



FINAL YEAR PROJECT REPORT
TROLLEY-LESS SHOPPING MART

**In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)**

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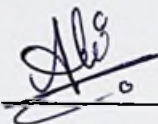
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FALL-2022

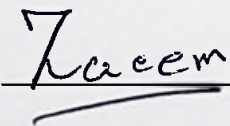
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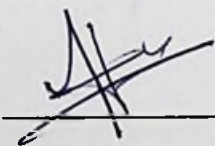
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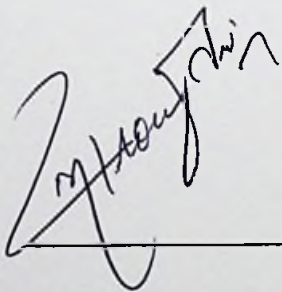
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APPROVAL FOR SUBMISSION

We certify that this project report entitled "TROLLEY-LESS SHOPPING MART" was prepared by ALI MUJTABA ZUBERI, MUHAMMAD AZFAR SIKANDAR and MUHAMMAD ZAEEM KHAN has met the required standard for submission in partial fulfillment of the requirements for the award of Bachelor of Computer Science at Bahria University.

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Specially dedicated to
my beloved grandmother, mother, and father

(ALI MUJTABA ZUBERI)

my beloved grandmother, mother, and father

(MUHAMMAD AZFAR SIKANDAR)

my beloved grandmother, mother, and father

(MUHAMMAD ZAEEM KHAN)

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TROLLEY-LESS SHOPPING MART

ABSTRACT

The study, entitled "TROLLEY-LESS SHOPPING MART," is an application. The aim of this project is to provide a hassle-free shopping experience to the user by mitigating the need for trolleys using an in-app shopping cart. A native Mobile Application with a built-in QR code scanner to display product details and availability. On confirmation of the order, the cart items are processed via a transaction routine and bagged for the user to collect at the specified counter.

This system is basically a Digital or virtual way of Shopping, where the user just has to scan the items from his app and go to counter to collect it. The Admin manages all the counters and products. Admin can update the inventory of each product or view their sales report. The sales report can be viewed based on filters and is shown graphically with a bar chart. The Counter person can scan the QR code which is in the Users app and check his basket and proceed with the payment, if the user has not made the payment. The User can scan all the products and it will be added to his basket, he can quickly go his basket and decide whether he needs to proceed to checkout or remove/add items. The payment of the order can either be done from the user's app or via cash payment at the counter.

- i. The Products has to be scanned, no need of physically moving with all the Items.
- ii. Payment can be done from the User app directly for Security.
- iii. The Items are shown in the Real time.

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