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Scan and Pay Shopping Application

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ABSTRACT: Now a days when we go to outside you see self-service board on shop. from this I have got idea of Scan And Pay. This App helps to known offers on products just Scanning the product barcode also app user made their own bill and pay through app. This app helpful to shopping mall. because the problem is in mall or shopping hub of the pay bill like there is lengthy process to proceed transaction. After the shopping customer need to wait in front of billing counter its panic for cashier its panic for the customer overall the process of billing is not smooth. Our project will help for that, there is a barcode for all items by using this customer will scan item barcode all details visible after scan the item on mobile. the payable amount will generate on the app then customer easily able to Pay this using multiple payment options. (Offline or online mode So, with this project we are going to develop android app which will help to customer to pay bill using this app and save their valuable time.

KEYWORDS: Android Studio, Firebase Database, Java.

I. INTRODUCTION

Scan And Pay is becoming increasingly popular for variety of reasons. There are certainly outside factors such as increasing product prizes, difficulty in getting to traditional stores and hassles often associated with shopping malls and other traditional stores to contribute to the increased internet in online shopping.

Consumers can get full information about the product with its reviews being passed by existing users. If one wants to buy a product, he/she is no longer limited to asking the friends and families because there are many products reviews on the web which gives opinions of the existing users of the product. As we know the online shopping mall can be divided into different categories i.e.-

- 1) A mobile website option.
- 2) Free or competitive shopping options.
- 3) Advanced navigation and search function.
- 4) Superior photos and image options.

II. RELATED WORK

1. The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.
2. User must go to shop and select products.



3. It is difficult to identify the required product.
4. Description of the product limited.
5. It is a time-consuming process.
6. Not in reach of distant users.

III. METHODOLOGY

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for purchased product. Our project will help for that there is barcode is present for all items .by using wescan the product Barcode after that all details visible on the mobile .so payable amount will be generated on the app thencustomer easily able to pay this using multiple options.so it saves the time.

Features: -

The Scan to Pay feature enables users to initiate payments towards merchants by simply scanning the merchant's QRcode using their mobile device.

This option is available to users on the pre-login page as well as post login within the payments option.

IV. EXPERIMENTAL RESULTS

In the below fig A is a splash screen application. and Fig.B user have to choose between admin and customer.



Fig.A



Fig.B

In Fig.C by clicking admin option admin can able to add the items. In Fig.D customer can scan the barcode of the productand then pay for it.

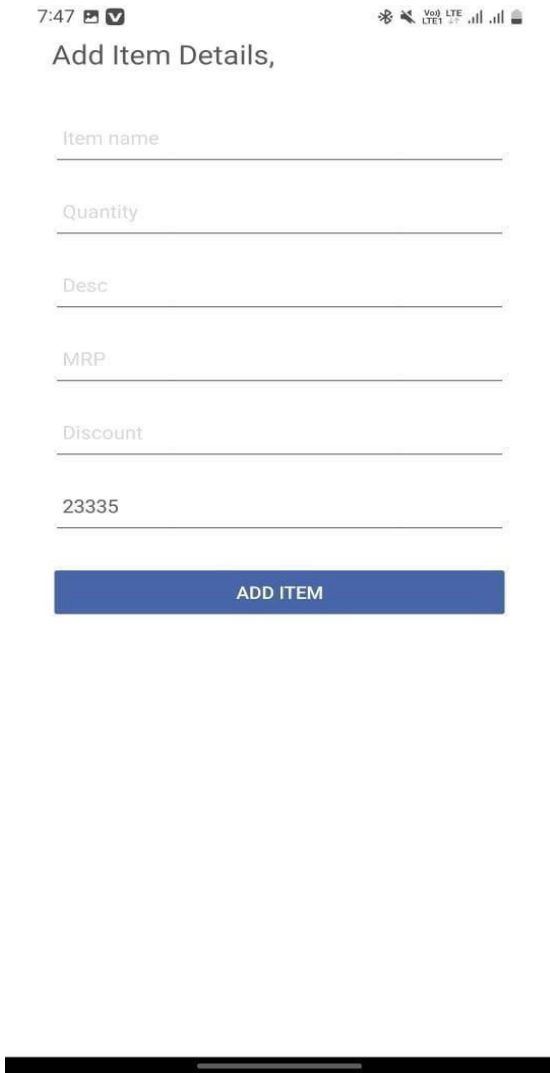


Fig.C

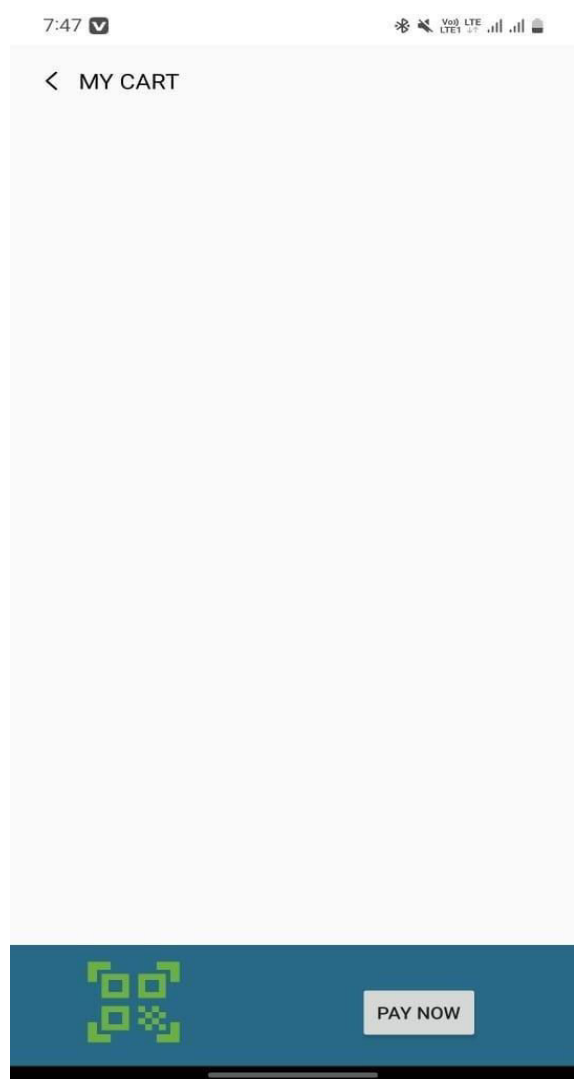


Fig.D

Fig.E is my cart screen there is a list of scanned products and their details. when comes to Fig.F user have to choosepayment option.

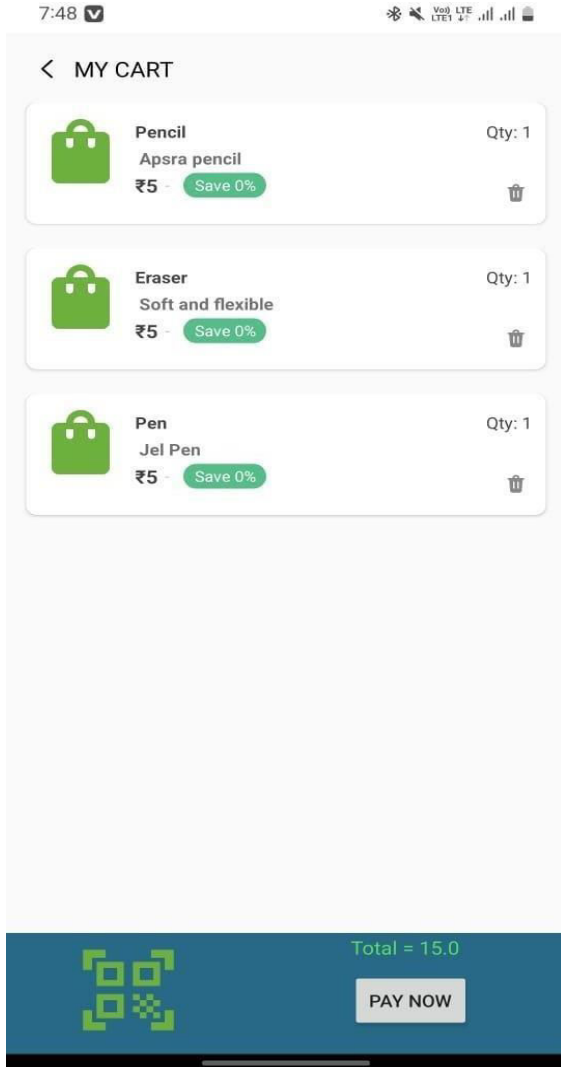


Fig.E

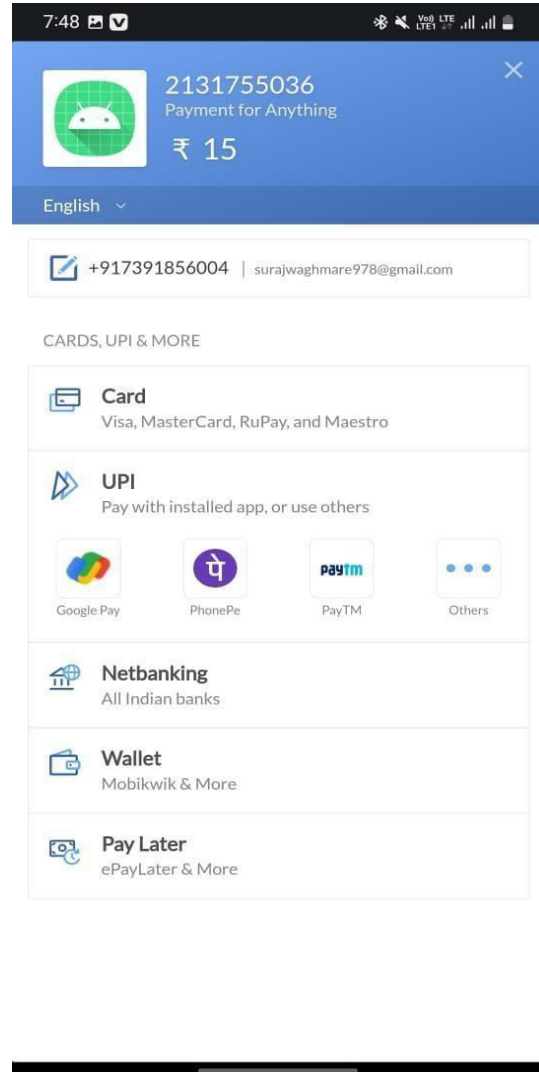
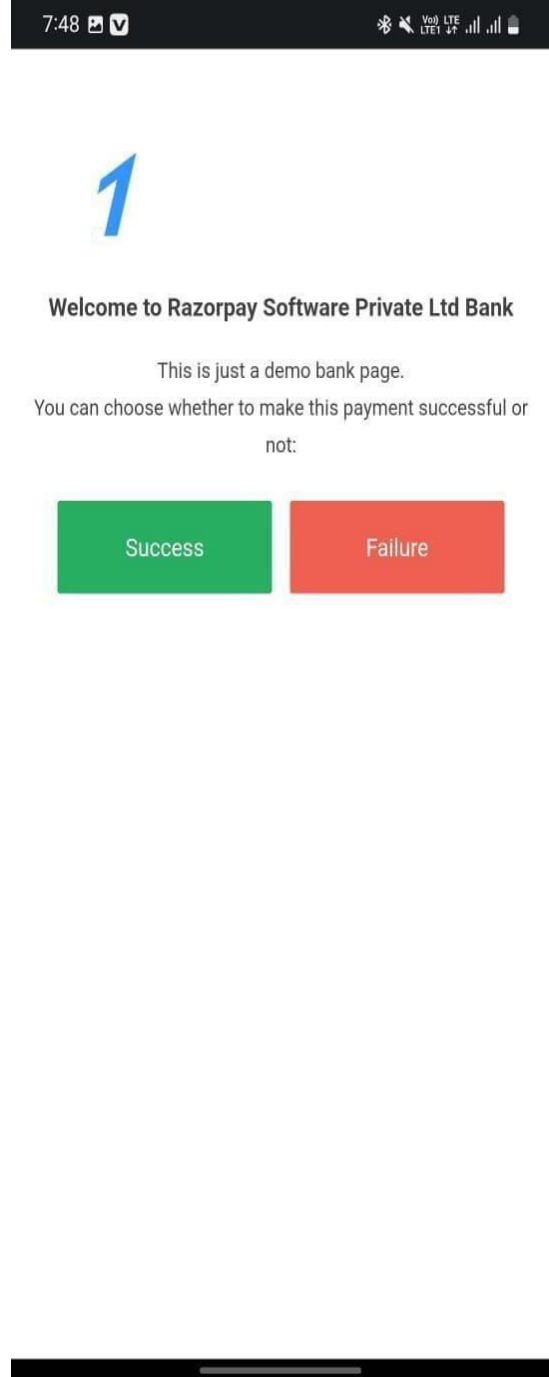
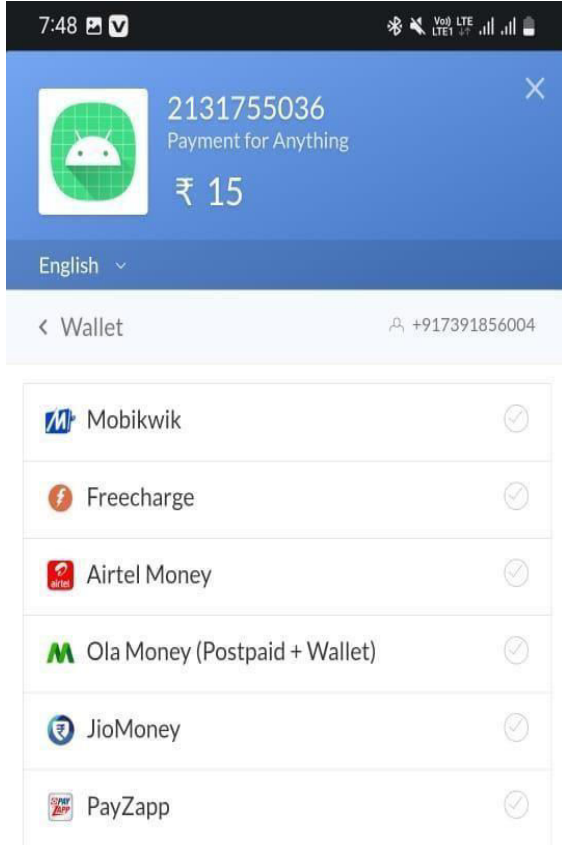


Fig.F

Fig.G Shows the payment gate way and then display the amount and last at the end payment successfully done.





IV. CONCLUSION

We live in a world where digital options are necessary to attract consumers. People desire fast paced and convenient services. This is especially true when it comes to payment. Because of the convenience, 80% of people prefer to pay using digital options. With how many electronic methods there are to collect money, QR codes are getting more and more attention. They make the transaction process easier and faster for both the consumer and business. Luckily, businesses don't need to implement using these on their own. There are already applications that support collecting money for organizations that want to use this technology. But if they want, vendors can use options branded for themselves such as through their company app or codes that link to their website. No matter how they offer these tools, consumers will appreciate that the businesses they use have this option.

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