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Online Shopping for Retail Sector for B2C Collaboration using Android Studio

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A Online Shopping for Retail Sector for B2C Collaboration using Android Studio is an app which allows merchants in developing counters to advertise and sell their goods. This would permit rural communities to make their wares available to the rest of the world. The objective of this project is to create a portal which would allow product information to be updated securely using a mobile device and will allow users to buy form the merchant. The main concern is given to local store to expand their business and work. In the future the internet will become whole and soul to the business fields, each and every trade is going to be done through it so this app may be helpful to the business person in this running world. The project E-commerce for SME's, is aimed to investigate the business potential of Internet for Small and Medium sized Enterprises (SME's) mainly in the UK and identifying the benefits and problems brought by the new medium. The Internet is offering SMEs a number of new opportunities that are cost effective and reliable (to a certain extent), thereby for the first time, providing them with an opportunity to compete with their larger counterparts. This project discusses the problems that SME's face while using or trying to use this technology. Problems, which are mainly cost, and skill based.
Keywords: E-commerce, SMEs.

I. INTRODUCTION

The Internet has become an important medium for doing global business based on the state-of-the-art technology. Global business was conducted in a new way: electronically, using networks and the Internet. The availability of the Internet has led to the development of E-Commerce (Electronic commerce), in which business transactions take place via telecommunication networks. E-Commerce has two major aspects: economic and technological. The stress of this course will show you how to get started in the complex and exciting world of Electronic Commerce. New standards and new facilities are constantly emerging and their proper understanding is essential for the success of an operation and especially for those who are assigned a duty to select, establish, and maintain the necessary infrastructure. Many retail shops are shifting to E-Commerce because e-commerce is showing huge growth in the world..

E-commerce businesses many employees some or all of the following:

1) Online shopping web sites for retail sales direct to consumers.
2) Providing or participation in online marketplaces, which process third -party business-to-consumers or consumers-to-consumers sales.
3) Business-to-business buying and selling.
4) Business-to-business electronic data interchange.
5) Marketing to prospective and established customers by e-mail or fax (for example, with newsletters).
6) Engaging in funding platforms for launching new products and services..

The Elements of E-Commerce:

a) In case of an E-Commerce, all the above listed elements are available but they are having slight variation in the real-life situation.
b) A Product or service: In case of E-Commerce, it is virtual product shown on the One can demonstrate multimedia presentation of the product and its entire feature on the home page itself, which may not be possible in case of the physical of t of commerce activity.
c) A Place to sell the products: In the E-Commerce case, an app displays the products in all ways & acts as a place for E-Commerce.

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d) A way to get customers to visit your website: In case of E-Commerce search engines and linkages with other third parties play an important role in helping the customers to reach pages of the E-organizations.

e) A way to accept returns: The orders are accepted on the app itself. On the home pages of the E-commerce companies shopping carts are beings provided. One can click on the icon and fill in the shopping card to order it to be purchased and it is accepted by the E- Commerce company as order from customer.

f) A way to accept money: In case of traditional commerce, buyers and sellers are in direct contact with each other. The payments in E-Commerce are made using electronic fund Transfer in various form using credit cards, smart cards, e-checks etc. the information of payment is routed through Value added Networks (VANs) and Payment Gateway Systems(PGS).

g) A way to provide customer service: The main tools of the customers services are E- Online forms, Online Knowledge bases and frequently asked question

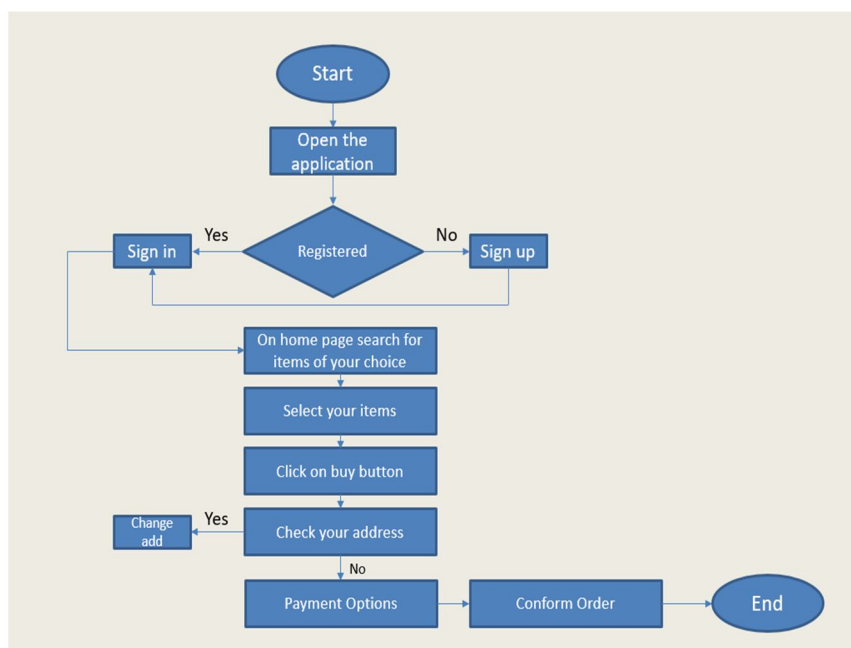## II.   PROPOSED WORKDONE

A. Process Flow Diagram

Fig.1. Process flow Diagram

Above Fig 1. Shows Process Flow Diagram or Flowchart is a diagram which uses geometric symbols and arrows to define the relationships. It is a diagrammatic representation of the algorithm. Like the process of product forms the beginning of the searching to end. This process flow diagram shows the simple/layman orders for the product category and its online purchase roadmap from selecting product to delivering it to the customer.
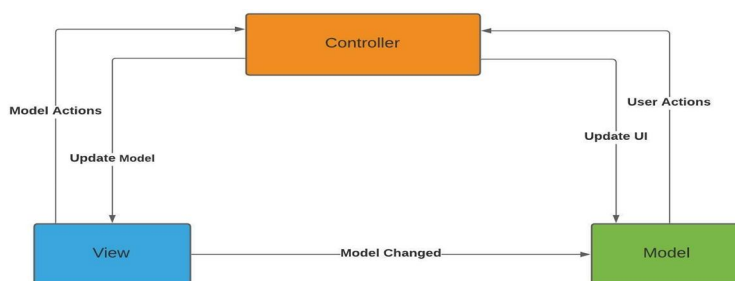
B. Methodology and Implementation

Fig.2. Process flow Diagram

The MVC pattern allows creating simple cross platform app development and has plain navigation logic, uncomplicated content, mostly standardized UI app design, and a fairly straightforward user experience. It can easily and quickly implement tasks of the loaded

1) *Model:* The data layer, responsible for managing the business logic and handling network or database API.
2) *View:* The UI layer — a visualization of the data from the Model.
3) *Controller:* The logic layer, gets notified of the user's behavior and updates the Model as needed.

So, this means that both the Controller and the View depend on the Model: The Controller to update the data, the View to get the data. But, most important for the desktop and Web dev's at that time: the Model was separated and could be tested independently of the UI. Several variants of MVC appeared. The best-known ones are related to whether the Model is passive or is actively notifying that it has changed. In the early days of Android the Model-View-Controller pattern seemed to have confused a lot of developers and led to code that was difficult, if not impossible to unit test. The dependence of the View from the Model and having logic in the View steered our code- base to a state from which it was impossible to recover without refactoring completely the app.

III. WORKING

A. Order Module

When a customer goes through checkout, the information on their order is automatically transferred to the Orders section for you to keep track of. you can view all of the orders made on their site, manually add orders, or edit the details of existing orders. The Orders section is located under Orders. On this page, every order ever made from the store is listed in detail.

B. Customer Module

Shop owners should know who their customers are and how to manage their information in the administration; customer information will need to be stored efficiently to remember any transactions made with their account. The Customer management sections are located under Customers.

C. Categories Module

In the default theme of the store front, parent categories are listed in the top menu of the home page, and on the left side of product pages. This navigational feature is used to guide customers to similar products within the same category. Exposing customers to different products within a category lets the customer compare the similarities and differences between products to make the most informed purchase. When adding products to the store, you will be asked for a product category to sort them in. It is a good idea to establish these categories before adding products, to save yourself the trouble of adding the category name to the products later.

D. Affiliate Module

Ecommerce gives you the opportunity to set up an affiliate program to promote additional traffic to your shop. Affiliates will receive a commission for each time they direct traffic or sales to your site. The commission % can be adjusted in the administration under Sales > Affiliate.

IV. EXPERIMENTAL SETUP AND RESULT

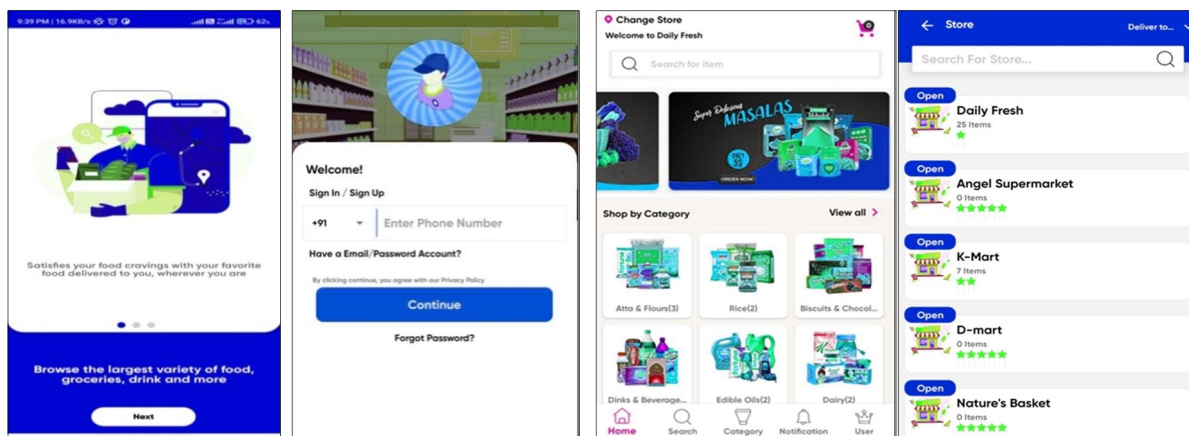#### A. Software Experimental Setup

Fig 3: Software Setup

Fig. 3 Show's the result of the Online Shopping for Retail Sector for B2C Collaboration using Android Studio Application. The screenshot show this sign-in page where user can log-in into their account with authorised credential and gain access to all features of app. Here also user can find categories wise list of products so they can directly find varieties of same or preferred product. This app also feature have that entire store which are available in the app with store status as open/close.

V. CONCLUSION

The Online Shopping for Retail Sector for B2C Collaboration using Android Studio app dependably can be a production level app. basically an e-commerce app which provides a particular platform for small scale and large-scale business to further explore in their own business and work. This app can make a wide contribution in local communities as well as on large scale communities for their advantages. Providing the commercial resources to the shopkeepers, retailers, sellers, buyers and businessmen to show their inventory on the digital platform. The project has been successfully implemented with a great idea. Thus the project has been successfully designed and tested.

In this research work a low cost and user friendly design Online Shopping for Retail Sector for B2C Collaboration using Android Studio is presented. It has better performance than existing

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