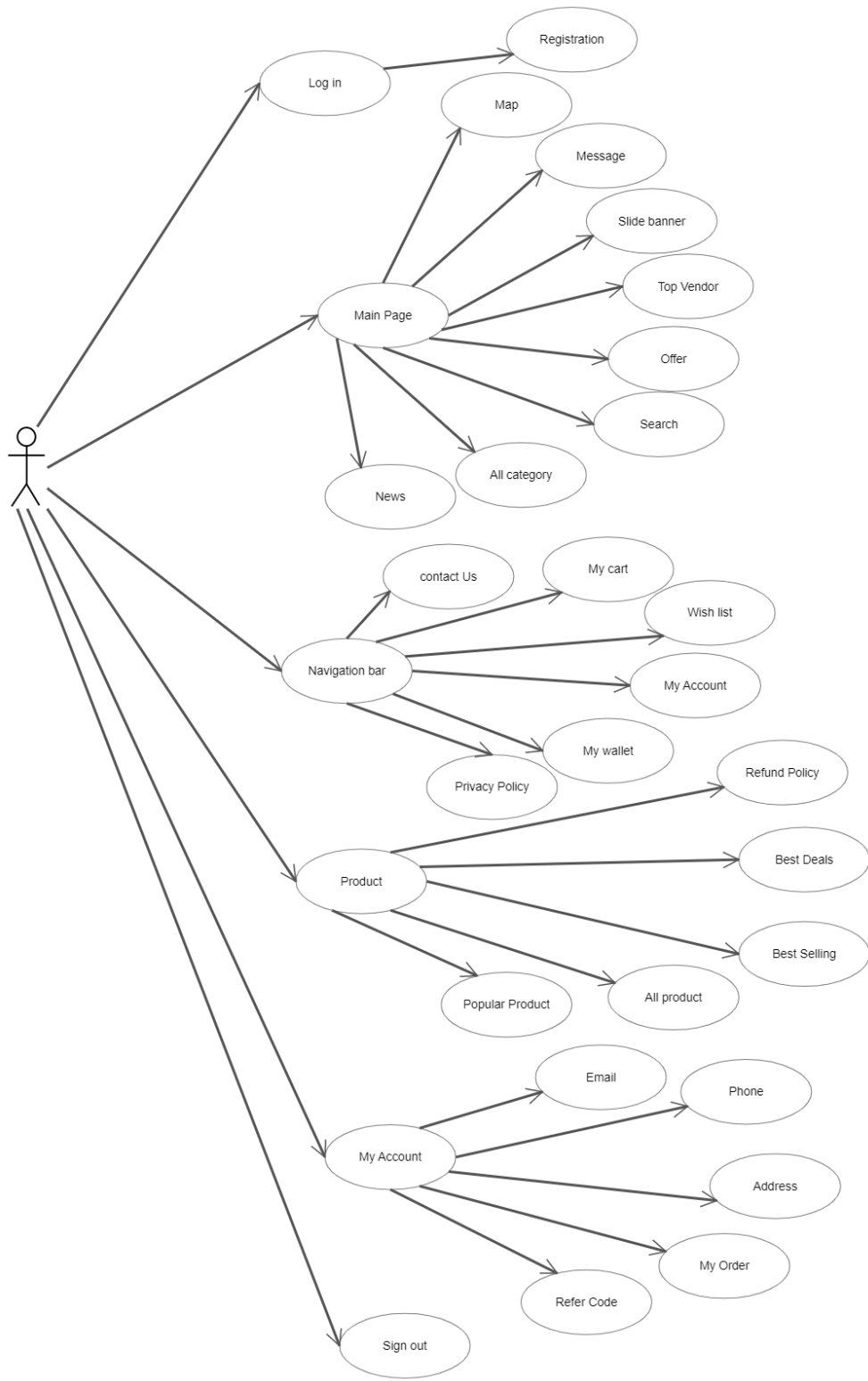


Figure 6: Use case diagram for Customer

Use Case Details

Use Case Name: Customer

Precondition: Must have registered /authentication

Actor: Admin

Primary Path:

1. Enter Login
2. Read News
3. Access Offer
4. Access Main page
5. Edit address
6. Make Order
7. Select Product to wish list
8. Select Product to cart
9. Click "Sign Out" button

Exceptional Path: Invalid Email/Name, Password then back to start.



Figure 7: Use case diagram for Order

Use Case Details

Use Case Name: Order

Precondition: Must have registered /authentication

Actor: Admin

Primary Path:

1. Enter Login
2. Search Products
3. Access Offer

4. Select Product to wish list
5. Select Product to cart
6. Make Order
7. Make Payment
8. Click “Sign Out” button

Exceptional Path: Invalid Email/Name, Password then back to start.

3.4 Logical Data Model

In Figure 5 is the Logical Data Model or ER Diagram of this mobile application is representing the relationship among the entities (Entities are: Registration, Login, Admin, Main Page, Vendor, Distributor, Customer, Order, Products, Navigation bar)

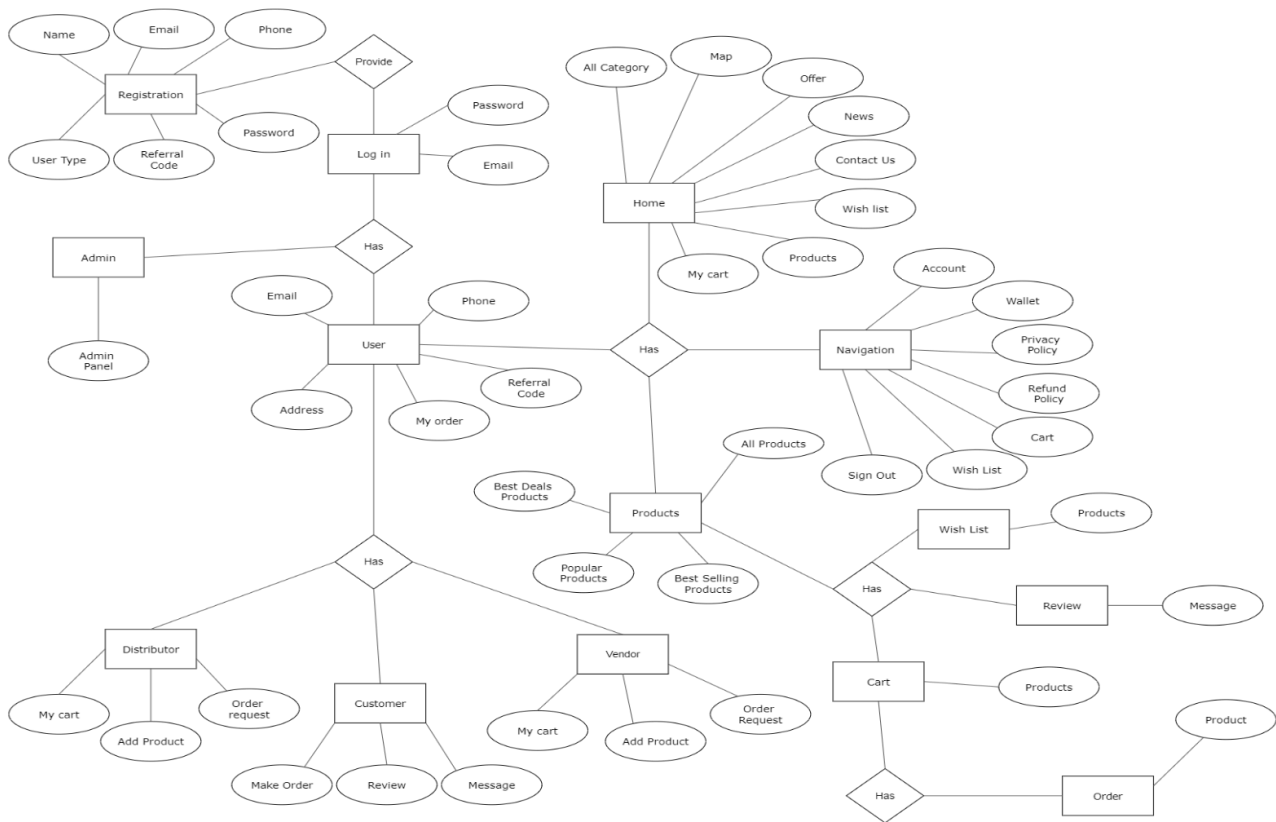


Figure 8: ER Diagram

Sequence Diagram

A sequence diagram is a type of interaction diagram because it describes how—and in what order—a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process. Sequence diagrams are sometimes known as event diagrams or event scenarios.

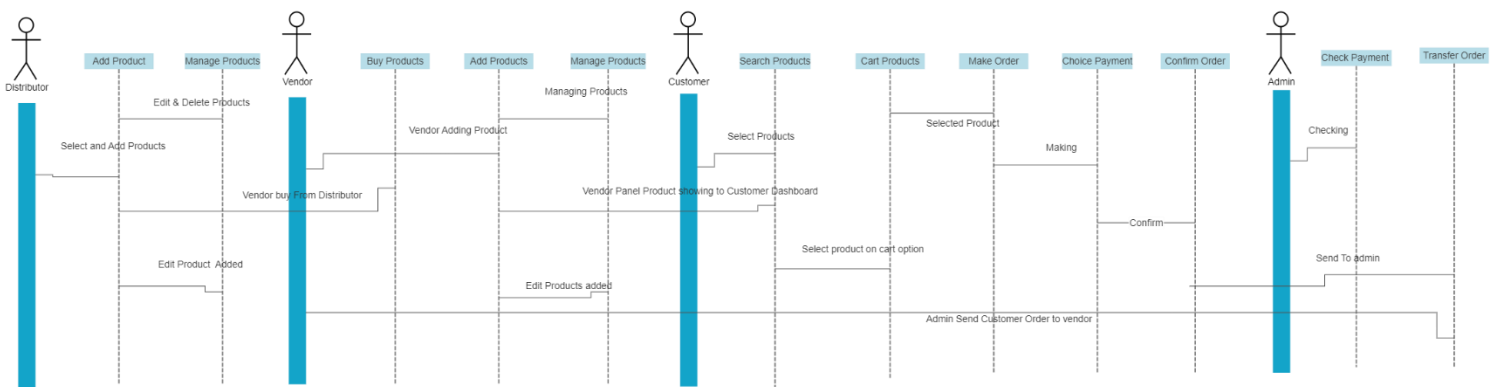
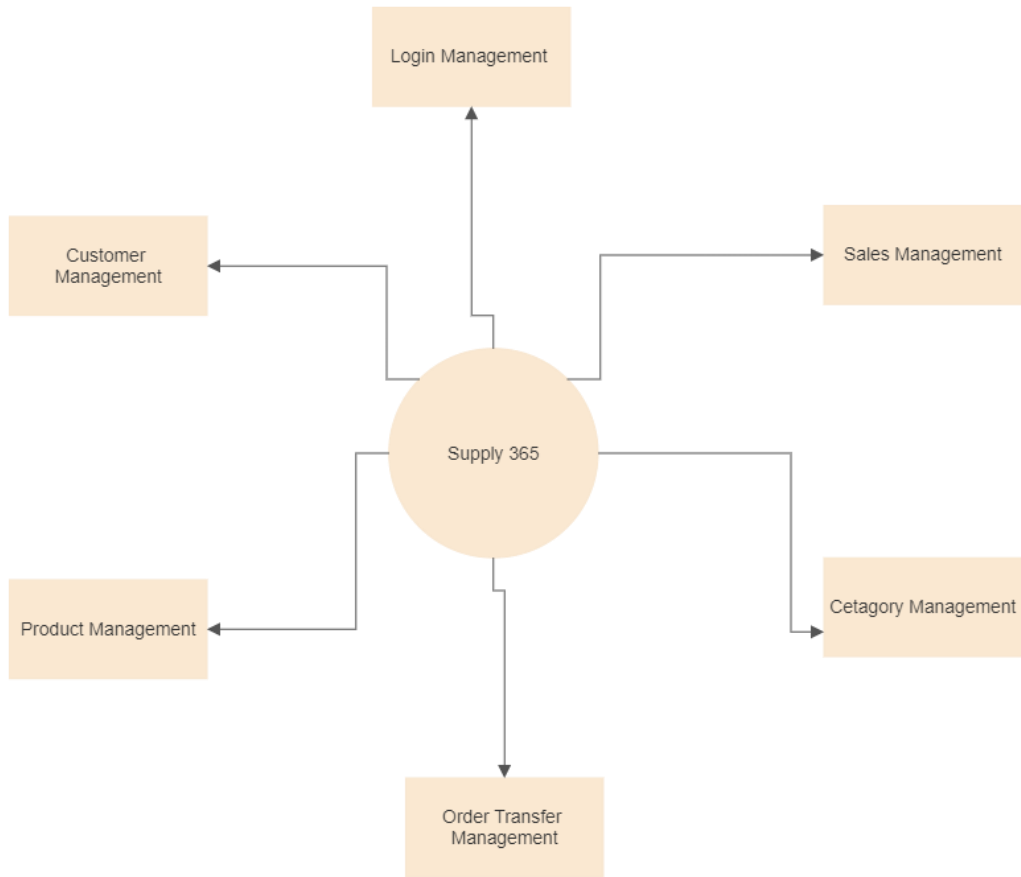


Figure 9: Sequence Diagram

Data Flow Diagram:

DFD is the abbreviation for Data Flow Diagram. The flow of data of a system or a process is represented by DFD. It also gives insight into the inputs and outputs of each entity and the process itself. DFD does not have control flow and no loops or decision rules are present. Specific operations depending on the type of data can be explained by a flowchart. Data Flow Diagram can be represented in several ways. The DFD belongs to structured-analysis modeling tools. Data Flow diagrams are very popular because they help us to visualize the major steps and data involved in software-system processes.



Zero Level DFD

Figure 10: Zero Level DFD

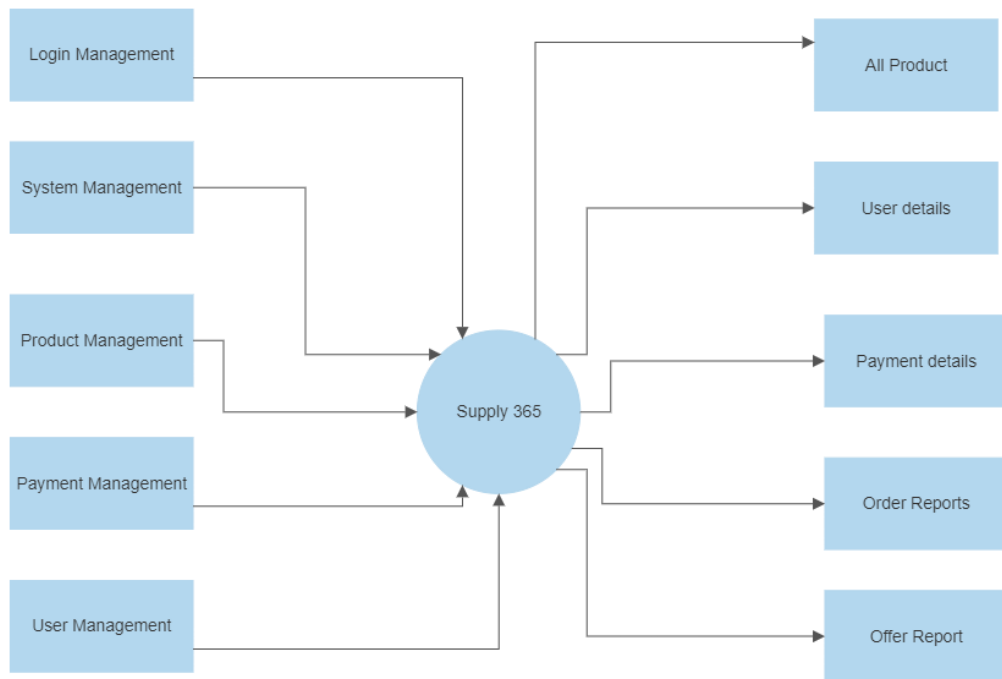
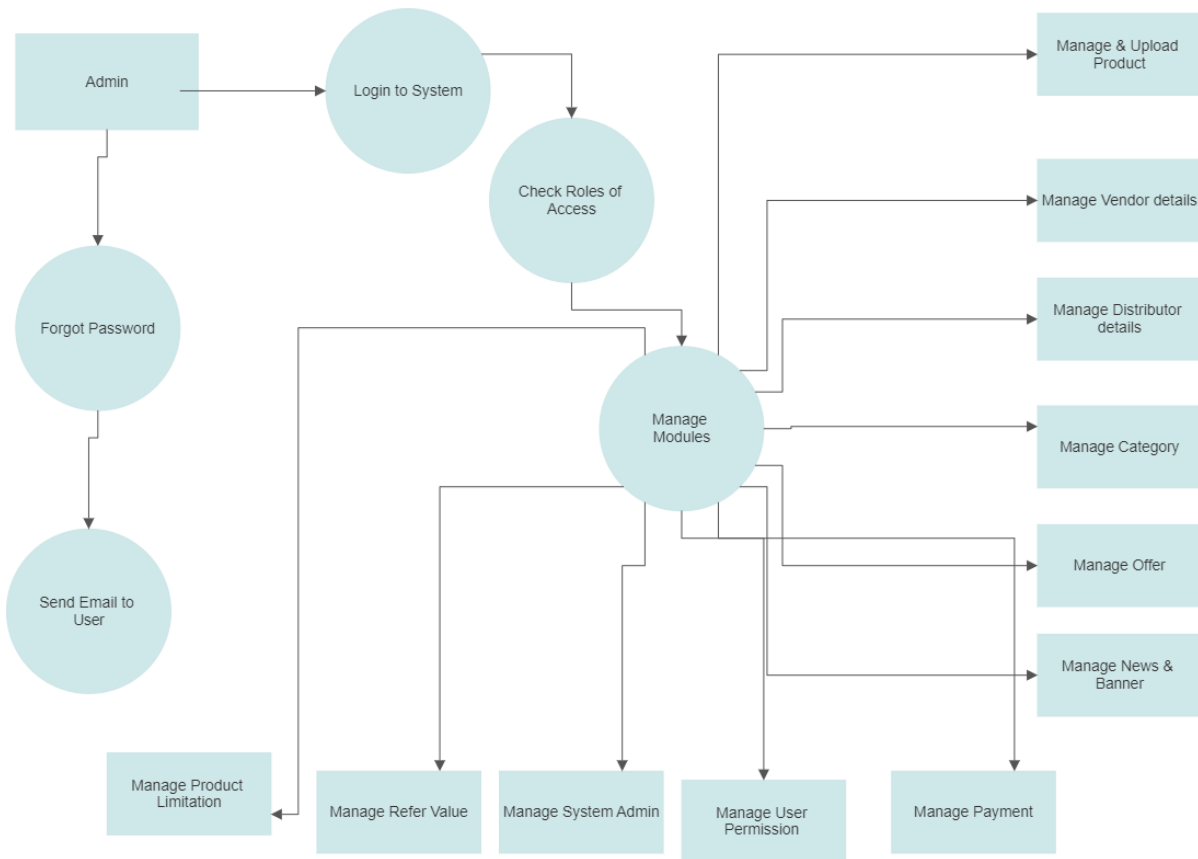


Figure 11: First Level DFD

First Level DFD



Second Level DFD

Figure 12: Second Level DFD

3.5 Design Requirement

Core Features:

- Home
- Hello Banners
- Recent Product
- All vendors/suppliers
- Today's Best deals
- Main Menu
- Bottom Menu
- Nearest Vendors/suppliers view in map
- All products endless scroll
- Messages

- Brand Shops
- Profile
- Cart functionalities
- Checkout
- Wishlist
- Search Products
- Offer Products display
- Wallet Functionality (Cashback)
- Coupon Feature
- Check App updates
- Review Product

Vendors:

- All core features are available
- Vendor panel
- Manage Products
- Order Request
- Special offer for vendors

Suppliers:

- All core features are available
- Suppliers panel
- Manage Products
- Order Request

Admin:

- Hello Banner Upload
- Upload Product
- Manage product
- Manage order
- Transfer order depending on location
- Manage order
- Product list
- Vendor list
- Distributor list
- Coupon creates
- Search option all list
- Refer system integration (different method for user, vendors and suppliers)
- Vendors, Suppliers Approval
- Message Reply
- Payment Confirmations

Chapter 4

DESIGN SPECIFICATION

4.1 Front End Design

Splash Screen

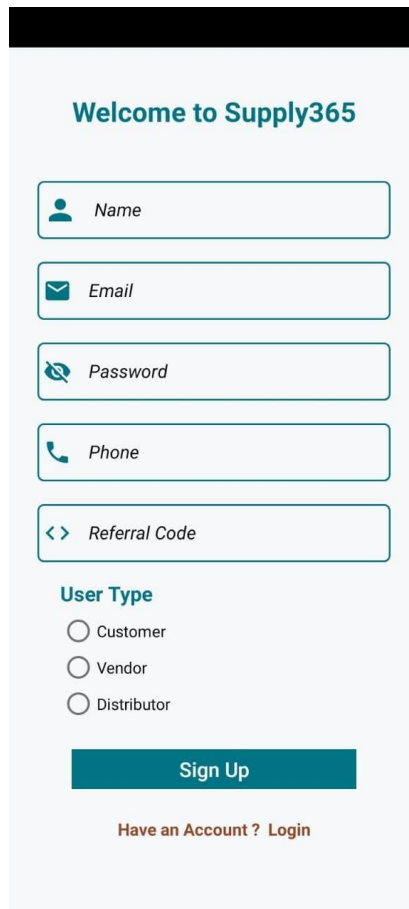
We design a splash screen as a welcome page



Figure 13: Splash Screen

Sign Up Page

Firestore authenticate signup need to enter in this application. Required information (1) Name, (2) Email, (3) Phone (4) Password (5) Referral Code (6) User Type then user should Click on “Sign Up” button. Then user get a verification email. If user type is vendor or distributor then admin will confirm them. for completing the registration process. To ensure successful registration you will get a Email.

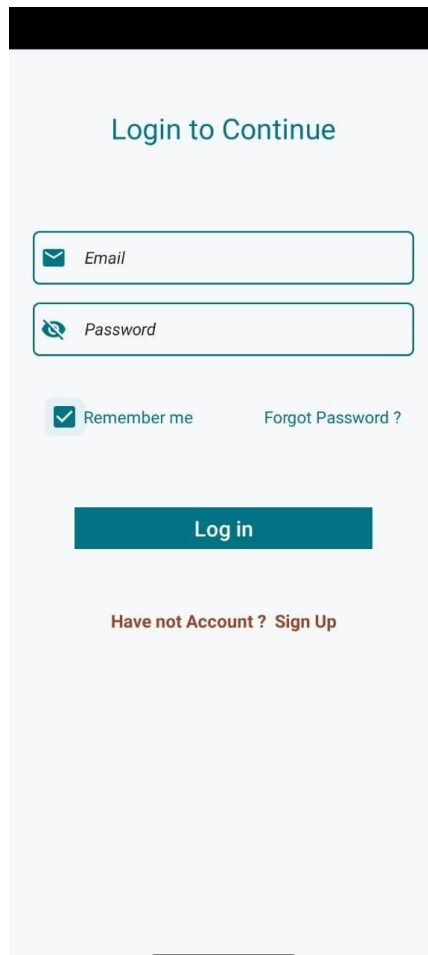


The image shows a mobile registration page for Supply365. At the top, there is a black header bar. Below it, the text "Welcome to Supply365" is displayed in a teal font. The registration form consists of several input fields, each with a teal border and a corresponding icon: a person icon for "Name", an envelope icon for "Email", a key icon for "Password", a phone icon for "Phone", and a code icon for "Referral Code". Below these fields is a section titled "User Type" with three radio button options: "Customer", "Vendor", and "Distributor". At the bottom of the form is a teal "Sign Up" button. Below the button, there is a link that says "Have an Account ? Login".

Figure 14: Registration Page

Login Page

After successful registration you will get login option. For login, must need to Email and password and click the “Login” button. Also get Forget Password and register option if you have not registered yet.



Login to Continue

Email

Password

Remember me [Forgot Password ?](#)

Log in

Have not Account ? [Sign Up](#)

Figure 15: Login Page

Home Page

If a User are not login or registrar in the application, he/she can see the home page like figure 16.

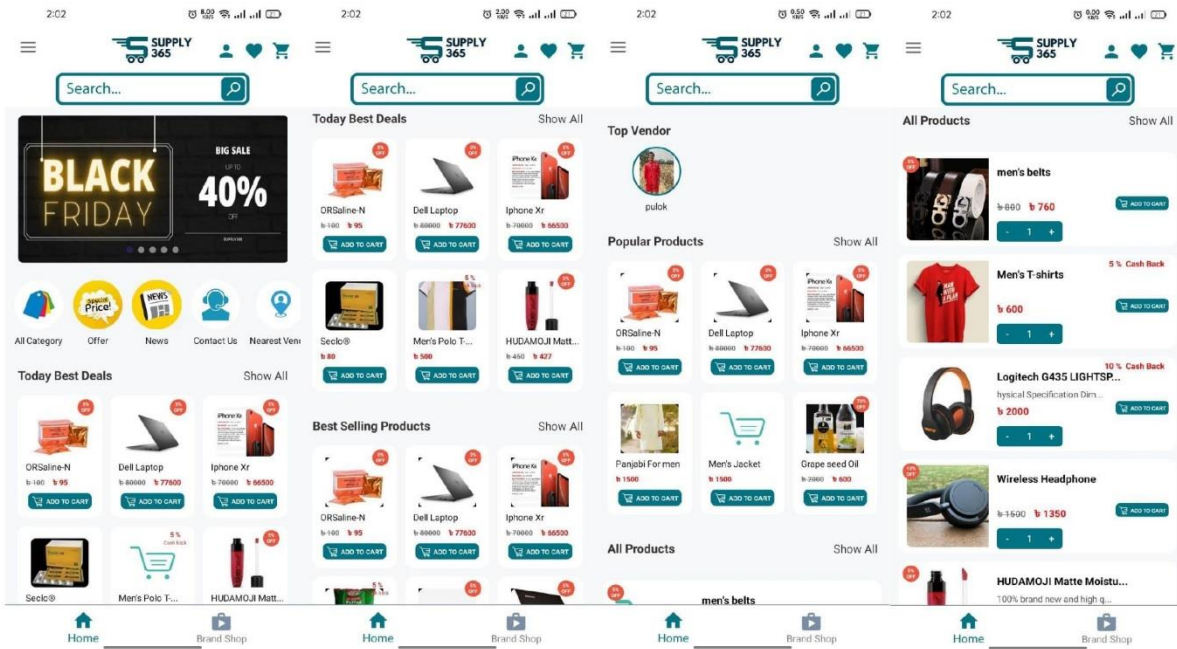


Figure 16: Home Page 1

After completing Registration and Login A user get verification Email and for vendor, distributor are confirmed by admin. Then user can get access the application and the home page will be like figure 17.

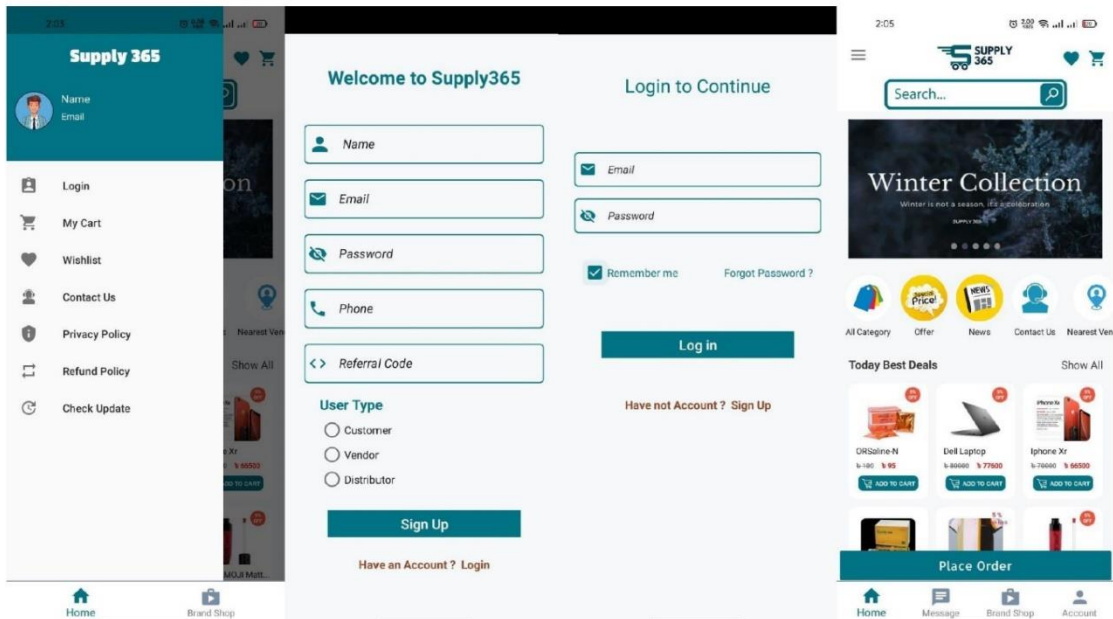


Figure 17: Home Page 2

Offer, All category, News, Admin Information Section:

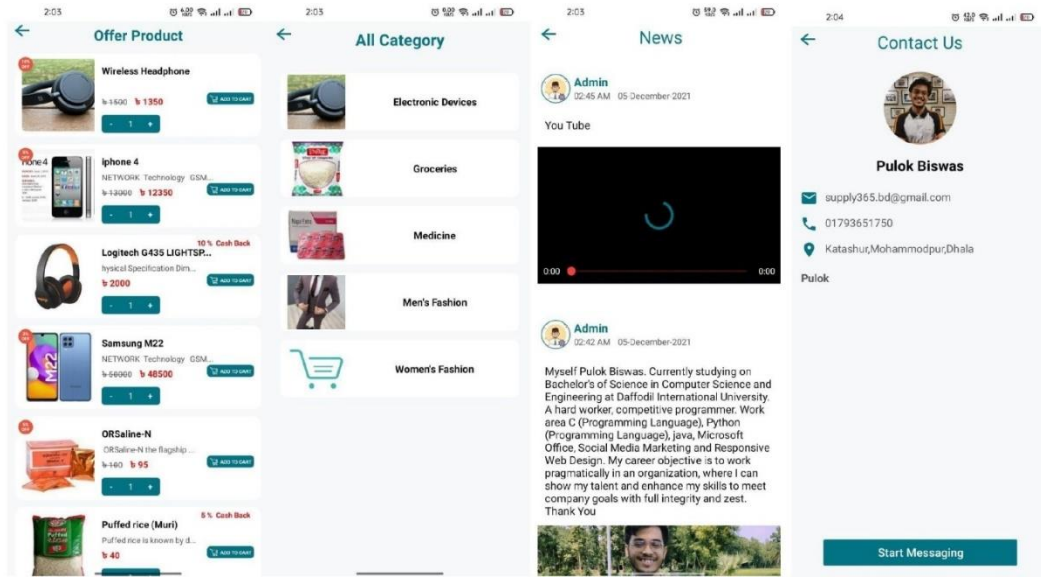


Figure 18: Offer, All category, News, Admin Information

Policy, Profile, Message Section:

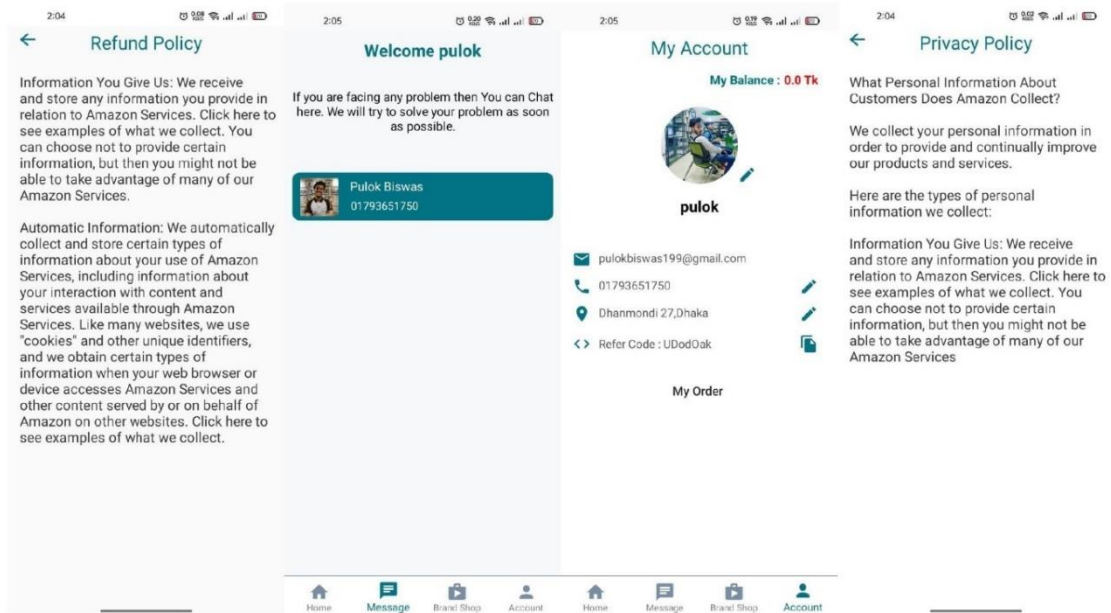


Figure 19: Policy, Profile, Message Section
Product, Review, Available Vendor and Wish list Section:

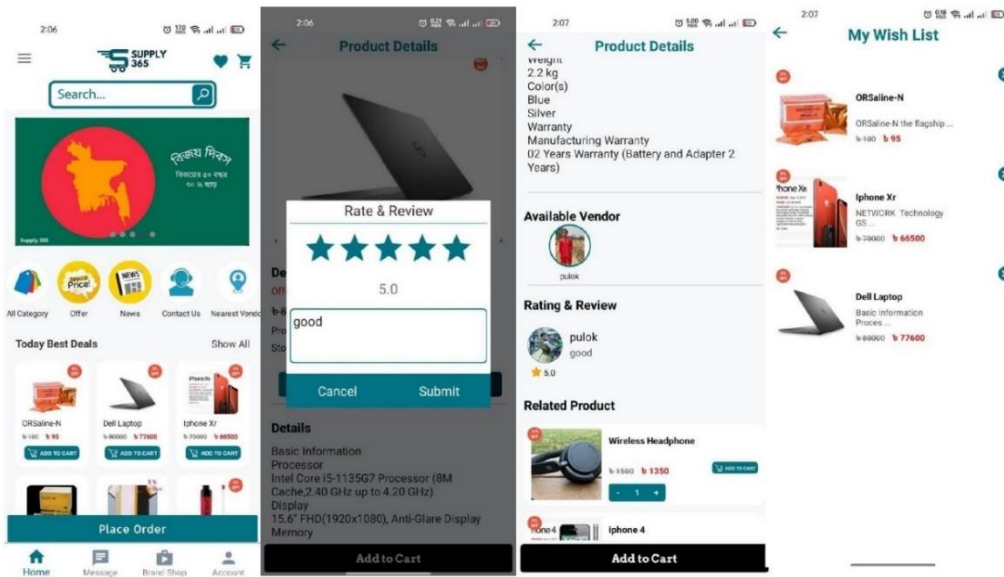


Figure 20: Product, Review, Available Vendor and Wish list

Cart, Map, Vendor details and Order summary Section:

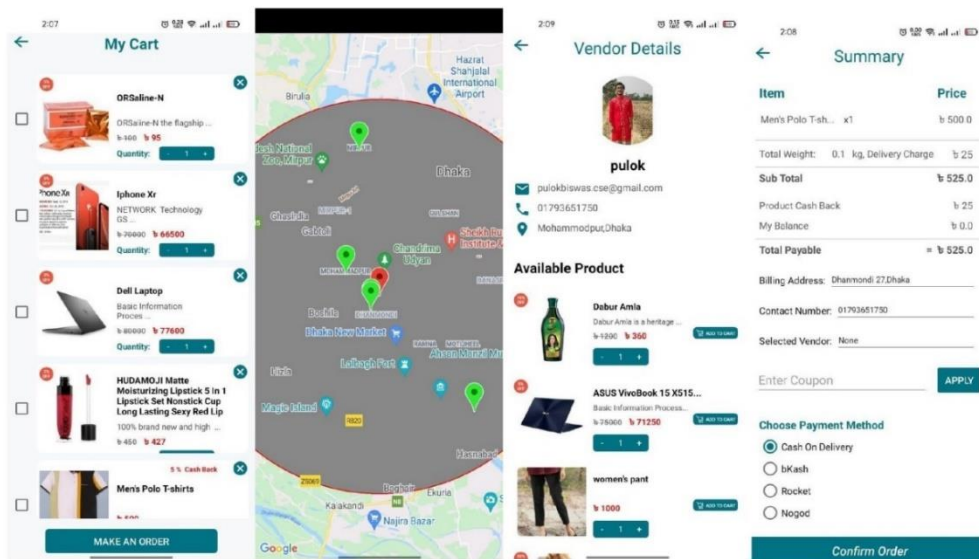


Figure 21: Cart, Map, Vendor details and Order summary

Distributor Shop, Order List, Message Section:

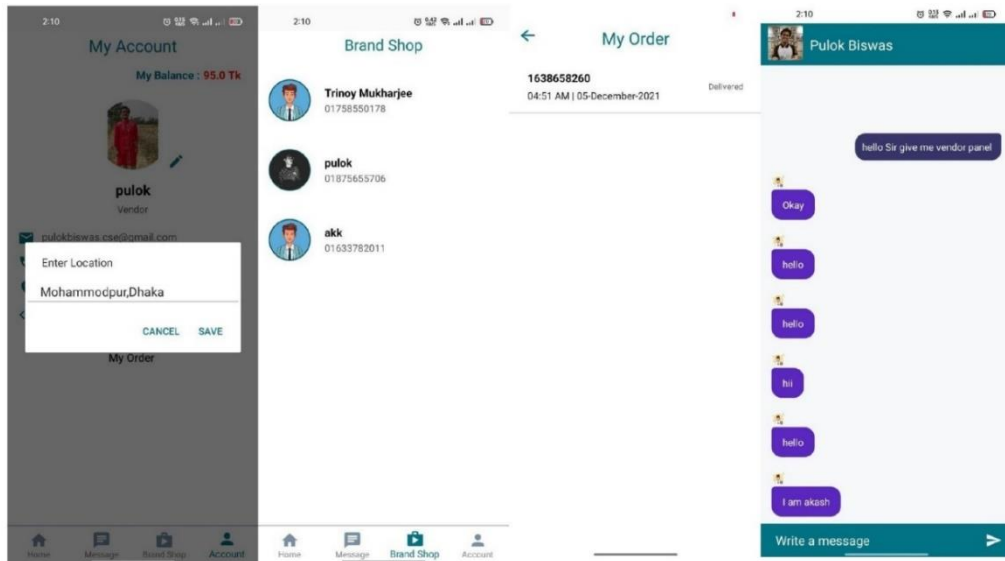


Figure 22: Distributor Shop, Order List, Message

Vendor Home Page, Activity, Product List & Manage Product Section:

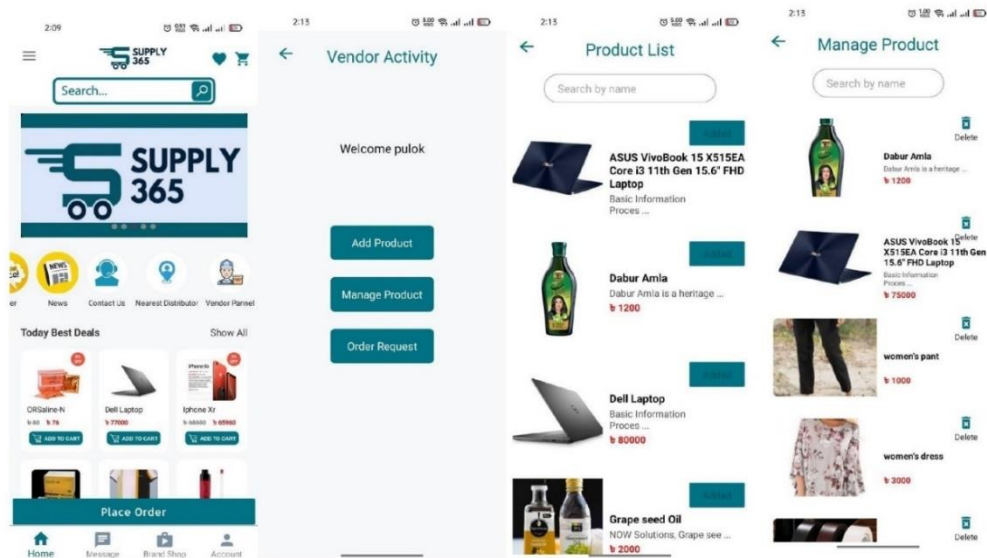


Figure 23: Vendor Home Page, Activity, Product List & Manage Product

Account, Distributor Activity, Product List & Message Section:

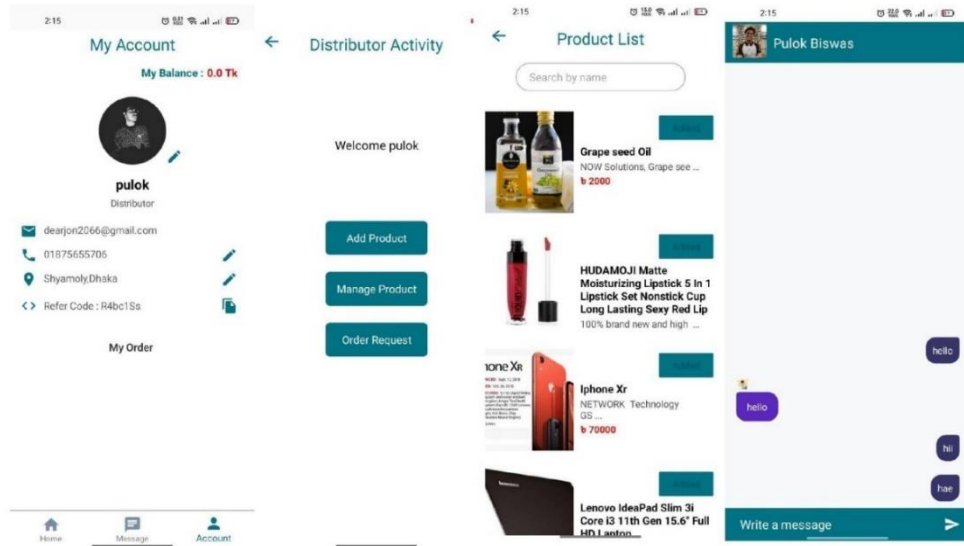


Figure 24: Vendor Home Page, Activity, Product List & Manage Product

Distributor & Admin Home Page, Admin Panel, Invoice Section:

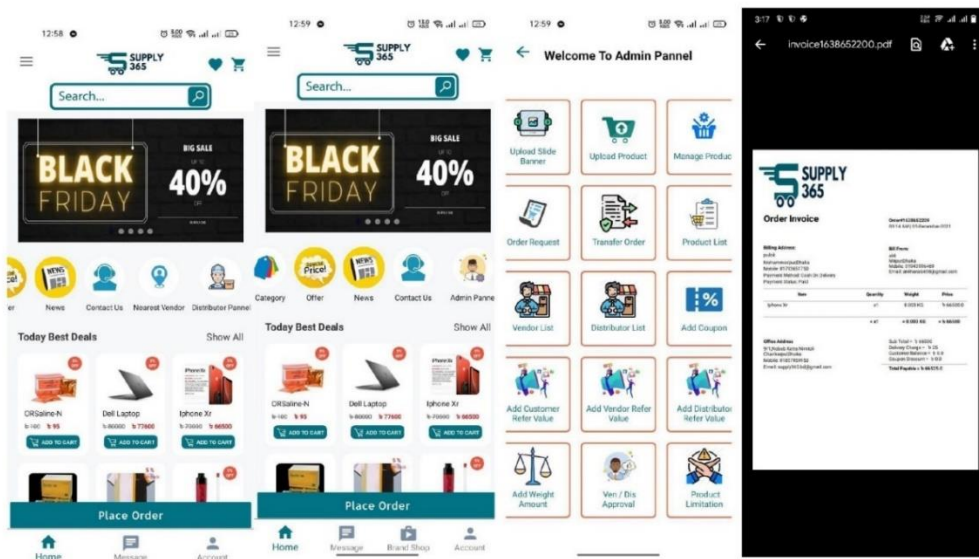


Figure 25: Distributor & Admin Home Page, Admin Panel, Invoice

Product Upload, Slider Upload, Product Manage, Order Request Section:

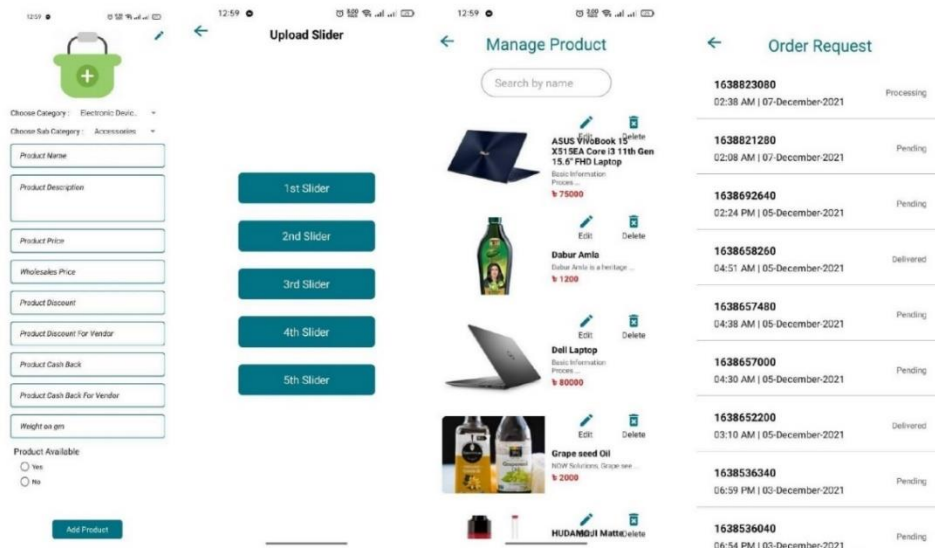


Figure 26: Product Upload, Slider Upload, Product Manage, Order

Transferred Order, Vendor List, Distributor List, Weight Manage Section:

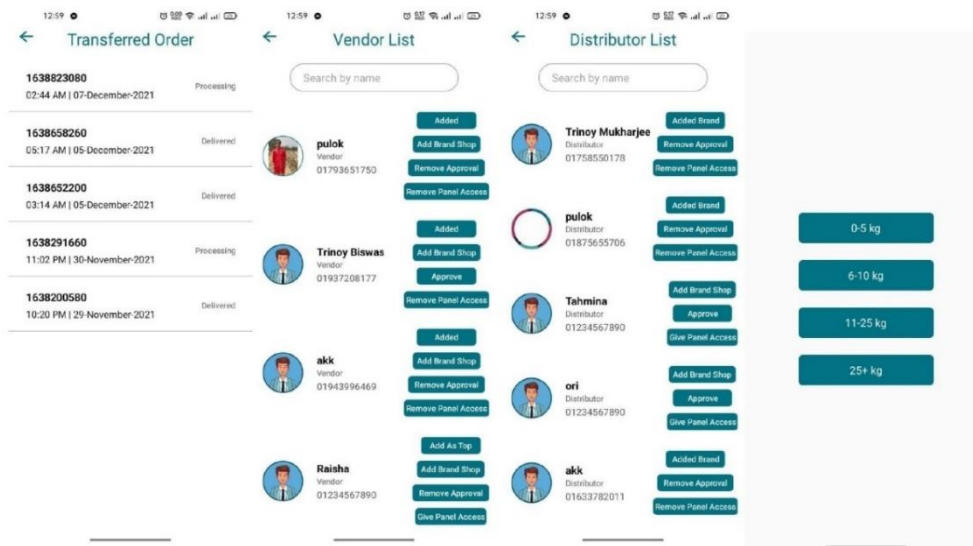


Figure 27: Transferred Order, Vendor List, Distributor List, Weight Manage

Approval List, Add coupon, Product Limitation, Refer Amount Section:

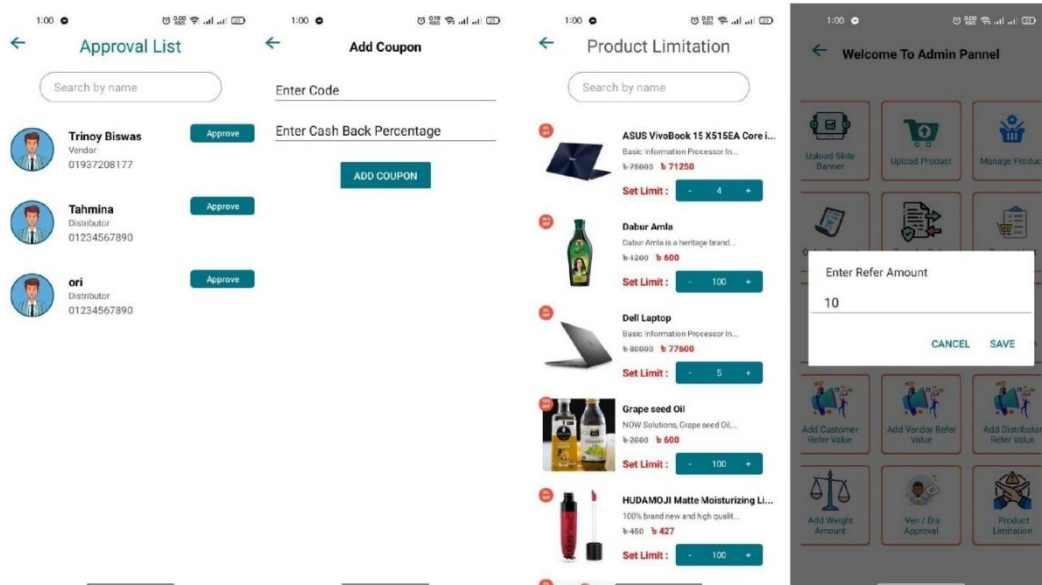


Figure 28: Approval List, add coupon, Product Limitation, Refer Amount

4.2 Backend Design

Database

We used firebase for user authentication for this project. Firebase control and records all data related with user's authentication.

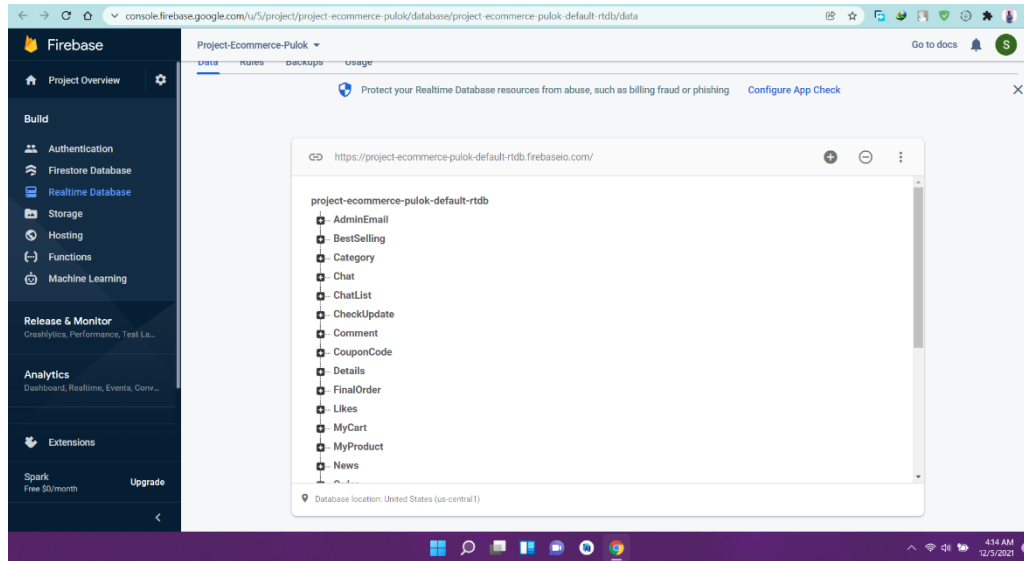


Figure 29: Realtime Database

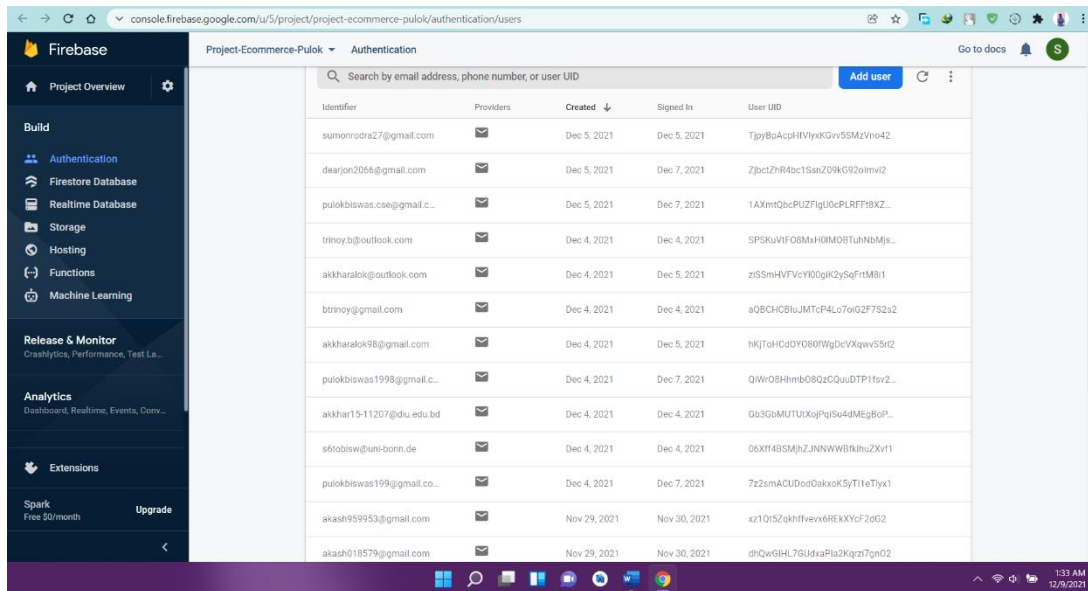


Figure 30: Authentication

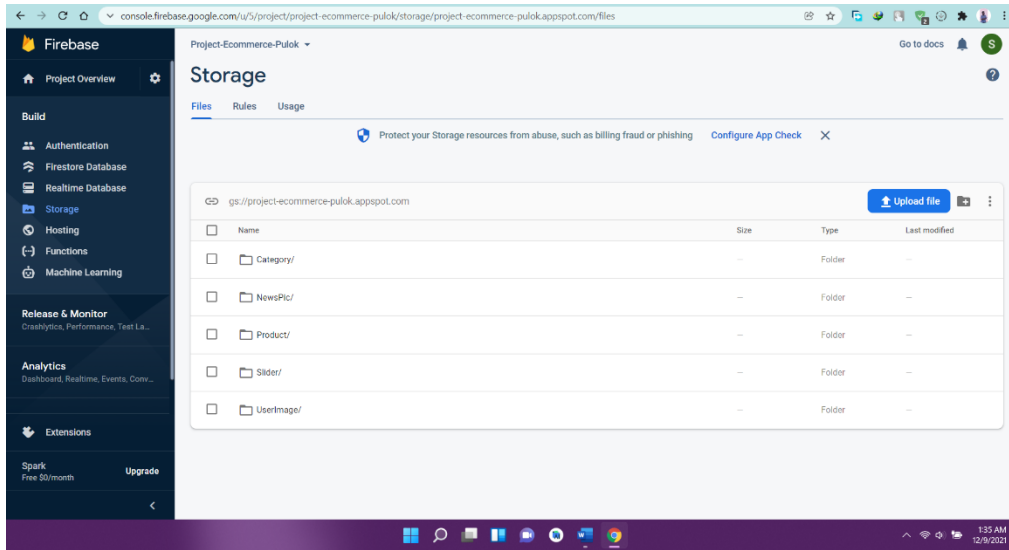


Figure 31: Storage

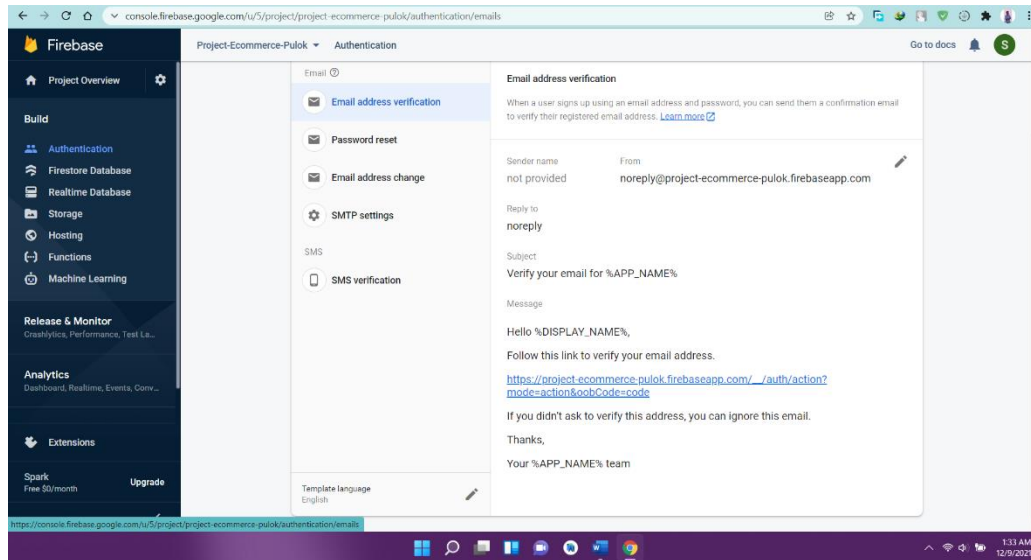


Figure 32: Authentication Verification

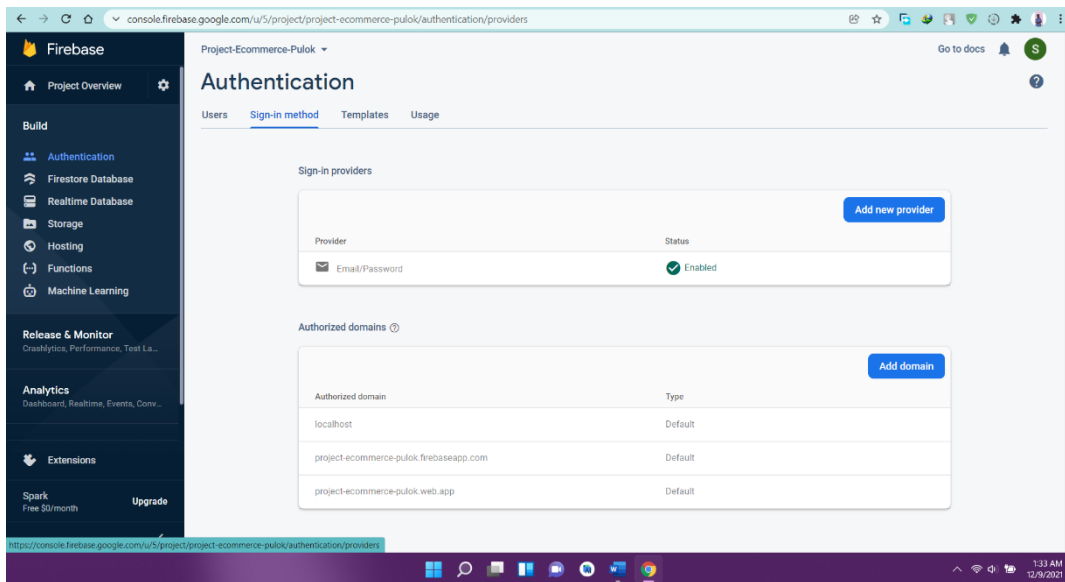


Figure 33: Authentication Sing-in method

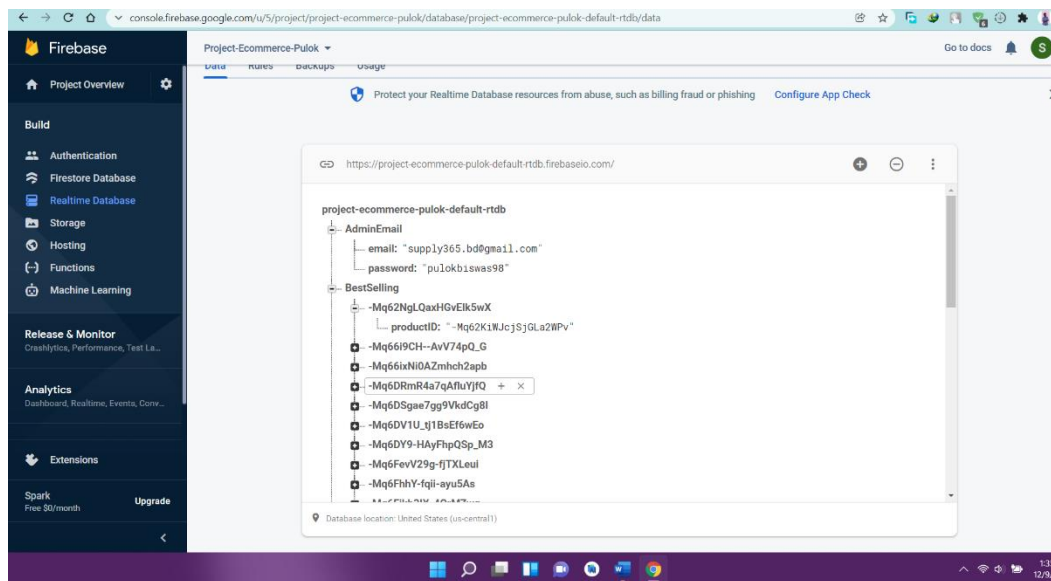


Figure 34: Realtime Database and Data

4.3 Interaction Design and User Experience (UX)

I have used Android studio, Material UI, xml on my application. These elements represent my app well and make it affordable. By working with the user through this application, it is possible to get the satisfaction of the user in any business case. The user experience is getting better due to the process of enhancing stoner satisfaction with the app and pleasure handed in the commerce with the application.

4.4 Implementation Requirement

- UI design is attached to Android studio.
- Database used Firebase.
- Valid data input given successful result & invalid data given error result.
- Material UI is used to keep the structure of the design.
- XML, using Android studio makes any mobile app much more beautiful.

Chapter 5

Implementation and Testing

5.1 Implementation of Database

The Firebase Realtime Database build rich, collaborative applications by allowing secure access to the database directly from client-side code. Data is persisted locally, and even while offline, real-time events continue to fire, giving the end user a responsive experience. I use firebase for my app database. To connect firebase with my app. First, I connect my app to firebase. Then I create a database. And add the real-time database SDK to my app. Then I configure real-time database rules. And write to my database, read from my database. And finally, the database Prepare for Launch.

5.2 Implementation of Front-end Design

In my app I used XML, and Material UI. Material UI has customized and made the pages of the app smart and responsive. I select text view, button, layout, map view, image view, helpers, containers, widgets option from palette and add color.xml, style.xml that makes my app's frontend smart.

5.3 Testing Implementation

I used various API version and devices to test this mobile application. I have used this app by various users, distributors and vendors.

5.4 Test Results and Reports

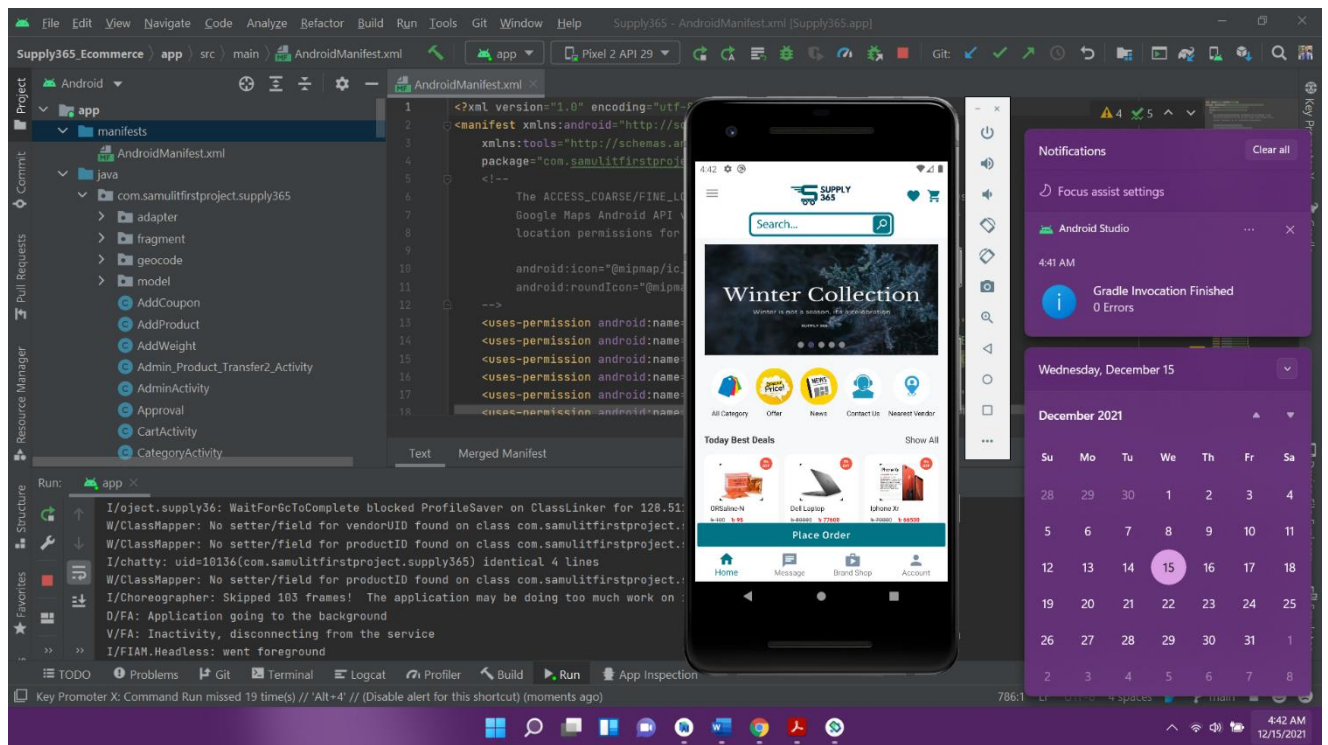


Figure 35: Test view

Chapter 6

Impact on Society, Environment and Sustainability

6.1 Impact on Society

Benefits of this e-Commerce application to Society will be its super easy access for 24/7. If anyone buy from an online store, he/she spends low operating costs; but supply365 have a better quality of service and, therefore, additional cost can be saved. For example, if our goods or services are downloadable, shipping costs will be completely canceled. In future I will launch this project then I will give coupons and deals. And that cannot be avoided, which is quite awesome for customers. Electronic commerce has become an increasing reality. Singapore as a small country with limited natural resources realized the importance of the new economy and the need to position itself as an information and knowledge hub in Asia. By using this application people can save their time and by giving review then can easily select good and bad products. And if anyone have any problem they can contact with admin. So that this application will be a life saving opportunity for a country.

6.2 Impact on Environment

The number of electronic businesses has grown considerably since the Internet was launched. E-commerce and online shopping in other country are achieving remarkable and remarkable growth as more and more Internet facilities, high educational standards, lifestyle change, and the country's economic growth are being used more and more [2]. Transportation is responsible for a large number of harmful emissions/pollutions. Additionally, e-commerce organizations allow employees to work from home, they can decrease their footprint even further.

6.3 Ethical Aspects

Advantages of my application is Customers will get details of the virtual showcase on this app with online catalogs. And product price will be friendly that will reduce prices due to contests (coupons and offers). Anyone can access and convenience 24 hours. I will provide secure business transactions. It will be easier to compare prices with other premium brands. And most importance is user don't need to stay online or be held forever. In future when delivery feature will update, I will return products if it is of lower quality. By using my app time will be save and by reviews user can get good products. The advantages of this e-Commerce to Business Increase in potential market share by increasing the customer base and provide safe business and instant transactions. It will be 24/7, 365 days of sales (buyer and seller) and expanding the scope of the business. Most important is it will reduction of employee costs.

6.4 Sustainability Plan

The sustainability in this app I update my brand ethos. And in future I will implement sustainable shipping cause now it's a prototype. I will reduce packaging and I will use paper bag for packaging. Also, there will be recycling policies. This app will Reduce energy waste. The policy of this app is vendor and distributor will be authorizing. So that products will support sustainability. Most important is I Create an offset service charge at checkout. Consider an ecommerce marketplace to resell I will be use merchandise.

Chapter 7

Conclusion and Future Scope

7.1 Discussion and Conclusion

My smart supply 365 e-commerce mobile application gives an easier and unique business system. This smart and improving system helps to get products effortlessly and make a stander business cycle and local market won't get disrupt. Moreover, pandemic situation it can gives (vendors, distributors and customers) everyone's products without going out and it reduce our life risk and also save time as well. It can like customer and business man both. It will develop the business supply chain and economy.

7.2 Scope for Further Developments

We plan to make something in future with this application.

- Add new features
- Improve quality
- Unique UI design
- Fix previous bug
- Improve database and payment gateway.

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