

Review Paper on Online Sikkim Handcraft Application Using Android

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ABSTRACT

As the name specifies “Sikkim handcraft online shopping application” it’s application for managing a various activity in the android application. For the past few month number of handcraft skill is increasing rapidly. Thereby the number of application is also increasing for the accommodation of the painting, hand-made craft in the society. And hence there is lot of strain on the person who are running the application and software are not usually used in this context. This particular deals with the problems on managing application and avoids the problems which occur when carried manually.

Keywords: online store, compulsory id, sign in with phone number or social account.

I. INTRODUCTION

This application is proposed to design Sikkim handcraft online shopping application, which helps and makes easy for today’s application admins. To study and analyse the requirement of a handcraftonline shopping application. To make an android application for Sikkim handcraft shopping Online application (small scale).

Maintenance of the same application for the Artist and the upcoming Artist to find the new platform for their products and their talent. And also these application saves the records and contacts of the local Artist from where the person who want local Artist can contact them. This project Artists Online Gallery application has developed on XML, Java and php. The main purpose of the project Artists Online Gallery is to sell to user to buy by Android apps. This project is used to developed the arts selling application. This project intends different types of form with many types of arts verities sell to user to buy online through application.

II. EXISTING SYSTEM

Nowadays for shopping we have to visit the shops and markets daily for buying product we want. if product is available than pay with cash mode, because not every society is well educated and aware to use net banking or card banking process or wallets. This app is not much user friendly as customer need to go to the market physically and then select items only from the available list. So it is difficult to get the product as per customer desire.

III. PROPOSED SYSTEM

Our system focuses on creating user friendly Android application for an online artist. This app will be installed in android smartphones of a user. Its provides interfaces to user who requires details of customer for buying products.

Advantages of Proposed System

An android mobile app for shopping is presented. This application provides customers details customer choice product for buying, time saving, user friendly, interaction between user.

IV. MODULES

- 1.Transaction
- 2.Order Reports
- 3.Delivery Reports
- 4.Price Master

Module Description

Our system is divided into four distinct module description as follow

- 1.Transaction-In this module online shopping management system is done. It will add item to purchased can be item is bought from cart. Payment can be done into two ways cash and delivery and online payment method.
- 2.Order Reports-In this method the list of item or product ordered and customer details who had bought or ordered that product will show who has delivered or not.
- 3.Delivery Reports-It will show the list of items or product which are delivered to the customer.

4. Price master- In this module the cost of the product or item discount applicable for the particular product for customers.

V. DISCUSSION

In this present scenario local artists and local handmade-craft are not giving importance and opportunities. By making this application reduce their work stress by reducing time and hard work. By using this mobile app customer can easily interact with local artist and local hand made craft and saving their time, they can easily get details of products and artists.

VI. 6.CONCLUSION

With the advancement in android application technology, it can be a boon to android application. Accommodation system application is a user-friendly mobile-based application for application. It has been designing to automate, manage and look after the overall processing of records of user residing in a medium application.

It is capable of managing Enquiry details, user Details. The developed application provides solution to manual android application problems and also provides information such as application information, application product information. The android application offers stability, cost-effectiveness and usability. It provides the most flexible and adaptable standards android solution for application.

managing online selling and orderings products.

VII. LITERATURE REVIEW

[1] Kim, M., Kim, J., Choi, J., & Trivedi, M. (2017). Mobile Shopping Through Applications: Understanding Application Possession and Mobile Purchase. *Journal of Interactive Marketing*, 39, 55-68. <https://doi.org/10.1016/j.intmar.2017.02.001>

Smartphones have penetrated rapidly and mobile shopping provides promising market opportunities for retailers. However, little is known about mobile shopping patterns and inferring these patterns from online shopping may provide misleading insights. We combine mobile log data and a mobile panel survey, and examine two stages in mobile shopping: the possession of shopping applications (hereafter, apps) and the purchase via shopping apps. Our exploratory investigation of mobile data and its empirical analyses provide three substantive findings. First, online experience and mobile experience both positively relate to the possession of shopping apps. Second, browsing behaviour for non-shopping apps helps understand

the possession of shopping apps as it reflects user preferences for acquiring more apps. Third, purchasing decisions are explained by digital experience (i.e., online experience and mobile experience) and browsing information from shopping apps, with other factors being of little predictive value. The implications for mobile retailing research and practice are discussed.

[2] Kirthi Kalyanam, Peter Lenk, Eddie Rhee
Basket Composition and Choice Among Direct Channels: A Latent State Model of Shopping Costs
Journal of Interactive Marketing, Volume 39, 2017, pp. 69-88

Prediction of sales for short life-cycle products can be problematic. Generic predictive models based on past launches may provide only crude historic data which are unsuited for distinctive, innovative products. This paper investigates the role of online communities in providing pre-launch data to predict post-launch sales. We argue that levels of *awareness*, *word-of-mouth*, *expectations*, and *adoption intention* prevailing within an online community for an upcoming product have an independent *direct effect* on the product's future sales. Additionally, we test the *complementarity effect* of these *community variables* by introducing a higher order construct called *Pre-release Community Buzz*, to demonstrate the incremental explanatory power of using pre-launch community variables to predict post-launch sales. Data for community variables were collected from a movie-based online community, and analysed using Partial Least Squares Structural Equation Modelling (PLS-SEM).

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A review of literature on consumers'

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online purchase intentions
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1 A previous version of the paper was published in the Proceedings of the Advances in Business-Related Scientific Research Conference (ABSRC-2014) that was held on March 26-28 in Venice, Italy. This paper presents an updated and extended version of the previous one.

Abstract Nowadays, the rapid development of the Internet and its effect on daily life has introduced a new consumer profile which is referred to as the 'online consumer'. Such consumers are affected by different factors and they have different purchasing habits with respect to traditional consumers. The main goal of this paper is to depict the factors that have an impact on consumers' online purchase intentions through an in-depth analysis of the relevant literature. After an extensive literature review, 100 relevant articles are identified. The factors influencing consumers' online purchase intentions, which have been examined in these selected articles, are classified according to their similarities, and grouped under relevant categories. The study results reveal that while most of the studies focus on the impact of consumer characteristics, and merchant and product characteristics on online purchase intention, the impact of social media is generally underestimated in the literature. This can be attributed to the fact that this is a recently emerged research area. The originality of our paper stems from highlighting a future research agenda for consumers' online purchase intentions

This paper presents an updated and extended version of the previous one.

- [7]. A previous version of the paper was published in the Proceedings of the Advances on March 26-28 in Venice, Italy. This paper presents an updated and extended version of the previous one.

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