Online PetShop Mobile Application(O'Pet) To Get Your Desire Pet !!

Ashlesha Matkar[1], Anjali Gharat[2], Bhagyashree Mhatre[3], Prof.Surayya Shaikh[4]

[1-3]Student, Dept. Computer Engineering, Theem College of Engineering, Maharashtra, India
[4]Professor, Dept. Computer Engineering, Theem College of Engineering, Maharashtra, India

---***---

Abstract: *We all know that our generation have more mental sickness than physical one.every person needs love,care,happiness in their life,so for that they need someone to be with them all the time with whom they can find their happiness.Having a pet is the most satisfactory part of those people who need happiness and enjoyment in their life.The pet can be part of our family in very short time period,because their loving nature attracts each and every person.If people feel stressed they should spend time with their Pet and family then they can feel better.Another reason to must have an pet in life is most of the working people work for more than 10 hours in a day,they get exhausted by working all the day.They need some quality time to be happy ,to minimize their stress.And you know who can decrease your stress! Obviously a pet. As we know that in our country their are most of the street animal who don't have anyone to feed them.so we need some application or platform where we can think about this street animals.because by spending lots of money one foreign breeds of pets we need to adopt such street animals who don't have anyone to take care.Also the author of this paper found that still buying a pet is a manual process in most of the areas.so they face difficulties in finding their desired pet.By analysing such problem author of this paper decided to make an petshop mobile application which will help people to buy and sell their pet online.The main goal of making this application is to provide an online platform for customers for buying and selling the pets from which they do not need to do manual work for buying and selling the pet.*

Keywords: Petshop- online Pet application.

1. INTRODUCTION

In this era as we know that every person is busy doing their day to day activities.Some people are not get too much affected by their work load or with any other life issue but some people definitely want someone or something that will keep them happy or from that they don't get affected much.Also some people wants someone with they can spend their lots of time.Good suggestion of that is to having a pet that will keep you happy all the time.you definitely not regret to having pet in your life.

Also we know that in our country we see that stray animals are not treated well all the time.so every people who loves animal can feel that we need to do something for them to give them better life.because we know that animals can't express their feelings to us,we need to understand their feelings.so rather than buying foreign breeds as your pet you can take animals which don't have anyone to take care of them.from which you can save your money and also help someone who need you. From this we can say that pets are a very essential part of our life.

The main purpose of our project is to provide an easy interface to get your desired pet.From our application you can get your pet with fast delivery.
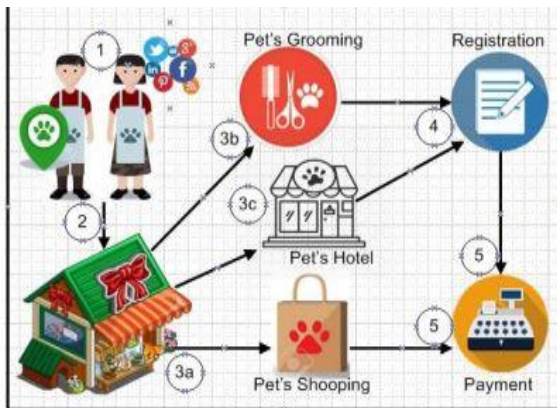
As we are purchasing pets from our users,the user can sell their own pets or they can inform us if they get street animals.we are all available for your service.

The idea for making this application was to provide online platform to users for buying and selling of pets.Because authors of this paper research on many pet shops from different areas.And they found that to buy any pet people still going to pet shops and still they don't get their desired pet.by using this application no user have to go different pet shops searching for their desire pet,they can search and buy it at their home.

To add different features in application, authors of this paper met different pet lovers who wanted to buy pets and what problems they face in the process of searching pets on different pet shops.

By analysing problems from different people the author of this paper tried to implement advanced features in their application such as grooming and information about how to maintain good health of their pet.Also they understand that their application should be user

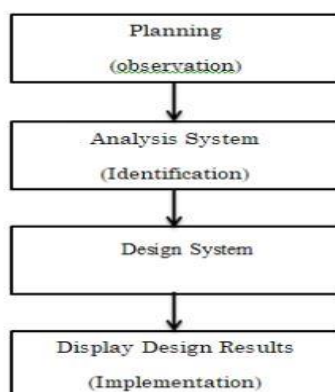friendly,so tried to implement such features that users can handle easily.

The image above describes that users get 3 options to select.if user user wants to shop pet they can select pet's shopping option and another 2 options if they want grooming and pet's hotel.

To use any of the service users must be registered first.after selecting the desired option the user can move towards payment and complete the process.

2. METHODOLOGY REVIEW

For making this application the author of this paper preferred some ieee papers and other data which helped them for making this application.
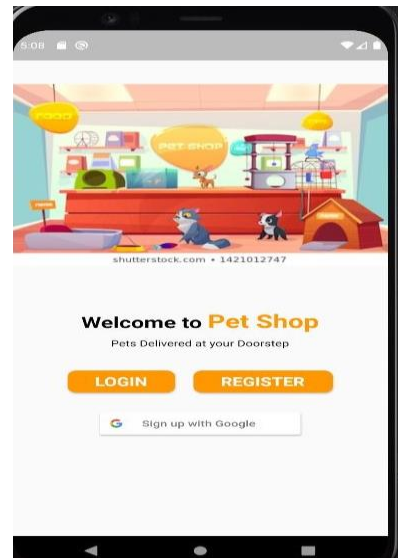
As the author of this paper first observed, many papers get more information about how to design an online pet Shop application.

and they analysed the different scenarios of their application.and finally after lot of researching the author of this paper designed their application.And after

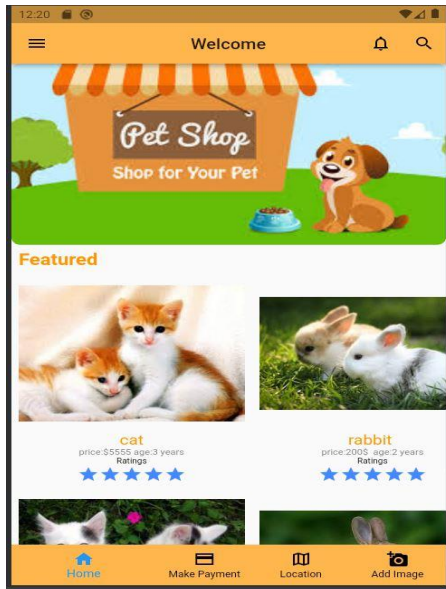completing it successfully they displayed results of their application.

3. RESULT

This design display shows login and registration buttons if a user is already registered on application he needs to directly login and if not needs to register first.when user login in application login details first authenticate with database details if match then only the user is able to log in to application.

After successful login user redirect to homepage where he gets lots of options to search pet, notification, Add pet, make payment, check location etc.
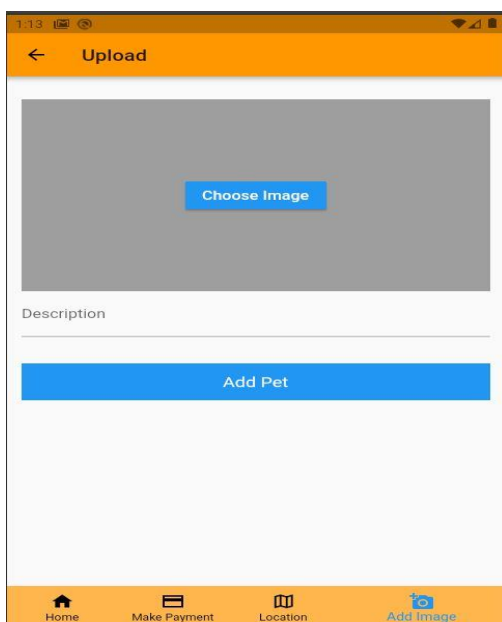
When a user wants to search for a pet he can search any pet on the search bar in application.

Users are able to select their desired pet by clicking the search icon on the homepage.

Also the author of this paper provided different features for their user like online payment, location etc.

As if a user wants to check their pet delivery location he will able to check live location of his pet. And after choosing desired pet user do not need to pay manual payment as author of this paper provided online payment gateway through which user can pay very easily.

4. FUTURE SCOPE

As we know that still in some areas pet buying is manual so this application will be helpful in future also.Also author of this paper buys street animals who will fit into their requirement so it will be very helpful for street animals.

5. CONCLUSION

After analysing different pet shops where selling pets is still offline,the author of this paper decided to make this application.From this they concluded that for buying and selling of pets users need to have interactive application that will help them to buy pets online.The o'pet application helps user to find their desired pets online also user can sell their pet from this application.After selecting their desired pet they can purchase it by doing online payment,for that author of this project provided payment gateway where user can pay. Author of this paper provided a map feature to check the location of their pet delivery.Author of this paper provided a variety of features to their users from their o'pet(online pet shop) application.

6. REFERENCES

[1]Oleh Soleh1, Ruruh Wuryani,Rivka Farizi's "OPet's is Petshop mobile application to meet all the needs of pets (day-care, shopping and grooming) "

[2]A.Noraziah 1, Noor Naimah,M Narastun's "Pet Shop Management System for Klinik Veterinar & Surgeri Jawhari.

[3]Nguyet Nguyen, Ruzanna Chitchyan "Systems re-design for sustainability: PetShop Case study."