

E-MART APPLICATION

Vijaylaxmi V Tadkal¹, Sakshi Gaikwad², Sanjana Tambe³, Aditya Jadhav⁴, Varun Dalvi⁵

¹Asst Prof Department of Computer Science & Engineering & IETE'S Bharat College of Engineering

²BE Department of Computer Engineering & IETE'S Bharat College of Engineering

³BE Department of Computer Engineering & IETE'S Bharat College of Engineering

⁴BE Department of Computer Engineering & IETE'S Bharat College of Engineering

⁵BE Department of Computer Engineering & IETE'S Bharat College of Engineering

Abstract - E-Mart is an innovative application tailored to meet the shopping needs of college students and faculty members, providing a convenient and efficient platform for purchasing essential items. With a user-friendly interface accessible via mobile devices and desktop computers. E-Mart serves as a catalyst for a more efficient and vibrant college experience.

Key Words: Android studio, Xml, java, Database- SQL, Firebase

1. INTRODUCTION

The E-MART Application is an android app which is valuable for students as well as the university staff part and other scholastic staff. A paper base framework all the works are done physically. Paper based work is so time consuming. The primary objective behind the utilize of E-MART is simple to offer assistance the Institute. Through our application pupil can sell/buy old stuff with in institute utilizing Android portable. All information is put away in the database. The faculty part is authorized to log into E MART database through client id and secret word. In this application. The student can moreover upload the notes, Books etc. utilizing their student's id and secret word given by the admin. Through this application staff can post the up and coming events. Through this application notice board is all time overhauled by particular instructors and admin.

2. EXISTING SYSTEM

Here we will discuss the existing system and some drawbacks Which forces us to plan whole idea for developing an android application for college. This process is so time consuming that to maintain the record manually. There is a threat to the record of student and teacher in this case; there might be a chance that a person makes an entry on someone others record. There is no proper way of getting to know about the events and extra curriculum activities happening in college.

The existing system uses email for communication between students and teachers. Thus no direct communication between students and teacher. We observed that ads posted are displayed at the end, which make user difficult to find recent posted ads.

In existing application we observed that there is no such application which offers many features which will help students

and faculty to get daily use feature in one application.

3. Literature Review:

Emart application serves as a comprehensive platform designed to meet the shopping, educational, and community needs of students, faculty, and staff within a college or university setting. Emart application offers a range of features as follows: Buy and Sell Feature: This feature allows users to buy and sell products within the Emart application [1]. Literature and reviews would likely evaluate the ease of listing items for sale, the visibility of listings, the effectiveness of search and filtering options, the security of transactions, and overall user satisfaction with the buying and selling experience. Event Program: The event program feature within the Emart app could include promotions, discounts, flash sales, or special events hosted by the retailer [2]. Literature and reviews might assess the variety and attractiveness of events, the clarity of event descriptions and terms, the engagement of users with events, and the impact of events on sales and customer loyalty. Study Material: If the Emart application offers study material as a feature[3], literature and reviews would likely evaluate the relevance, quality, and usefulness of the materials provided. This could include educational content related to products sold by Emart, tutorials on using the app, or resources for professional development. Chat Room: The chat room feature within the Emart app could facilitate communication between users, customer support representatives, or community moderators[4]. Literature and reviews might examine factors such as the responsiveness of chat support, the availability of chat features throughout the app, the privacy and security of chat conversations, and the overall effectiveness of chat-based communication in resolving issues and enhancing the user experience.

Key Objectives:

Providing the online interface for students and faculty:

Efficiently connecting the students and faculty, our online interface offers seamless access to academic resources course material communication tools and scheduling features fostering a collaborative and engaging learning environment.

Increasing efficiency of college: Optimizing college operations for smoother administration, better learning experience, and enhanced student service.

Decrease time required to access and deliver notice: Optimize notice delivery times for faster access and dissemination.

User-Friendly Interface: The interface should be easy to use as it is designed in such a way that users can have easily access to it.

Ensuring security and privacy: Implement robust security measures to protect user data and transactions, and ensure compliance with relevant privacy regulations and guidelines.

Facilitating Access to Study Materials: Provide a convenient platform for students to access and purchase or exchange textbooks, stationery, electronic devices, and other study materials.

Affordability: Offer competitive prices and options for buying, renting, or exchanging items to alleviate financial burdens on students.

4. METHODOLOGY

Project Setup: Create a new Android project in Android Studio. Set up Firebase for your project by adding the necessary dependencies and configurations.

UI Design with XML: Use XML layout files to design the user interface (UI) of your app. This involves creating XML files for each screen or layout and defining the UI components such as TextViews, EditTexts, Buttons, etc.

Java Backend Development: Write Java code to implement the functionality of your app. This includes handling user interactions, data processing, and business logic. You'll create Java classes for activities, fragments, adapters, and other components as needed.

Firestore Integration: Integrate Firestore into your Android app for various functionalities such as authentication, database, storage, and cloud messaging. Use Firestore for storing and retrieving data, Firebase Storage for storing files like images or videos, and Firebase Cloud Messaging for push notifications.

Connectivity Implementation: Implement connectivity features using Firebase SDKs. This includes setting up listeners to retrieve and update data from the Firebase database, handling authentication states, and managing user sessions.

5. SYSTEM ANALYSIS

Processor: Intel i3 processor.

Operating System: Windows (10 or 11)

Software Requirement: Android Studio, Database SQL and Firebase

Frontend: XML,

Backend: Java

Connectivity: Firebase

6. SYSTEM DESIGN

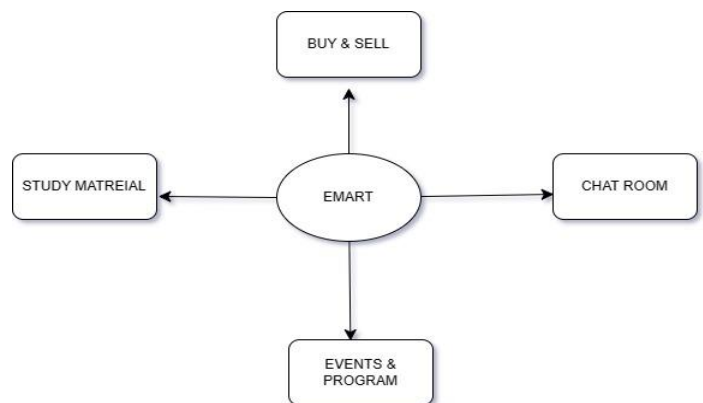


Fig-1: Data Flow Diagram

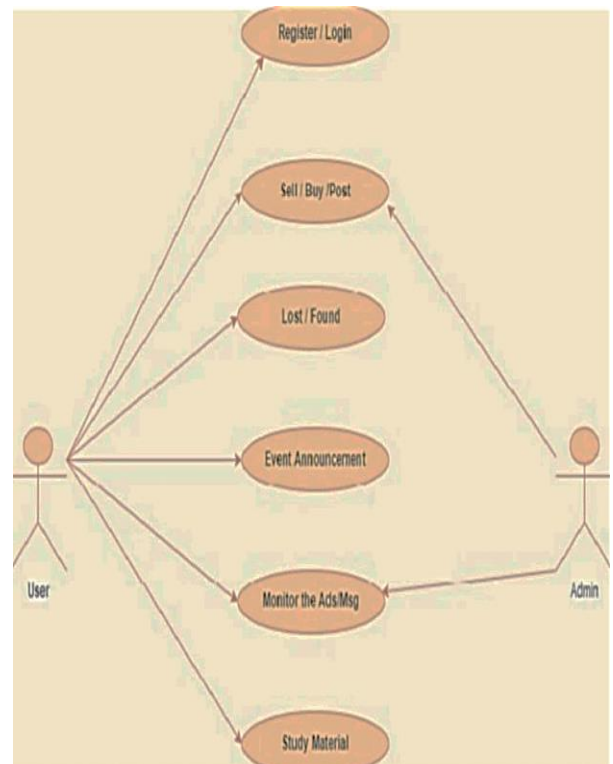


Fig-2: Use Case Diagram

7.RESULT

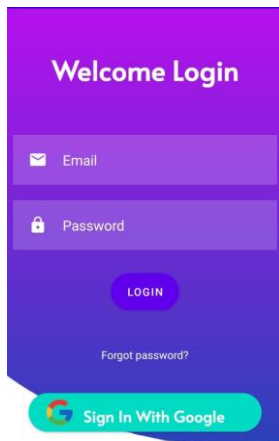


Fig-3: Login Page



Fig-4: Home Page

8.CONCLUSION

Today, applications are so common, making it a necessity for institutes to reach out to the users. The fundamental point of the project was to improve user interaction, allowing for fundamental data to be passed on, as well as real-time upgrades. Firebase as the backend permitted for the smooth agile process implemented. The created framework: Permits users to access the app based on the profile. Student can access the notes. Students can sell/buy their stuff inside established. Staff can post the upcoming events. In this way, the EMART Android Application is an effective and efficient app satisfying the needs required by an organization. the Emart application serves as a important tool for enhancing the college experience, giving students, faculty, and staff with the resources and support they require to succeed academically and flourish within the campus community.

9.REFERENCES

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