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DigiBasket: The Grocery Store Web App

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Abstract: *Online Grocery Store is an eCommerce based web application for our Web Programming project. We had developed a sample in which user can search and find necessary information about any grocery item, can proceed to checkout to buy products. User can create an account, update personal information, can check its past activities, orders and transaction.*

A grocery store (AE), grocery shop (BE) or simply grocery is a store that primarily retails a general range of food products, which may be fresh or packaged. In everyday U.S. usage, however, "grocery store" is a synonym for supermarket, and is not used to refer to other types of stores that sell groceries. In the UK, shops that sell food are distinguished as grocers or grocery shops (though in everyday use, people usually use either the term "supermarket" or a "corner shop" or "convenience shop").

Larger types of stores that sell groceries, such as supermarkets and hypermarkets, usually stock significant amounts of non-food products, such as clothing and household items. Small grocery stores that sell mainly fruit and vegetables are known as greengrocers (Britain) or produce markets (U.S.), and small grocery stores that predominantly sell prepared food, such as candy and snacks, are known as convenience shops or delicatessens.

I. INTRODUCTION

Grocery store managers are responsible for all aspects of running the store. From supervising employees to maximizing profits.

They are the conductor of the orchestra if you will. If one part of the store falls apart, the rest of the store suffers.

In turn, if the store doesn't have a good leader, the whole thing falls apart. So the manager is responsible for not only keeping the team together but the store running smoothly.

Grocery store managers are responsible for hiring and training employees.

They look for employees that can be trained to be the best in their department. And they also communicate with their employees to discuss potential stocking issues, answer questions, and address any staffing needs.

A. Problem Statement

Online Grocery Store is an eCommerce based web application for our Web Programming project. We had developed a sample in which user can search and find necessary information about any grocery item, can proceed to checkout to buy products. User can create an account, update personal information, can check its past activities, orders and transactions, and cart items.

1) Survey

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B. Advantages

1) *It Saves Time:* Shopping online alleviates the need to walk up and down store aisles. And you can log in any time—even at 2 am—and still have the advantage of a fully stocked store. Plus, going the delivery route saves you a trip to the store, which not only saves time, but gas money as well. In fact, studies show grocery delivery services slash carbon dioxide emissions in half compared to individual household trips.

2) *No Unwanted Luxury Purchases:* It's far too easy to do; you're walking around the shop grabbing all the items you need and suddenly a chocolate cake, packet of biscuits, and some sausage rolls have somehow found their way into your trolley. You didn't want them before but now you've seen them you need them! Shopping online can help you tame the impulse buying within you.

- 3) *Comparisons*: Many online stores have an invaluable feature that will make the lives of countless housewives a hundred times simpler – the feature of price comparison. Online shopping does not compel you to remember how much more expensive eggs are in store A versus store B.
- 4) *Find Everything You Need*: Search engines on websites make it much easier to find items quickly; typing in the name or brand of a product will show you all relevant products making it much easier to find exactly what you need.

C. Disadvantages

- 1) *You Can't Personally Look at Items*: Are you picky about the softness of your loaf? Shopping online won't allow you to check the quality of your products however companies will always try to deliver products to a high standard.
- 2) *Delivery can be a Challenge*: You have to be home when the groceries arrive, or you run the risk of perishables spoiling on the porch. Some online services have pick-up locations inside the store. Others allow you to pick up your groceries at a set location. Either way, your market basket is protected.
- 3) *Price*: You pay a premium when you let someone else do the legwork for you. Between higher-priced items, delivery fees, fuel surcharges and the inability to bargain shop, online services can take a substantial bite out of your grocery budget.

II. METHODOLOGY AND EXPERIMENT

A. Objectives

Grocery stores, when staffed with the right people, run like a well-oiled machine.

Grocery stores provide a service. They don't typically sell a product of their own unless they have a large prepared foods section.

Rather, they buy existing products from distributors for stocking their local stores to sell to customers. (source)

Once those products make it to the local store, it's up to that store's manager and team members to provide the services and resources that attract new customers and retain loyal ones. .

B. Description and Design

- 1) *User SignUp/SignIn*: User need to create account to make any kind of purchases but to check projects and other searches does not require user to be logged in. First user need to be get registered and logged in to check for recent activities, transactions, access e-wallet and items cart. For creating account user need to click on signup button fulfill all the create an account form requirement to get registered with us. In case your wants to be logged in, he need to go to sign in and provide its credentials which has been set up with us. In case user has forgot its password, we provide an module to regenerate a new password. The link for forgot module it can be found in sign in.
- 2) *User Dashboard*: To change user information and other settings we have developed modules in dashboard panel but user can also find all these options on the top right corner of the page when user click on his/her name.
 - a) *Account Settings*: This module provide a panel to change users profile and password information.
 - b) *Payment Settings*: This modules helps the user to store its card information with us for easy pay and order functionality
 - c) *Wallet Settings*: In this module user can maintain its e-cash by adding more cash or purchasing items without using any card information. User can add cash from saved cards, or use other than save card but user can add maximum of \$1000 at one transaction and overall \$10000 are allowed. At the same time user can check for its wallet activities and details on the same page.
 - d) *Order History*: This feature helps the user to check all the past purchases and other details such as, date of purchase, products purchased, and payment information.
 - e) *Newsletters*: User can manage and subscribe or unsubscribe to our newletters.
 - f) *Logout*: User can successfully logout to avoid exploitation of its account.
 - g) *User Cart*: User can add items or removed items or edit the quatity for each item (maximum 5 quantities per product is allowed). Here user can check for total payment information and proceed to checkout.
 - h) *Seach Product*: User can seach by typing product's, id, name, brand, and category in the search bar that is present on the top of the page
 - i) *Filtered Search*: USer can refine its search according to price range and category. This feature will be available in search results.
 - j) *Category Search*: User can directly search for products according to its category by selecting categories on the left top corner of the page right next to logo.

- k) *Product Information:* User can check for the product information by clicking on the heading or a given view button on each product thumbnail and discover more about the product and can add it to its cart by clicking on Add to Cart button under the display picture of an item.
- l) *Others:* We have implemented fake gateway where user can select the mode of payment ie saved card, new card and wallet. User can pay for the amount by any of the listed modes and also and review its payment information at the bottom and then can pay and proceed to the final step which is confirmation where a confirmation message will be displayed and generate a transaction or order it (which would also be available in user dashboard).

C. Features

The shift from one channel to multiple channels to sell groceries and efficiently maintain inventory as a grocery retail store is challenging without grocery inventory management software. The biggest challenge the grocery store owners face is inventory management in terms of consumption of the grocery items before they expire or due to damage or spoilage. Other than this, there are other challenges like:

Warehouse Efficiency

Unclear Communication

Inventory Loss

Managing Warehouse Space

Haphazard Customer Services etc are some main challenges faced by grocery stores for which they require grocery inventory management software.

D. Application

Small grocery store companies have many objectives. They usually outline these objectives in their business plans well before the start of new fiscal years. These companies can best reach their objectives by staying customer-focused, offering products and services their customers want. That is why most grocery store companies also develop comprehensive marketing plans to reach their key objectives. Marketing plans help the owners better define their target customers and store concepts, such as whether they serve specialty markets like organic food eaters.

III. RESULT AND DECLARATION

- 1) The grocery store web application is prone to hacks.
- 2) Administration cannot edit or modify scores after the deadline.
- 3) Extensive modules and features make it difficult for a user to utilize the application.
- 4) Minor technical glitches and issues.

IV. CONCLUSION

By implementing this grocery management system we are getting the more flexibility by the users, which can operate from the home itself by implementing the pay and pickup and pay now options.

V. ACKNOWLEDGEMENT

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