

QUICKSHOP – GROCERY DELIVERY APP

Rishikesh Yadav*¹, Pratik Mishra*², Shreyash Yadav*³, Debarati Ghosal*⁴

*^{1,2,3}Student, Department Of Information Technology, Vidyalankar Institute Of Technology, Mumbai, Maharashtra, India.

*⁴Prof., Department Of Information Technology, Vidyalankar Institute Of Technology, Mumbai, Maharashtra, India.

ABSTRACT

The issue of online grocery shopping today is that there are a lot of applications that have inventory model, which is making the business of vendors go downhill. Therefore, we intend to solve this problem by creating an online marketplace, where we connect the vendors to the user directly, where they can list their products and sell it directly to the consumer without having to pay hefty middlemen fees. This will not only be going to solve the vendor's problem but also it will help the consumers. By using this application, the user will get the products with ease and convenience and the vendors can gain more profit. The purpose of this project is to increase the profit-making possibility of sellers in market and give customers the opportunity to freely buy groceries over the internet without going outside. The idea is that when user want to order something the application will show the grocery store which is located nearby the user. The user will get the list of stores. By clicking on any shop user will get product which is provided by that shop. User will add the product in the cart according to his choice. After adding to cart user can check out by fulfilling the payment method selection process. When the user will place the order the owner of the shop whose product is bought by user will get the notification. That shop vendor will get information of the order details and the information of the user like name, address and contact number, then the vendor will try to deliver the product at the doorstep of the user in less than 30 minutes. So, this will achieve the goals of the application to deliver the customer's order in less than 30 minutes.

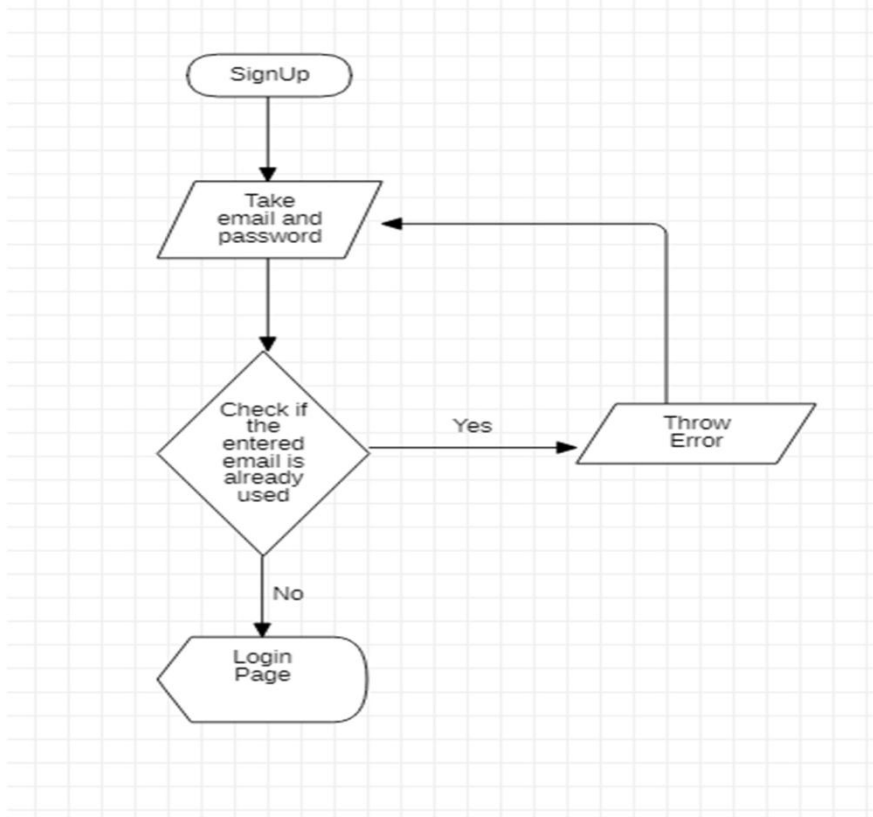
I. INTRODUCTION

The idea is when user want to order something the application will show the grocery store which is located nearby the user. The user will get the list of stores and their products. The user can select the products and place the order, when the order is placed it will ping the respective shop owner. The store owner will get the order list, user address and phone number. As we can see the nearest shop is selected then it is not going to take lots of time to deliver the order, by this the user is getting the fastest delivery satisfaction and the vendor don't have to appoint extra employee for delivering the products because it can be done by himself, so it will save the extra investment of shop owner and the shop owner can gain more profit. The shop vendor will have one application from which he can insert, update, delete the products will be reflected in the main application what user is having. Whenever the user buys products from their shop they will get notification of the order details. By using this application, the user will get the products with ease and convenience and the vendors can gain more profit.

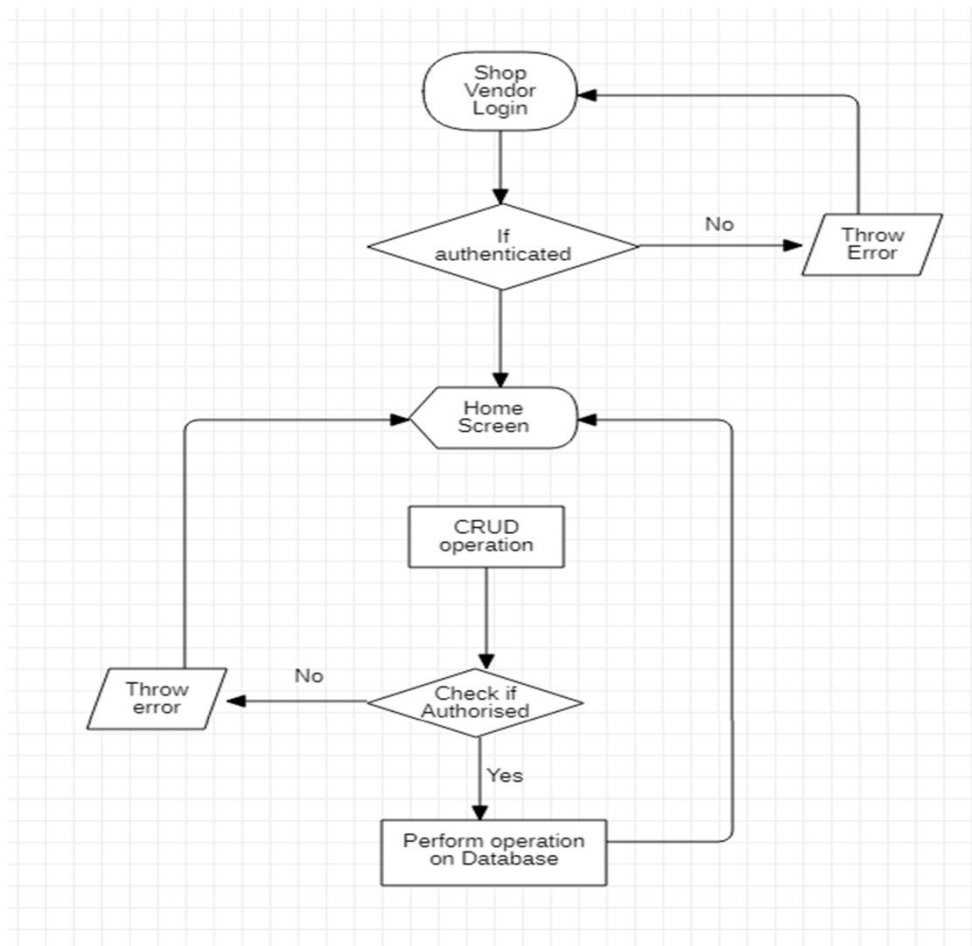
II. METHODOLOGY

The proposed system consists of the following module :

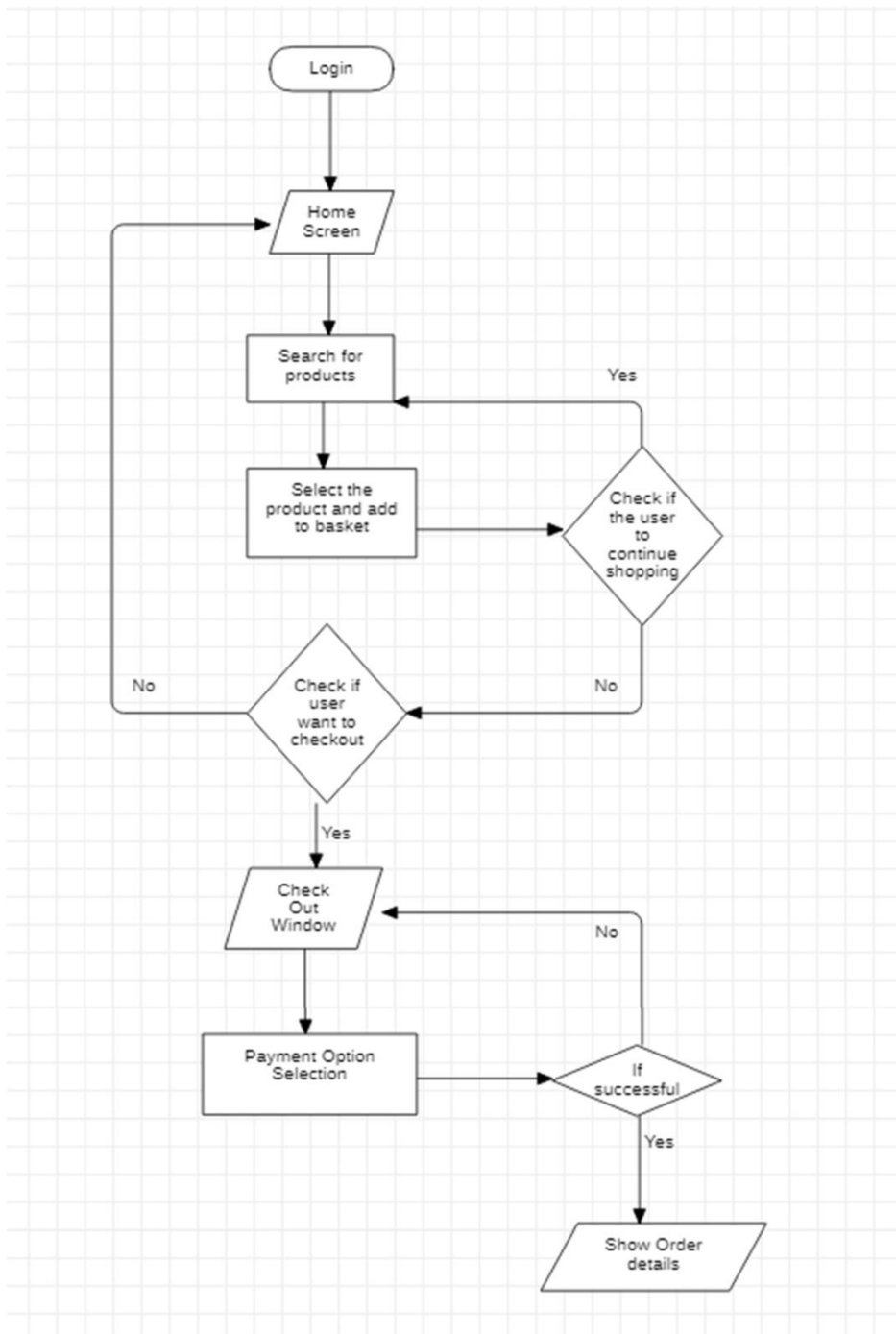
1. Registration from the user and the vendor's side application.



2. CRUD operation from the vendor side.

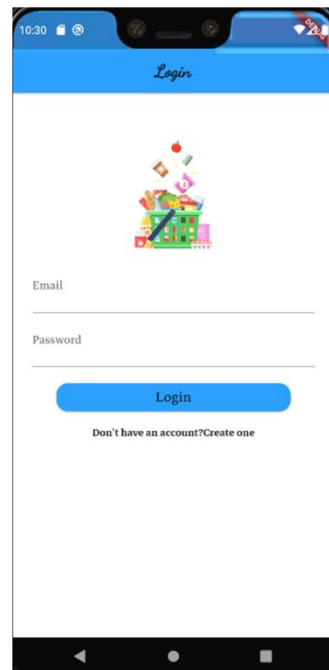
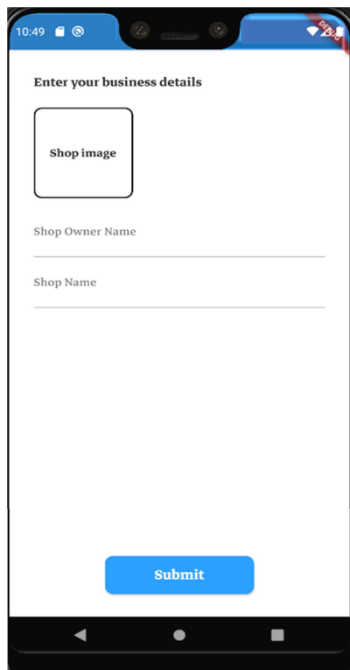
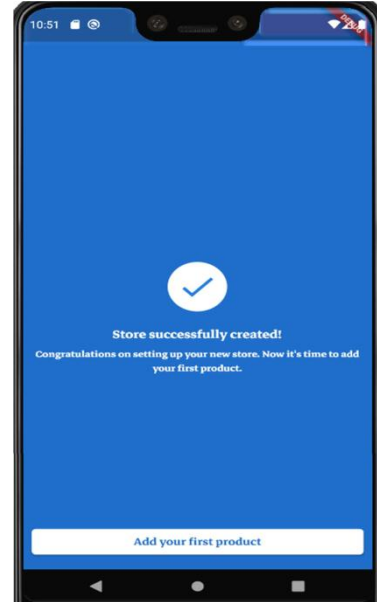
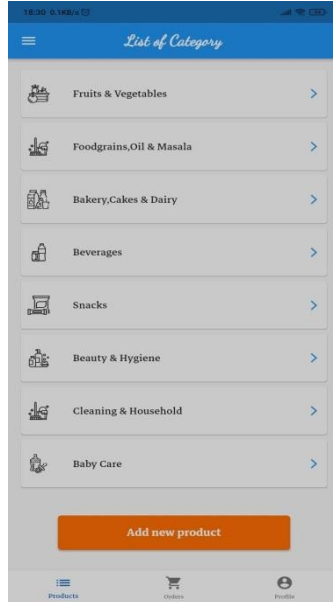
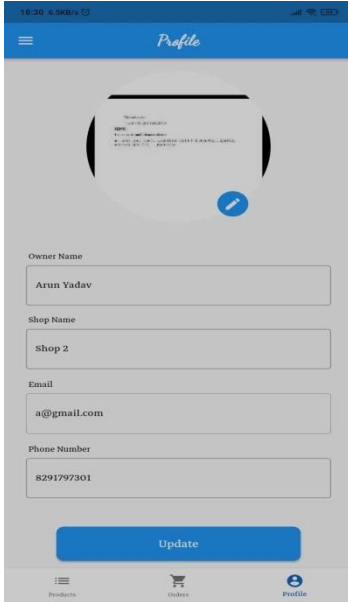


3. Order placing by customer and delivery.

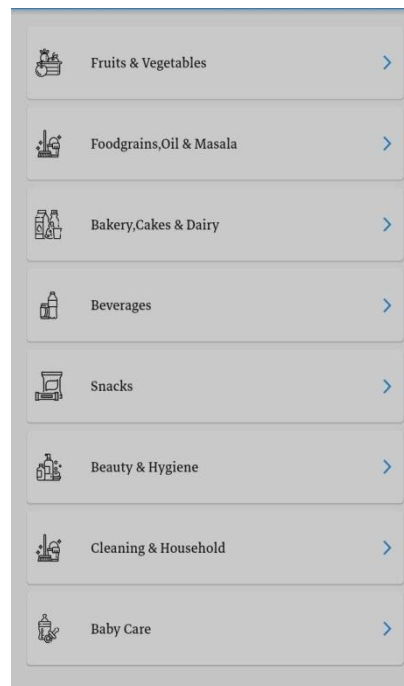
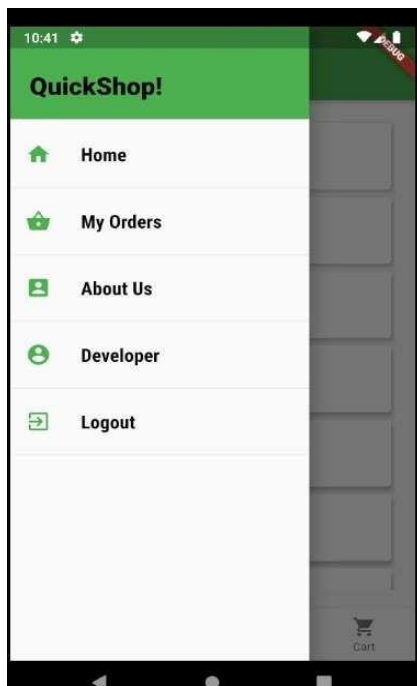
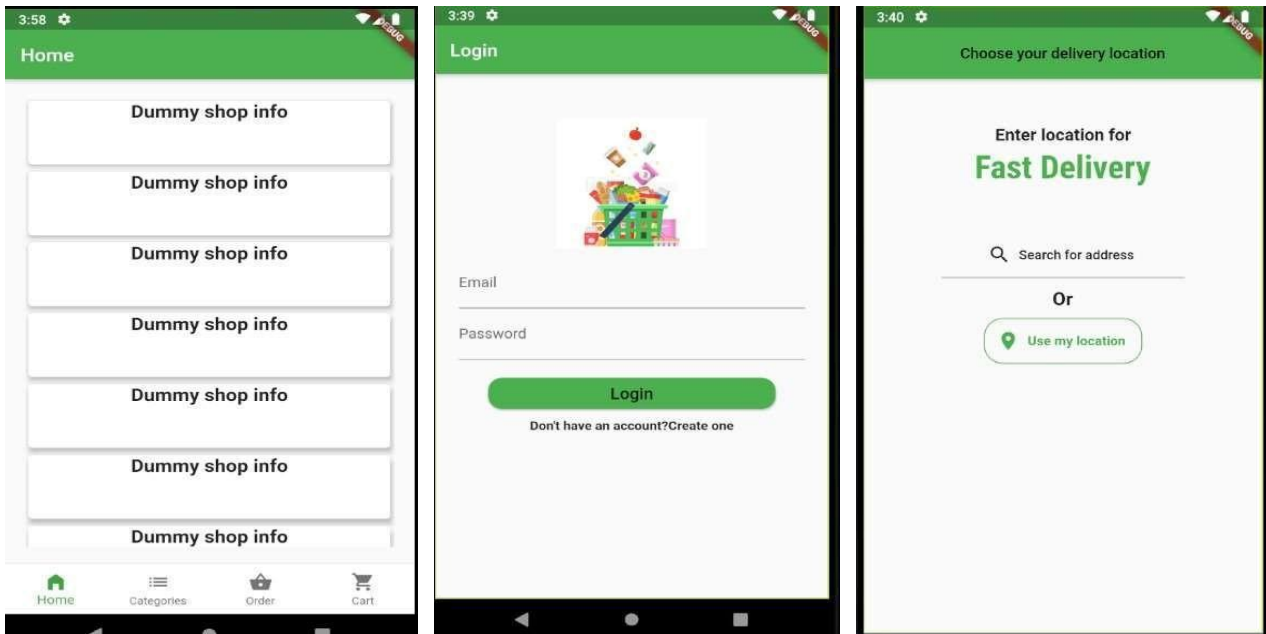


III. RESULTS

VENDOR'S SIDE APPLICATION :



User's side application :



IV. CONCLUSION

The main advantage of this application that the local vendors will benefit a lot, for example, the lorry owners have to go out to sell their products in scorching heat, this app will help them manage their business at the comfort of their home. This application will provide the wide variety of products. This application saves the times of the customer they don't have to stand in a queue to pay for the products that have been purchased.

- Easy payment options.
- Quick registration and login.
- Less response time.
- Simple design.
- Time Saving

- Highly reliable and Scalable.
- Compatible with device's hardware and native features.

V. FUTURE SCOPE OF THE PROJECT

The concept of this application is really awesome. In future there are chances that other developers might like to update or modify the feature of this current application. Because from all the side it's beneficial for the customer as well as our community. Customer means this application provides a better performance, ease of use, more interactive user interface and beneficial for community means this application will help our community to save the time.

VI. REFERENCES

- [1] T. Mohana Priya, Dr. M. Punithavalli & Dr. R. Rajesh Kanna, Machine Learning Algorithm for Development of Enhanced Support Vector Machine Technique to Predict Stress, Global Journal of Computer Science and Technology: C Software & Data Engineering, Volume 20, Issue 2, No. 2020, pp 12-20.
- [2] Ganesh Kumar and P.Vasanth Sena, "Novel Artificial Neural Networks and Logistic Approach for Detecting Credit Card Deceit," International Journal of Computer Science and Network Security, Vol. 15, issue 9, Sep. 2015, pp. 222-234.
- [3] Gyusoo Kim and Seulgi Lee, "2014 Payment Research", Bank of Korea, Vol. 2015, No. 1, Jan. 2015.
- [4] Chengwei Liu, Yixiang Chan, Syed Hasnain Alam Kazmi, Hao Fu, "Financial Fraud Detection Model: Based on Random Forest," International Journal of Economics and Finance, Vol. 7, Issue. 7, pp. 178-188, 2015.
- [5] Hitesh D. Bambhava, Prof. Jayeshkumar Pitroda, Prof. Jaydev J. Bhavsar (2013), "A Comparative Study on Bamboo Scaffolding And Metal Scaffolding in Construction Industry Using Statistical Methods", International Journal of Engineering Trends and Technology (IJETT) – Volume 4, Issue 6, June 2013, Pg.2330-2337.
- [6] P. Ganesh Prabhu, D. Ambika, "Study on Behaviour of Workers in Construction Industry to Improve Production Efficiency", International Journal of Civil, Structural, Environmental and Infrastructure Engineering Research and Development (IJCSEIERD), Vol. 3, Issue 1, Mar 2013, 59-66.