

QWIKKY-An Android application for Hypermarkets

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Abstract— In today's modern fast moving world, the long queue that one has to pay their bills electrically. These queue can be avoided by each customer who shop with the QWIKKY mobile application. This app can connect with our debit or credit card. We need to just scan the products and make payment with the press of a single button. The project "Qwikky" is basically an android application for handling automatic payment system. This android application will take care of your easy shopping and payment system. Then here also automatically scan and calculate the total amount of our shopping and pay the bill when we checks out. QWIKKY application is very effective and helpful for everyone in the busy world.

Key words: Existing System, Proposed System, Modules, Result, Conclusion

I. INTRODUCTION

The main aim of this application is revolutionise the payment of bills in hypermarkets. When user is ready to check-out just press the CHECK-OUT button. Then the amount to pay is automatically credited to the vendor's account. The exchanging and deleting of items can be done through this app easily. The items are automatically connected to the door sensors to avoid looting. The un scanned products cannot be ring from the shop. By using this app we can avoid multiple verifications in lines. Special offers can be easily identified using this app. The app allows the user to scan product barcodes with their phones. The final amount is shows and generate a code automatically and pay the bill. The cashier only verifies the automatically generated code only.

II. RELATED WORK

A. Existing System

The most advanced existing system for the QWIKKY application is smart trolley. Smart trolley is a trolley like device which automatically scan the item when it loaded into the trolley. It shows the number of items collected, cost of the current item and total cost. Automatic shopping carts which eliminates human effort to push heavy loaded carts. It moves automatically using the sensors in it. Some kind of shopping carts identify the location of the desired products in the hypermarkets. The trolleys will consist of RFID reader and RFID tags that will total up the prices of items as consumer shops and provides basic information of items in shopping mall.

1) Disadvantages

- Line up for a long time and wait for their chance to bill payment.
- Cannot make an online payment with smart trolley.
- High implementation cost.
- Short circuits can cause error in detection of products and obstacles
- Failure in reading of one product can may cause error in entire thing.

B. Proposed System

To overcome the drawback of existing system we introducing a new system in which there is an Wheel Chair Using Android application in mobile or tab. This paper introduces an automated system is to be developed to control the motor rotation of wheel chair based on hand movement of physically challenged person. In order to facilitate these people for their independent movement, a tab or a mobile phone is used. Based on the data from android application will generate command signals which will be received by controller fitted on the back of the chair using Bluetooth. There are modes of working as movement control and home automation.

1) Advantages

- A QWIKKY account is linked to user's debit or credit card so user won't have to line up for billing.
- A simple android application and easy to manage.
- Just scan and pay with the press of a single button.
- Avoids multiple verification.
- Notification on special offers.

III. MODULES

A. USER

1) Registration

To use this application, each customer need to create their own account. To scan products and make payment, user need to login first using their user name and password. This account will e linked with the credit card or debit card account. Mobile number and email id are also will be added at the time of registration

2) SCANNING

In the scanning module, each product is scans using the customer's phone. Login to the app and start to scan each product which we are purchasing. At the time of scanning the amount of the item and the number of items is added in to the application. After scanning verifies the total number of items and total amount.

3) PAYMENT

After the scanning of each product, the application generates the total payable amount. This amount is transfers to the vendor's account from the customer's account. After the payment an alternate code is generates in the customer's and vendor's page. The vendor need to verify only this code and the customer can leave the shop.

B. VENDOR

1) Verify Payment

The payment is verifies y the vendor. When the customer makes the payment then an alternate code is generates both in customer's and vendor's page only if the payment is correct. when the customer needs to check out the vendor needs to verify only this code.

2) Add Offers

Adding new offers is the duty of the vendor. Vendor provides new offers in the festival seasons and other occasions. These offers can view by the customer through the application or the message.

3) Join To Map

The map shows the location of the hypermarkets which can shop using this app. The vendor adds the location to the map when new shops are open. Also the vendor has the provision to remove the shops from their maps if purchasing is not possible with this application.

IV. SCREEN SHOTS

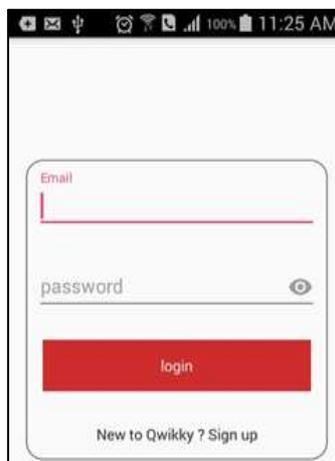


Fig. 1: Login activity

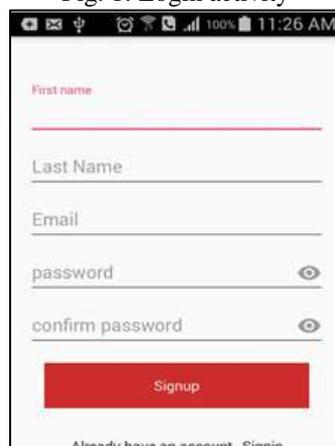


Fig. 2: Sign up activity

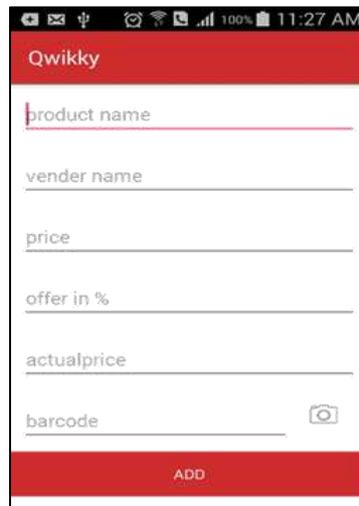


Fig. 3: Product adding



Fig. 4: Barcode scanning

V. RESULT

This android application is very useful for the installed users. In future we can setup automatic item finding feature which helps to identify the location of the products in hyper markets. The electronic verification system can created then the human effort reduces to verify the paid amount and generated code. In future we can add more features like credit point increment as per the number of purchase of the customer from the shop. The discount in bill can be provided using this credit points.

VI. CONCLUSION

The project “QWIKKY” is basically an android application for handling automatic payment system. This android application will take care of your easy shopping and payment system. Then here automatically scan and calculate the total amount of our shopping and pay the bill. Our project is basically a smartphone application based on Android platform. Proposed system is very effective and helpful for everyone. because spend quality time with people round you and things are important. by using this app we can avoid multiple verifications in lines. Special offers can e easily identified using app. The app allows the user to scan product barcodes with their phones. The final amount is shows and generate a code automatically and pay the ill. The cashier only verifies the automatically generated code.

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