

Software on Insta Business

Kishor R

Co author. THILOTHAME,

PG SCHOLARS, DEPT. OF MCA, DSCE

CA -ASST. PROF., DEPT. OF MCA, DSCE

I. ABSTRACT

This mini project developed by a guided individual with the guidance of experts which helps a very small scale shop in showcasing their unheard and tentative products.

On the other hand the end user gets to explore all the aggressive products they are being displayed. This is not it, the end user also gets to add that to their favorites as we are technically called as carts in the application. Application to the end users is said to be secure as we maintain the security protocols and users need to have an account to access all the services and privileges offered by the application.

II. Key words

ANDROIDSTUDIO, JAVA ,FIREBASE PLATFORM,PAYMENT GATEWAYS, BUSINESS INTELLIGENCE.

III. INTRODUCTION

As we are exposed to this tech world we all get to deal with almost everything online and making it hard to live experience the real product before we possess it. To make it a little realistic in buying any products which are unheard and exciting about , this application makes it so.

This project describes how one can improve a small scale business by exposing products to the ever-living community and also to the users who get to see and explore all new unheard and exciting products that they could try and use. This is not it, the end user also gets to add that to their favorites as we are technically named as carts in the application. The application uses FIREBASE which relates to its very secure data platform and other services provided by them. In this application we are making use of most of the platform's services like

database, authentication, storage and firebase adapters with cloud-messaging services.

IV. WORKING CRITERIA

As an android application, this project plays around on exploring the products which they are interested in and also guarantee the real object experience that they could try on by themselves.

As far as describing the workflow of the application there are three panels with three aspects of activities and functionalities. These panels namely Admin panel, Client panel, User panel.

On starting with the Client panel, the clients here are referred to the sellers of the products who get to create an account to maintain their data and their personal functionalities. Once the client is in the application server authentication they are relieved to put their product to live for users by actually taking the product replica on accessing the gallery or by snapping by their camera. The product goes by its description just to let know the basics of the product and price assigned to it with authorization. Once the product is submitted the Admin will verify the product and its description and price and approve it to go live on Users panel.

On the Admin panel, all the products submitted by the clients will be displayed here for further approval or disapproval with respect to the products. Admin here looks after all the clients and users activities and pulls the strings accordingly.

With regards to the Users panel it all starts from one creating their account by providing basic information required by application and to maintain their data securely. Once they are authenticated they are good to use the application on landing in the home page and exploring the products which are all submitted by the clients and approved by the admin. He will also be allowed to

maintain a separate page to maintain his profile and update the minimum of data with respect to their data.

Once he chooses to possess the product he will have to provide basic address information to where the product needs to be delivered and further process. He will also receive a confirmation message on behalf of the order.

V. FIGURES AND TABLES

V.I FIGURES

1. USER PANEL

This is the User panel for each user to use the application where they are required to provide basic information like first name, last name, email address, phone number, password etc.

Once login they are redirected to the login page to re-authentication. After authentication they are then redirected to the Home page. The Work Flow of the user panel is as follows -

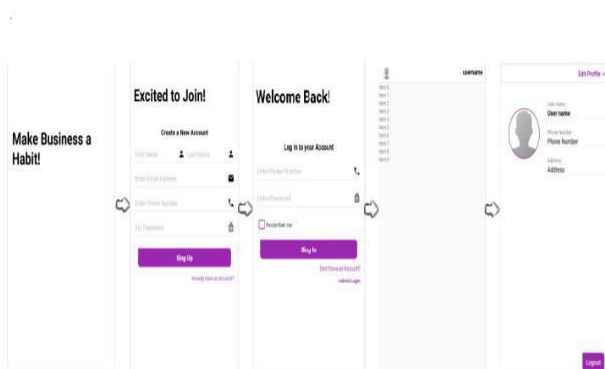


Fig.1. User panel Work Flow (Arrow marks shows the direction of flow of the process)

2. ADMIN PANEL

It is very important to maintain the overall activities from the user and client and to control the inflow and outflow of the process. This is handled by the admin who is responsible for the client and the users inline deals. The below shows the workflow of the Admin -

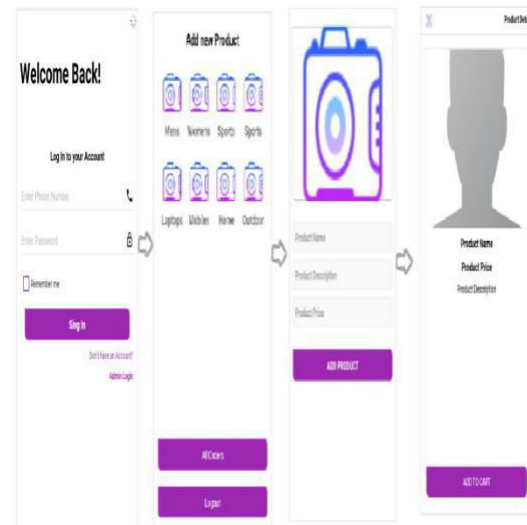


Fig 2. The Admin Panel WorkFlow (arrow shows the direction of the workflow.)

3. FIREBASE PLATFORM

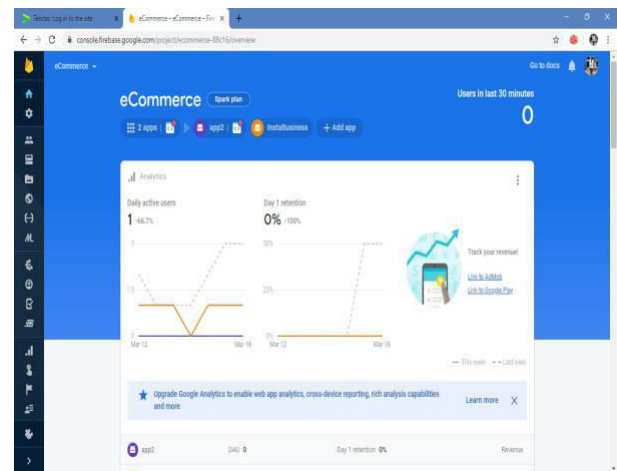


Fig 3- (Brief of the Firebase Platform with different various services)

The above diagram shows the overall services offered by the Firebase App Admin panel with services to choose from storage, authentication and database with cloud messaging.

4. FIREBASE DATABASE

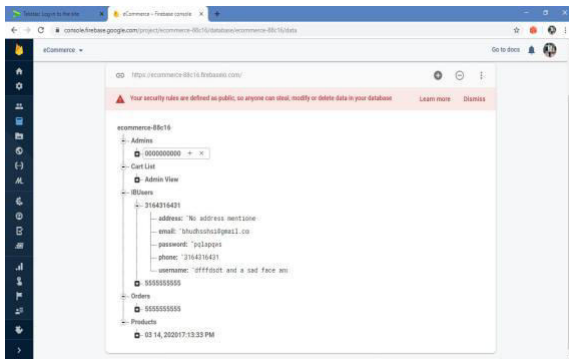
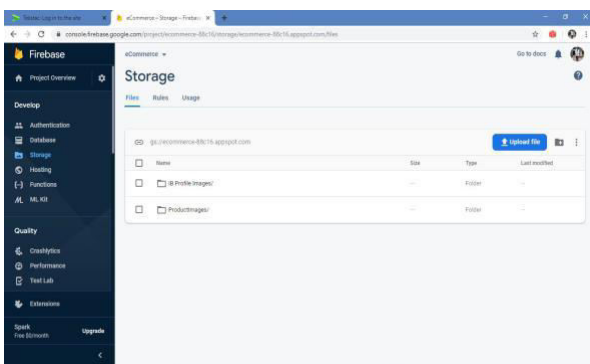


Fig 4- (Shows the data base in the Firebase Console)

4. FIREBASE STORAGE



V. MODEL DEVELOPMENT

Android applications are apparently the most used application considering all the aspects of reachability, consistency and ease of interfaces. So the reason this application was also developed for Android specific phones and performs user requirements.

An idea of being reachable to the corners of every community this application is a way to explore them by trying them actually out.

In the initial stage it all started from gathering information and requirements and understanding the problem of small scale shops. Taking in count the shop owners' encounters of customers the idea emerges to make this application easier for them as well as the end user to explore them.

The model application was developed using android studio with the base language of java. This IDE incorporates a very good UI designing as well as code implementation which makes it easier to work on single phase.

The application when created needs to have it linked to the Firebase Console to get the offered services to be used. Once linked with the console then we had to add the required dependencies.

Some of the dependencies are for authentication, storage, database, core, messaging and so on...

The code was implemented according to the understanding of the gathered requirements and sufficient information.

VI. SOME HELPFUL TIPS

Implementing various Models

While implementing each models it was tested efficiently to find the way of accuracy, which means it needs to be undergo several steps in testing each models

Since different models will provide different accuracy scales, you will have a clear understanding of what model to choose.

Data Splits

On splitting the data one should make sure to understand the data and make a clear decision on what should be the target and independent data.

This will have a clear statement of the accuracy running to have an accurate lasting of the application.

VII. LITERATURE SURVEY

In the consent of the sellers at retail shops and the factors affecting their sales and services, taking this in count and referring to several aspects of problems faced by them has risen up, to development of this application. It includes the price attractiveness, time saving, perceived risk, enjoyment and excitement, tangibility and high interactivity. An idea of being reachable to the corners of every community this application is a way to explore them by trying them actually out.

Unlimited selection: A physical store is constrained by the stock that is available at the location. A single internet retailer can offer over a million products, because they can act as a middle man between the producer and the customer. Therefore indirectly the inventory of the producer is available for the consumer. Consequently it is far more likely a consumer will succeed, because all sizes should be available in theory.

All of these factors will contribute to the study of customer's purchasing intention for apparels on both stores which includes online and offline shopping. Having discussed the development aspects earlier and now it's time to discuss how I arrived at development of this application. Also having known that this is not the permanent solution but by far he decently efficiently encourages the platform for sure.

As the part of basic understanding the problems faced by the retail shopkeepers and difficulty in overcoming them is legitimately the main focus of this topic and towards the application development. In behalf of totally wiping out the traditional shopping format I bring the technology and tradition together to collaborate and make the betterment for both the swings.

This vulnerability of stretching the main focus on modern, online, sitting home ,inexperienced and keeping the factor of surprise is not the key element of livinghood of lavishness.

In concluding my opinion and futuristic living of the traditional and modern collaboration has risen to this topic and application development.

VIII. Future Enhancement

More and more people are doing their shopping on social media platforms. With the improvement of social media's selling capabilities, social media platforms are more than just advertising channels. People can now conveniently and quickly purchase products on their chosen social media platform.

Instagram, Twitter, Pinterest, Facebook, and YouTube are among the social media channels which rolled out the "buy" buttons and made significant improvements to their social selling features. For instance, Instagram launched its 'shoppable post' feature, allowing businesses to enable product tags in their posts and product stickers in stories.

IX. CONCLUSION

Creating the model with additional parameters such as Different Location, skills, percentages, and attractive costs in their platform of application etc, can make it more flexible to the admin departments to have a clear view. Hence by creating different parameters of testing will help the application more reliable and exposable with greater feedback.

APPENDIX

Raw data(SRS)
Application development (ANDROID STUDIO)
Language (JAVA)
Output (INSTABUSINESS)

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