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E-MARKETPLACE (FOR TRIBALS)

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Abstract: The paper focused on online product reselling system. This system overcomes problem of searching pre-owned products by helping users to get their desired in terms of functions: products and customers. Online Products reselling application was devised to offer huge variety to customers, case of selling and buying. So, the customer's data is a variable in terms of payment or updating: customer id, name, address and phone number. For the product, it gives a large view of current events to customers, regarding different details of the products (tribal): name of products, model of products, year of manufacturing, product id calculate price (on market Price) of products, mileage and registration number of products. Furthermore, this application was designed to display detailed information about the products an seller can update or delete products details. The waterfall life cycle model was used to undertake the research and the development of a Android base online application that will aim for on product, and its details at a single place. This application is basically organized in bipartite customers in a specific order. The up grading option is used for the application, only by the line reselling of the products that draw out the middle man.

Keywords: Android, Request Products, Tracking, E-mail;

I. INTRODUCTION

Online shopping is familiar to the developed countries throughout the world. It is the framework of electronic commerce business that allows the clients to buy products (Tribal)from supplier through the internet by utilizing a web browser. Online product trading is becoming increasingly popular because of speed and ease of use for customers. Online shopping idea was _rst invented by an English entrepreneur in 1979. In the 20th century people used to buy their necessary products by visiting the market or shopping center. For this purpose people needed much time to visit a shop and check products physically [1]. In online shopping the consumer goes to the website, selects a catalog, orders the catalog and an email is sent to the business organization. According to the statistics we can say that the numbers of online shoppers are growing [2]. Online product selling is an interesting idea to the merchants in the world. Sometimes customers are curious to buy some product even if they do not need that kind of product, simply because it is possible in online. Online shopping is acting like as a magic lamp and people are inspired to buy some products when they see that a new product is used by someone. The shopping cart system is a simple system which allows theine administration of products and categories. The online buyers are attracted to online shopping by high levels of satisfaction, selections, pricing and huge amount of information throughout the world [3]. Introduced the concept, it focuses exactly on the idea of project and explains the actual working of it. Chapter is of seven sections.
Administrator can access the users location at any point and if the any user crosses the specified geographical area of the organization or out of service area of the organization an alert will be sent to the administrator's mobile this will done by fetching its live location by the app working in the user's mobile device.
This system plays an important in providing real forest products to the user. Administrator can easily detect the order of the user and the order details of the products data will not be shared to anyone.
This system brings awareness in tribal peoples and increases the profit in their own products and provides high level customer support to the both user and buyer.

This system is not only helpful for tribal people but also useful for the user to find its desired products with their features, tracking of order performing activity on their android mobile phones anywhere, tracking of order location on their mobile phones by the app and also can get location alert of their order from the app, for the both user and buyer to prevent the data leakage.

A. This system focuses on following parameters:

- Easy to use and track orders
- It is Less Expensive
- Number of users can be tracked
- Provides variety of tribal made products and its detailed information.
- Provide instant alert to the administrator

To meet the all these parameters "E-Marketplace for Trible people" is proposed.

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II. FEATURES FOR SYSTEM REQUIREMENTS

In This section the requirements for "E-Marketplace for tribal people" is described. As per described in previous section for parameter (1) we use Android programming
[12] because it is very easy to install app on android operating systems device on the other hand it provides several permissions like internet permission, GPS permission, SMS permission, reading contact permission and several others therefore we used Android programming to add functions and flow to our system. For parameter (2) and (3) we use multithreading in Android and database technology [3]. For (4) parameter we use [7] and we use [8] for (5) parameter to implement the "E- Marketplace for tribal people".

III. EXISTING SYSTEM

In existing system there is lack of tribal's made products available on the current E-commerce platform. There are many phases in the current system like manufacturer, agent, distributer, seller. There is no facility available for the user to directly contact to the seller the direct purchase. Due to this middle phases' product costing is also very high. Also, the source and origin of product is also not available. No security that the product is original or fake [4].

A. Drawbacks of the Existing System

- More complexity to execute.
- Lack of tribal's made products available on the E- commerce platform.
- It is less efficient
- Installing app on existing system is very lengthy process
- Through Tracking functions, we can track one user order at one time.
- Security can easily break.
- Limited products available [5] [6].

IV. PROPOSED SYSTEM

We proposed the system "E-Marketplace for tribal peoples" Online product trading is becoming increasingly popular because of speed and ease of use for customers. Online shopping idea was _rst invented by an English entrepreneur in 1979. In the 20th century people used to buy their necessary products by visiting the market or shopping center. For this purpose, people needed much time to visit a shop and check products physically. In online shopping the consumer goes to the website, selects a catalog, orders the catalog and an email is sent to the business organization. According to the statistics we can say that the numbers of online shoppers are growing. Online product selling is an interesting idea to the merchants in the world. Sometimes customers are curious to buy some product even if they do not need that kind of product, simply because it is possible in online. Online shopping is acting like as a magic lamp and people are inspired to buy some products when they see that a new product is used by someone.

V.OBJECTIVE

- Today's era is computer era because most of the work is done with the help of computer. Dependency on computer is behind the few reasons. We cannot easily manage to store the large number of data single handily. If we need some information one need to go through all the old records manually which eventually create hell lot of mess? So, to avoid this mess and frustration its recommended to use the computer. Objective of our project is to overcome the limitation of the manual approach. This project is focused towards systematically automating all the work that is done manually in current scenario. The main objective is to automate the non-computer environment. The main objective of the project is:

- The main aim is to automate the non-computer environment.
- To save manpower and efforts.
- Development of an interactive car sale system which lets a customer to find a product according to his choice and its details.

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V. IMPLEMENTATION

This system is developed by using Android operating system we can also check it on emulator in debugging mode in which Android SDK provides virtual mobile device emulator which will runs on Android device [3].

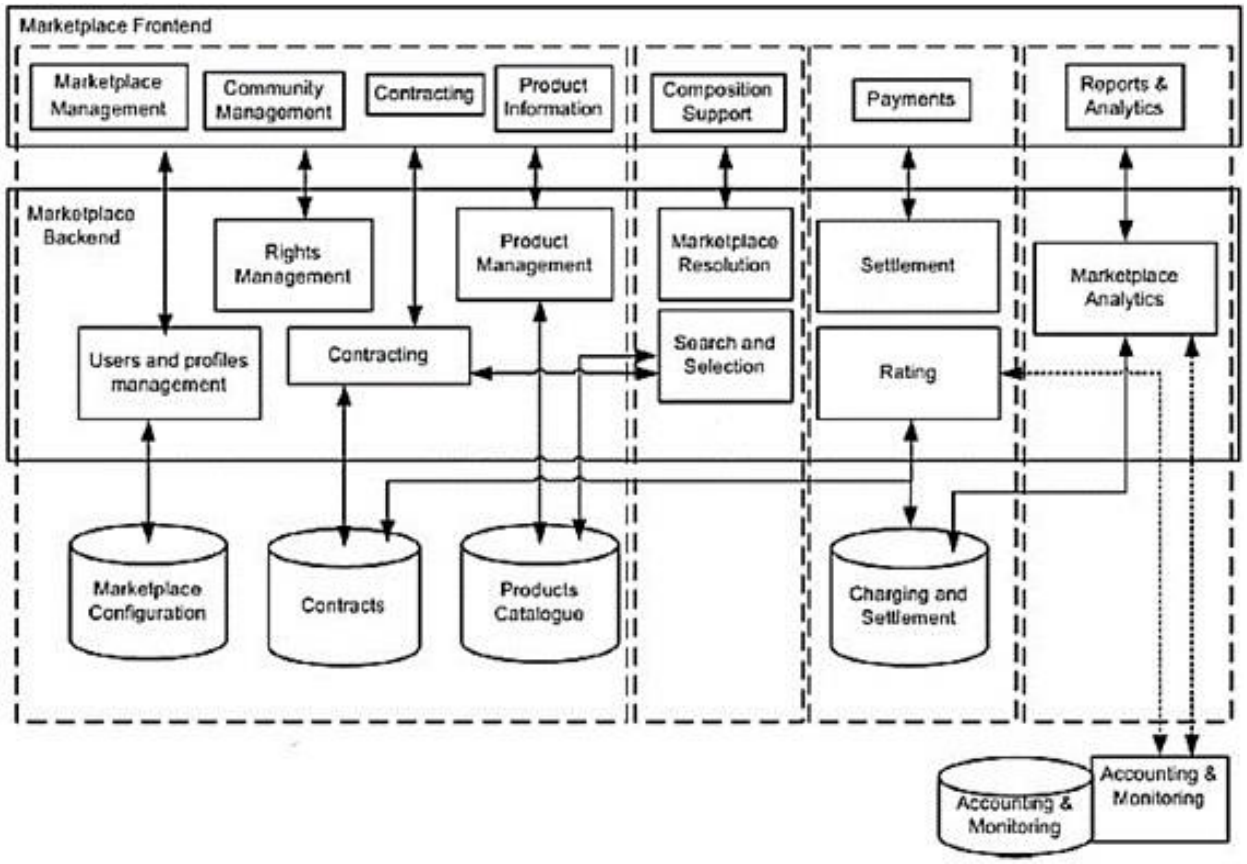

Fig.1. Overall Proposed System of "E-Marketplace for tribal people "System Architecture

We implemented an Android App which will run in users mobile through the user will have to login and fill its personal details and then he can continue in search for his desired products. We need to provide following permission in AndroidManifest.xml which will include in Firebase database at the time of storing the user's data. To track and send information about users ordered products in mobile to the centralized server we need to provide following permission.

- android.permission.INTERNET
- android.permission.ACCESS_PHONE
- android.permission.ACCESS_NETWORK_STA TE
- android.permission.SEND_SMS
- android.permission.ACCESS_COARSE_LOCAT ION
- android.permission.ACCESS_FINE-LOCATION
- android.permission.READ_PHONE_STATE
- android.permission.RECEIVE_LOGIN_COMPL ETED
- android.permission.RECEIVE_SMS
- android.permission.READ_CONTACTS
- android.permission.READ_SMS
- android.permission.WRITE_SMS

After that we have to register the Googles API key for fetching the location of user through GPS on administrators mobile. If the user crosses the specified geographical area, then only la will be sent to administrator's mobile in the form of E-mail. He can see exact location by login in to the website which consisting of maps of organization and location of user's mobile. Date, time, location will be displayed in App [11].

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VII. RESULT AND ANALYSIS

After doing overall implementation of this project, we come to following result after doing testing on two Android mobile phones we found some results which satisfies our mention objective, requirements and parameters.
We installed our Android App in one Android mobile which runs Android 2.3 minimum and performs login operation, SMS order operation and crosses the premises of predefined location in it as soon as this activity done on mobile phone an alert was sent to the administration panel. We found several results which are shown and discussed following.

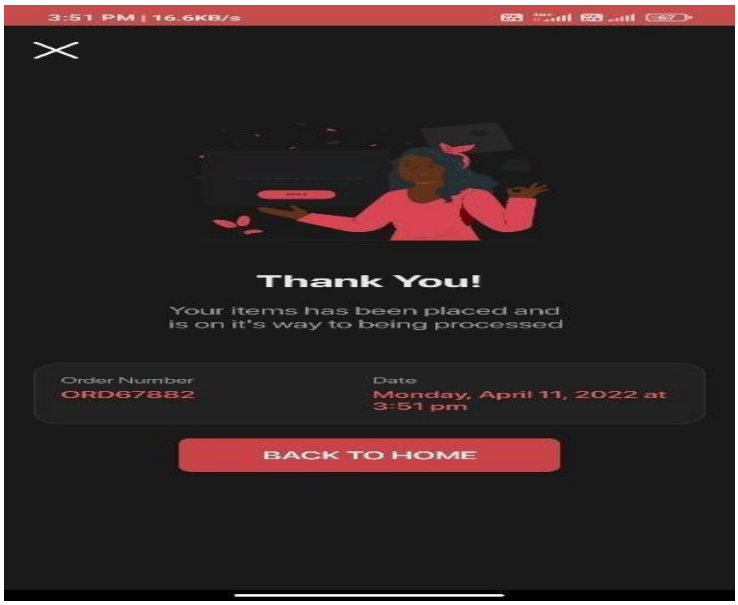

Fig. 2. Android App Main Activity Screen installed on users mobile

Here is our Main Activity in fig.2 showing „THANK YOU! ‟ Which runs in background in users mobile when user will perform any activity such as if he placed an order or cancel his order and if he will receive a SMS. Then this activity will simply send an alert message to the server and send E-mail to predefined mail of Administrator in it.

Fig. 3. An alert receives when an user placed an order

This Fig.3 shows output of an alert of an order when user will place an order then predefined location of the user an alert will be send to the administrator's mobile via Admin panel with users current location, name, order details and delivery address.

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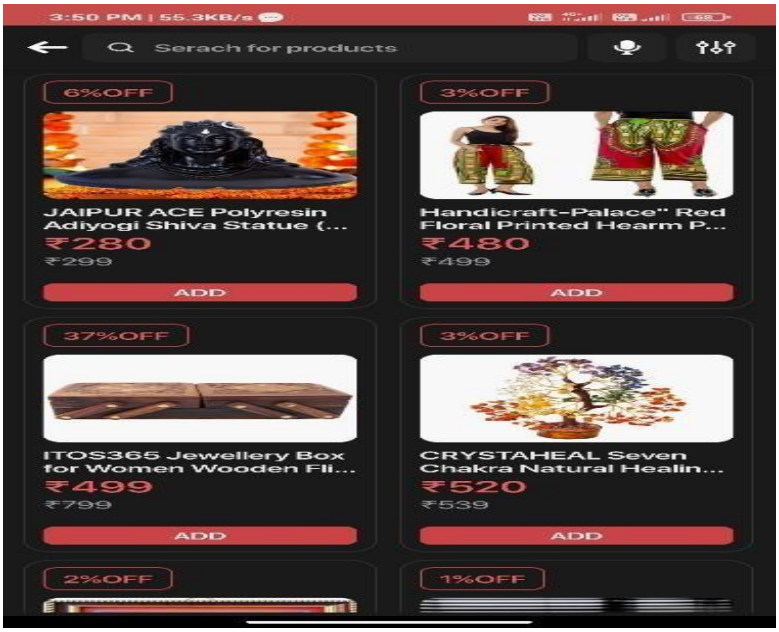

Fig. 4. Android App home page for user

The Fig.4 shows the home of an android app on users mobile. If user placed an order or user can add notes about the products or he can cancel his order anytime. Request any other product. When user ordered any products then the user's name, address, location, products detail, date, order no will be shown on users' screen.

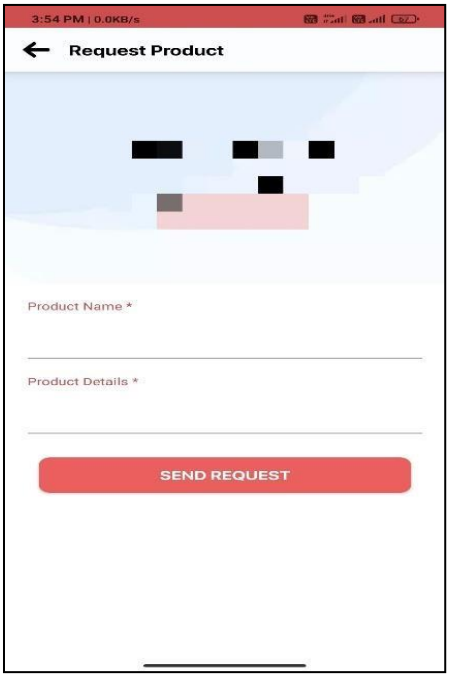

Fig. 5. An alert receives when user request any product

The Fig. 5 shows when user will make a product request SMS an alert will be send to the administrators panel with the contents of SMS. Admin can see user request of products such as name of product and its related details that were provided from user

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CONCLUSION

"E-Marketplace for Tribal people" is developed for Android mobile phones. By using online marketing system people are visiting different web sites very easily and within a very short time Nowadays the internet has become a major resource in the modern business so E-Commerce has gained popularity and reached top level in the business world. Online products Selling is one of them. Sometimes the online shopping companies are offering discount and it is possible to catch this kind of opportunity by using internet. By using Online products Selling application customers save their valuable time, it very fast and cheap also. You do not need to visit the company physically just spend a couple of minutes. We have learnt many things throughout the project like coding out actual problem and give the solution as a real-world application.

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