

# A Paper on Scan an Pay using Android Application

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**Abstract:** The product that contributes to comfort, efficiency, and convenience in daily life is accepted by society. In major cities, large retail centers are being built. On weekends and holidays, these malls have heavy traffic. Products that customers want to buy must be transported in carts. One then moves on to the billing counter after selecting all of the desired goods. Using a hand-held barcode scanner, the goods are manually scanned at the billing counter to create the bill. This requires a lot of time and creates a backlog for billing. In this project, we examine a system that is being created to help someone with day-to-day shopping by reducing the amount of time spent doing so. The primary goal of the suggested system is to offer a technology-oriented strategy that is affordable, scalable, and robust for aiding in shopping.

**Keywords:** Automatic billing, Shopping Cart, User Interface, and Server Communication.

## I. INTRODUCTION

There are several reasons why Scan An Pay is growing in popularity. There are undoubtedly external reasons that have contributed to a surge in online shopping, such as rising product prices, transportation challenges, and difficulties frequently associated with malls and other traditional retailers. Customers who read the product reviews left by actual customers can learn everything there is to know about the product. There are numerous product reviews on the web that provide perspectives from the product's current users, so one is no longer confined to asking friends and family when looking to buy anything. As is common knowledge, the online mall may be broken down into numerous categories, such as

- 1) An option for mobile websites.
- 2) Real-time, free, secure payments.
- 3) Simple Payment Process.
- 4) A real debit card is not necessary.

This technique will help the client by shortening the time spent shopping. It also offers the mall managers more support. The management and customers will appreciate this new solution's comfort and convenience. In our research, we discovered that the majority of customers would rather leave a shopping center than stand in long lines for a few items. Finding the item people want to purchase might be challenging, and after choosing their purchase, they must wait in a long queue for invoicing and payment. To try to solve the problems previously identified, we have developed our system. Another motivation is the use of smart-phone for implementing shopping in shopping malls using better interfaces for users and egnog the process. To provide a technological view to solving the problem of manual shopping systems in malls.

## II. LITERATURE REVIEW

As a result of higher living standards and the quest for high-quality consumer products, shopping malls are growing in size and offering a wider choice of items, which in turn demonstrates the demand for effective shopping procedures. According to, an analogous tendency is happening much faster for the Internet purchasing system than it is for conventional shopping malls. However, they also carry a variety of rules, which limit what may be purchased electronically. Security, fraud, and order delivery delays are generally among the biggest issues encountered. This project's goal is to suggest a Quick Response (QR) code-based real-time capture system for consumer goods utilizing an Android smartphone. Recent years

have seen significant advancements in the field of vision-based automated identification technology, which can now be used on smartphones to decode picture codes and offer a variety of services that may verify the legitimacy of any goods. (Disadvantage: Bar code was not correctly scanned).

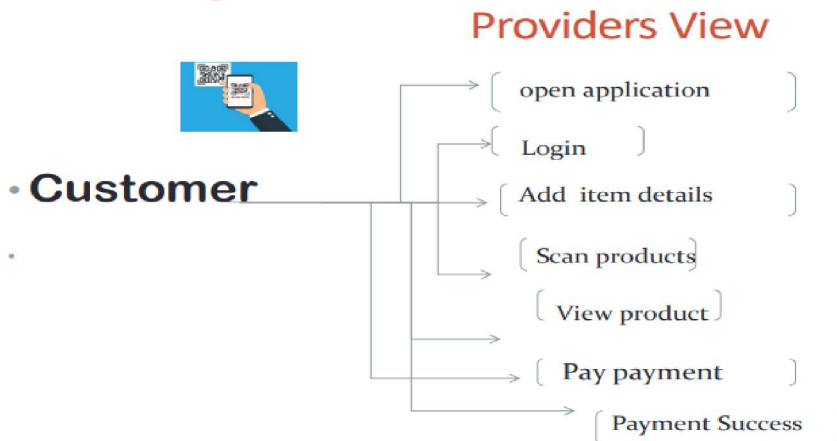
**2.1 Proposed System**

The suggested remedy is an Android mobile application called "Scan An Pay," which tries to get around the aforementioned restrictions by saving people from having to wait in long lines at the register, sending the invoice that is generated directly to the cloud, assisting them in finding items quickly inside of a large store, tracking purchases, and setting spending limits. Why Create a Mobile App? A collection of software known as a mobile application is created and built in order to function on any mobile platform, including tablets and smartphones. A mobile application for Android with support for the Internet is called Scan An Pay. The Scan An Pay Android app aids customers in avoiding must assist in this endeavor. enabling customers to scan (the barcode) on the products they want as they add them to their (physical) shopping cart, verifying which scanned products they want to buy, confirming the purchase, and paying with PayPal (or canceling the purchase/payment), as well as creating a receipt for the purchased goods. Once the payment has been received, a confirmation email and an electronic bill are issued to the customer. Later, the shopper at the store acknowledges this e-bill before they leave. The digital invoice will then be kept for further use in the cloud. Paper banknotes are prone to loss, thus organizing them in this fashion has advantages. By creating charts, Scan An Pay also adds and keeps track of purchasing costs in a visually appealing way. Additionally, a product search option will be accessible so users can easily determine if an item or product is in stock or not in that particular shop. Paper banknotes are susceptible to loss, thus arranging them in this fashion has advantages. Scan An Pay additionally adds and maintains track of purchase prices in a visually attractive manner by using charts. Users will also have access to a product search tool, making it simple for them to find out whether a given item or product is available in that specific store or not.

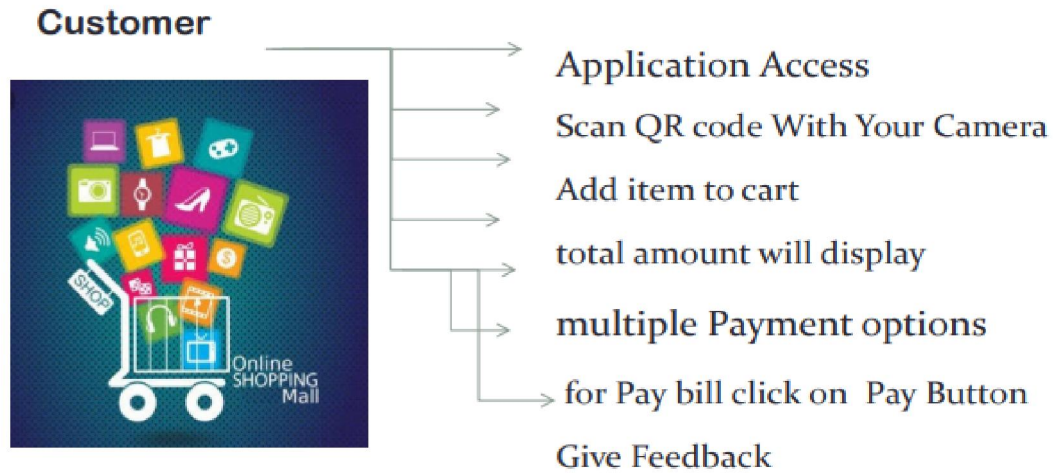
Algorithm:

- Step1. Start Process
- Step2. Open the Scan An Pay Application
- Step3. Open Admin Screen and Customer Screen
- Step4. To Add an item open Admin Screen
- Step5. click on the Customer button to scan the product
- Step6. after that, all details of the product are visible on the screen
- Step7. click on the pay now button for Payment
- Step8. End Process.

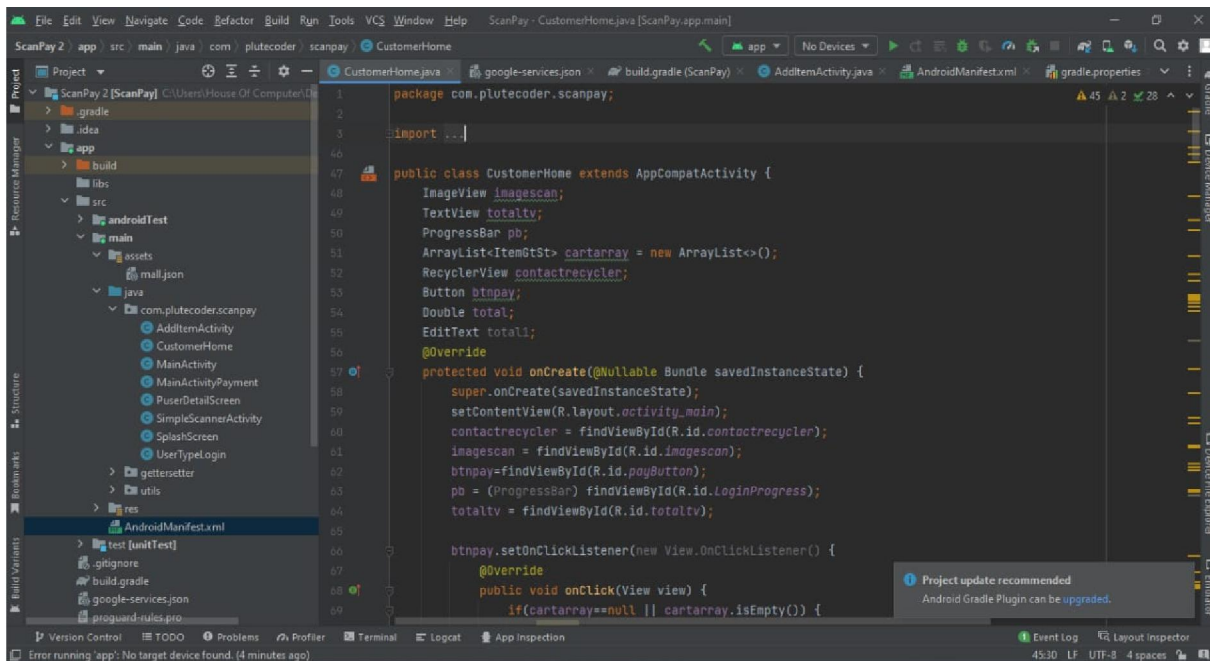
UML Diagrams



For customer view



**Code Generation :**



```

package com.plutecoder.scanpay;

import ...

public class CustomerHome extends AppCompatActivity {
    ImageView imagescan;
    TextView totaltv;
    ProgressBar pb;
    ArrayList<ItemGtSt> cartarray = new ArrayList<>();
    RecyclerView contactrecycler;
    Button btnpay;
    Double total;
    EditText total1;
    @Override
    protected void onCreate(@Nullable Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        contactrecycler = findViewById(R.id.contactrecycler);
        imagescan = findViewById(R.id.imagescan);
        btnpay=findViewById(R.id.payButton);
        pb = (ProgressBar) findViewById(R.id.LoginProgress);
        totaltv = findViewById(R.id.totaltv);

        btnpay.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                if(cartarray==null || cartarray.isEmpty()) {

```

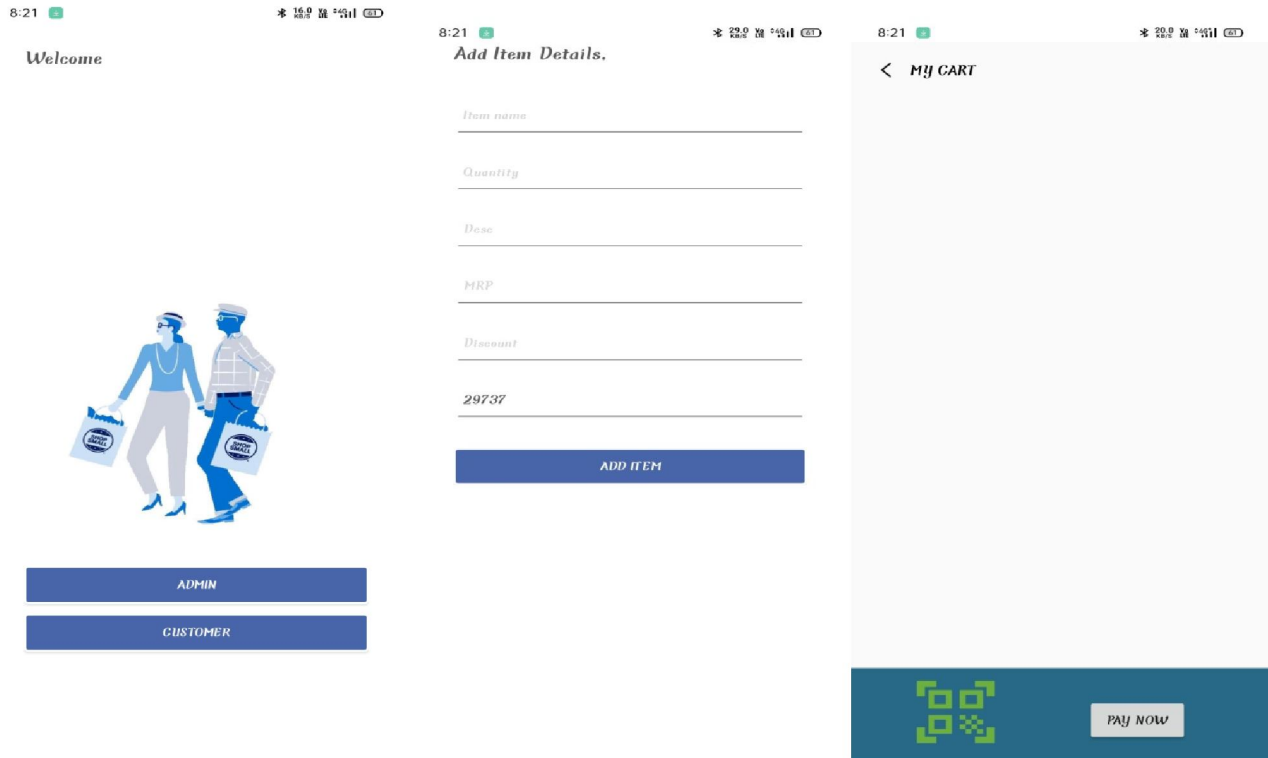


Fig. D is my cart screen there is a list of scanned products and their details. When comes to Fig.E users have to choose the payment option.

**Financial Gateway**

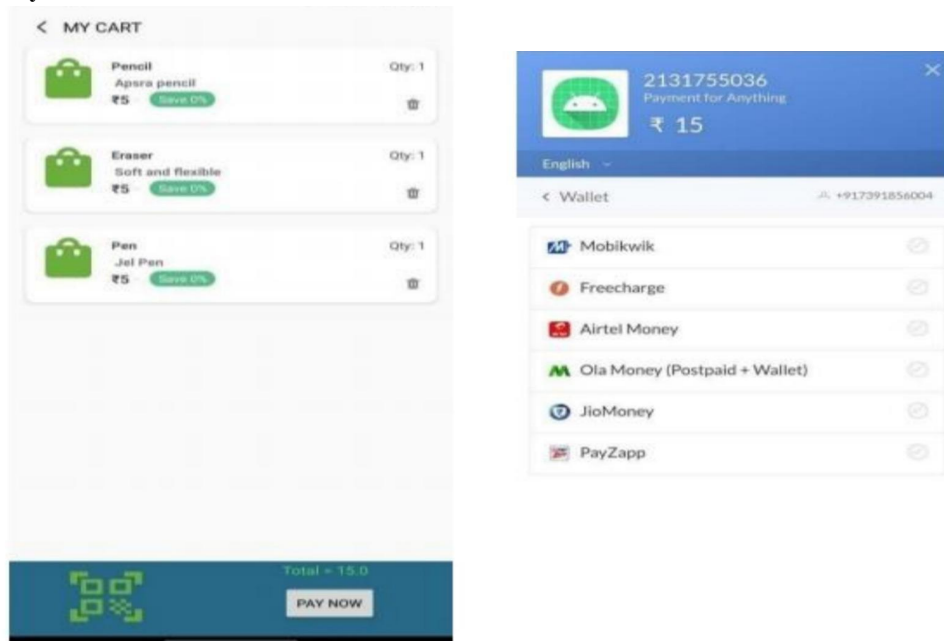


Fig.E

Fig. F displays the payment gate, the amount, and finally, the successful completion of the transaction.

### III. SCOPE

The goal of this project is to develop a payment transaction system that creates QR codes on a website or mobile application with a predetermined amount of money that the recipient chooses and that the payer can change. Two distinct user groups are the primary target audiences for this project. People without a regular source of income who depend on contributions for their daily needs and may not have access to a phone to use other forms of payment make up the first group. In this situation, they may use open sources to print the QR code, which they can then provide to potential customers for scanning. The second category consists of those who work in professions where a significant percentage of their income comes from gratuities, such as waiters, doormen, or valet attendants. Since it's possible that these individuals aren't permitted to have their phones on them while at work, they can pull up a QR code card and show it to the client. In general, if a person doesn't have change or doesn't have the time to stop and donate money, they are less likely to do so. A person may quickly contribute a certain amount of money using this service without having to go to a bank to get cash or divide bigger sums into smaller ones. Instead, they may just scan a code and send money to the other party using this service.

### IV. CONCLUSION

To attract customers in today's environment, digital solutions are essential. People are looking for services that are quick and easy. When it comes to paying, this is especially accurate. 80% of individuals prefer to pay with digital methods due to ease. The use of QR codes is growing as there are more and more electronic ways to collect payments. For both the customer and the business, they simplify and speed up the transaction process. Fortunately, companies don't have to use these on their own. For organizations that wish to employ this technology, there are existing programs that facilitate money collection. Vendors may, however, brand their own choices if they so like, such as through a corporate app or codes that point to a website. Customers will appreciate that the companies they use have this choice, regardless of how they provide these products.

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