Location Aware Shopping Mall App

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Abstract: In this project, the application with location based system is to help user find the help from that place. Using GPS the user may set a range between them and shop and in between that area they will find offers. They can register for the desired offer, or add in cart at the same time. There is an option of view location which shows the path to the shop.

Keywords: Mobile Application, Online Shopping, Location, GPS, Offers.

I. INTRODUCTION

People, on the whole, are willing to buy the cheapest items. The placement of shopping malls and stores is also a significant effect. The programme will provide a map that will assist the user in locating the chosen retail location. Users may search for things in their immediate neighbourhood, compare pricing with different stores, and then pick where to buy using this Android smartphone application. Users may save money and time by using this application. They may either put the items in their basket or check out, or they can register for the deal that interests them.

II. RELATED WORK

In paper [1], The motivation behind this study is to plan a completely practical versatile application that has a creative situating and route framework utilizing AR center innovation and Augmented Reality. The other significant pieces of this application are client base shopping list taking care of, customized suggestions by object identification utilizing AR and remote shopping.

In paper [2], The creator gives an idea way to deal with help shopping center customers in observing their thought process to be important. Client ways of behaving, 330 stores, 30 clients, and three benchmark models are completely considered in the proposal model. In contrasted with the subsequent best model of every measurement, precision, review, and f-measure expanded by 118%, 70%, and 88 percent, individually.

In paper [3], Multi-shop location-aware application that adjusts to the store presently being visited, is presented by the creator. It uses Bluetooth Low Power to determine which store is being visited and to do interior location tracking. It has a Content Management System that the business owner can utilize to submit information, as well as the ability to communicate with Digital Signage to show targeted adverts throughout the store.

In paper [4], the model created is supposed to fill in as a system for any applications. It uses IOT Technology. The goal of this article is to illustrate how an Android app was used to create a mobile application for a shopping mall.

In paper [5], it is based on Augmented Reality. It allows multiple contributors to create, edit and publish. By using increased reality innovation as it will further develop the shopping experience of customers across numerous design related industry channels.

In paper [6], the application is compatible for windows personal computer. It uses Bluetooth, infrared technologies. This app's objective is to serve the consumer. The Location Based Wi-Fi Mall Indoor Directory looks to give customers with data that will further develop their shopping center insight. Furthermore, the client's current position, directions from their present area to another area, store data, and a guide module are completely used to track down the shopper. Consumers will be guided with a simple directions statement.

In paper [7] One of the main parts of VR shopping is that it can manage the cost of body development in space, like "genuine" shopping and as opposed to web shopping. It utilizes VR Technology. VR innovation is in this way accepted to address restrictions of reality. For clients to lead computer generated reality shopping in a characteristic and effective way, there is a solid requirement for exact and multimodal input gadgets that permit them to associate with different things in the VR shopping climate. In VR innovation and shopping, head development and bearing, as well as eye following, are utilized as significant modalities of human-PC collaboration, both as ways of associating with the VR store.

III. PROPOSED METHODOLOGY

The android app would overcome the problems discussed in previous section. This project consist of three users Admin, Vendor and User, user would be able to register themselves to this app after successful registration user would the ability to log in into the system to by using them credentials. After their login the user can view the offer that they had claimed and they can also search for more offers depending upon their categories. We have created separate web app which would be used by vendor's and admin. This web app is synced with mobile application so whatever changes made by vendor's and admin would be reflected in android app. Vendor's can login in web app using their login credentials vendor can add offers with information such as name, price, description, start date, end date, photo.

Admin can login in web app using their login credentials admin can view the customer's that have registered into the system and they can also admin can view the registered offers for every vendor that the user has registered for.



A. Registration Page

This is the Registration Screen for client. The client need to add subtleties like Name, Email Id, Contact Number, Address and Enter the Password of decision as displayed in fig 2.

Name		
Email Id		
Contact Number		
Address		
Password		
Re-Password		
	REGISTER	

B. Dashboard

This is the dashboard where you'll get it. Options like view offer, view the products categories, In Registered offers are the offers where customer can see the list of offers for which they have registered. Rating option is the option where customer can give ratings to the vendors, Search offers is the option where customer can register for the offer which they want to choose. After that there is a cart option where customer can see the products where has been added by them and there is a last option called history where the customer can see that their previous orders list as shown in fig 3.



Fig 3. Dashboard

C. Product

After the product has been selected from view categories option with customer can see the product with image of product, price after there are two options like view location and add to cart. By using the view location option user can view the location of that particular product and by using add to cart option user can add the product into the cart as shown in fig 4.



Fig 4. Product Page

D. Location

By selecting View Location, you will be sent to the place where the store where the product is sold, as illustrated in fig 5.

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IV. CONCLUSION

Initially, cell phones were solely intended for voice correspondence; nonetheless, today, voice correspondence is just a single piece of a cell phone. There are various different perspectives that are quite compelling. The application can assist client with tracking down shops, eatery, or some other office of interest showed by client inside the format of guide highlights like creating the sudoku issues all alone.

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