Android-based '*zuper*' laptop sales application

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Abstract:

This computer sales application is made using java and kotlin which forms an Android application. 'ZUPER' is taken from the term extraordinary or super, the hope of the owner is that various laptops with various specifications sold at ZUPER stores provide high specifications and satisfying laptops for all customers who buy. This application is made to speed up the transaction process, namely how to speed up the purchase process and flexibility wherever and whenever, this application is expected to be the answer for all people who are in various places that are very far away, this application is equipped with a delivery system and collaborates with delivery services in Indonesia. It is expected that online-based computer sales can make excessive profits for sellers and flexibility from the buyer's side. This application will be given and applied to ZUPER stores that sell directly or conventionally through stores and online through online computer sales applications.

Keywords: online sales, e-commerce, laptop, flexibility, programming

1. INTRODUCTION

The advantage of online stores is how the transaction process makes it easier for consumers without coming to outlets or stores, possibly due to long distances or large costs in terms of travel, currently the development of online stores continues to grow rapidly. One of the things that online stores do in developing their online stores is using augmented reality, virtual reality, and chatbots. Online stores have become a trend, where outlets or stores without having software or e-commerce platforms can join existing platforms such as Amazon, Lazada, Tokopedia, Shopee, and others that are credible and have a large community.

Some online stores have adopted AR to improve customer experience. An example is an online furniture and home décor store, which allows users to insert products into their real space with AR, so they can see how the product will look in their room before buying it. This helps reduce the risk of product returns as users can better understand the size and appearance of the product before buying it. In addition, AR can also help increase customer engagement. For example, a fashion online store can use AR to create 3D views of products and allow users to change the color or size of the product directly from their AR app.
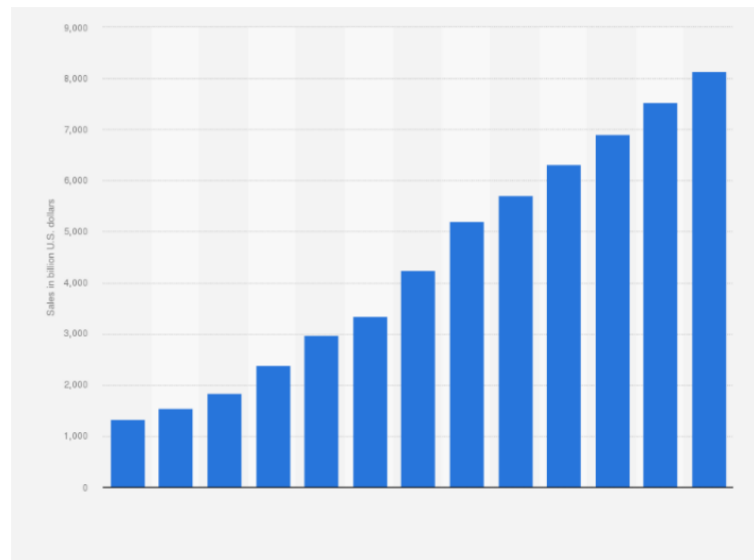
Fig.1. The development of online stores over time (Prediction until 2026)

Virtual reality (VR) is a technology that allows users to experience and interact with digitally created environments. In e-commerce applications, VR can help improve customer experience by allowing them to experience products in a virtual environment before purchasing them. One example of the use of VR in e-commerce is in fashion online stores, where users can create digital avatars of themselves and try on various clothes or accessories in a virtual environment before deciding to buy them. This helps reduce the risk of product returns and increases customer satisfaction as users can see how the product will look on their body before buying it. In addition, VR can also be used to enhance interaction with products, such as creating a 3D view of the product and allowing users to rotate, zoom in, or change the color of the product interactively within the virtual environment.

Next is chatbots, One example of the use of chatbots in e-commerce is in fashion online stores, where chatbots can assist users in finding products that match their preferences. For example, chatbots can ask the user's preferences regarding the color, size, and style of the product they are looking for, and provide product recommendations that match the user's answers. Some examples of tools for customer enhancement for e-commerce supporters are ManyChat, Tars, Chatfuel, Botsify, and Woebot.

2. METHOD

The process of making a computer application program for android-based e-commerce can be seen in the following flowchart. In the flowchart in Figure 2, it is explained that the first step is to determine the features and functions, including the layout and programming language used. Next is the design that will be made to create the right Graphical User Interface (GUI). The GUI design is made using XML. After the process of determining the components is complete, it is continued with setting or positioning buttons, text, and images, database connections, adding features, until uploading the design results to PlayStore.
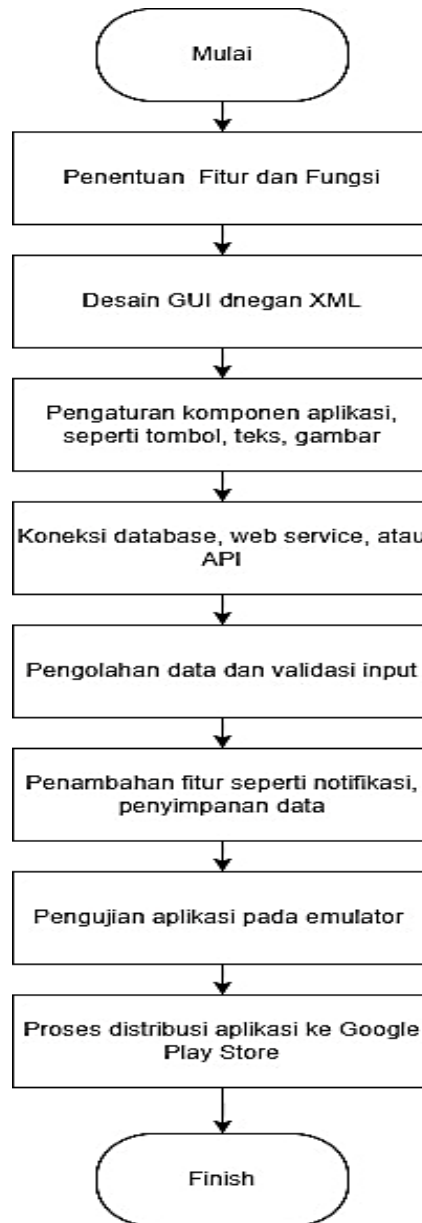
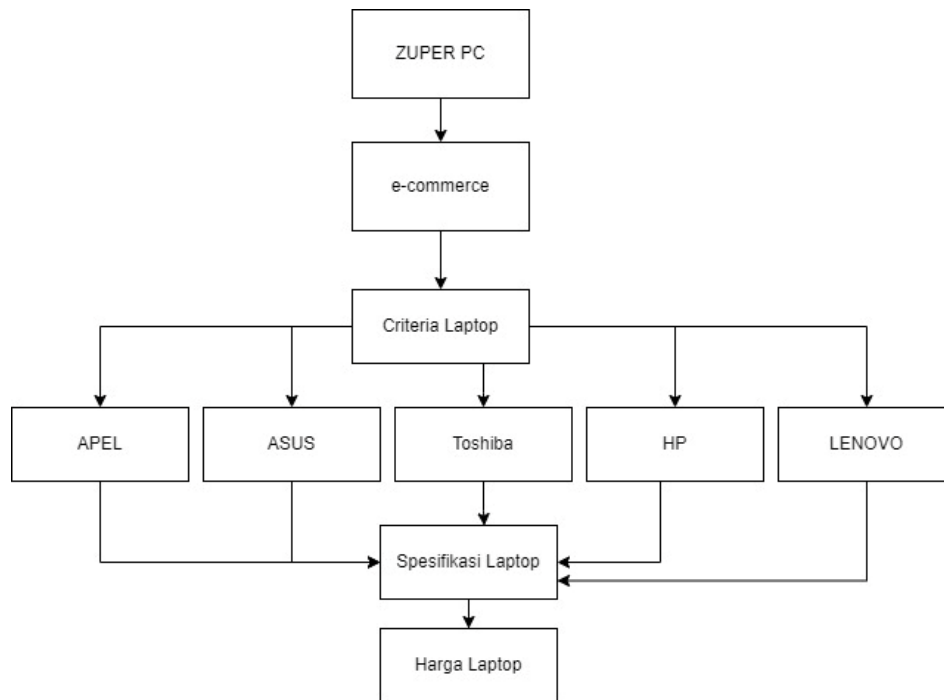**Fig.2** Flowchart of the android program creation system

Fig.3. Criteria Settings

3. RESULT AND DISCUSSION

The following is the design or GUI used by ZUPER PC to sell goods, especially Laptops with various Brands, in full will be shown in the block diagram criteria. Moreover, Java program for class creation on price list in e-commerce online sales

```java
public class Product {
    private String name;
    private String description;
    private double price;
    private int stock;
    // Constructor
    public Product(String name, String description, double price,
int stock) {
        this.name = name;
        this.description = description;
        this.price = price;
        this.stock = stock;}
    // Getter methods
    public String getName() {
        return name; }
    public String getDescription() {
        return description;}
    public double getPrice() {
        return price; }
```

```
        public int getStock() {
        return stock; }}
```

Moreover, A java program to calculate shopping total or cart

```
import java.util.ArrayList;
public class ShoppingCart {
    private ArrayList<Product> items;
    // Constructor
    public ShoppingCart() {
        items = new ArrayList<Product>();
    }
    // Add a product to the cart
    public void addProduct(Product product) {
        items.add(product);
    }
    // Remove a product from the cart
    public void removeProduct(Product product) {
        items.remove(product);
    }
    // Calculate the total price of all products in the cart
    public double getTotalPrice() {
        double totalPrice = 0;
        for (Product item : items) {
            totalPrice += item.getPrice();
        }
        return totalPrice; }
```


Fig.4. Logo Aplikasi Android, Zuper
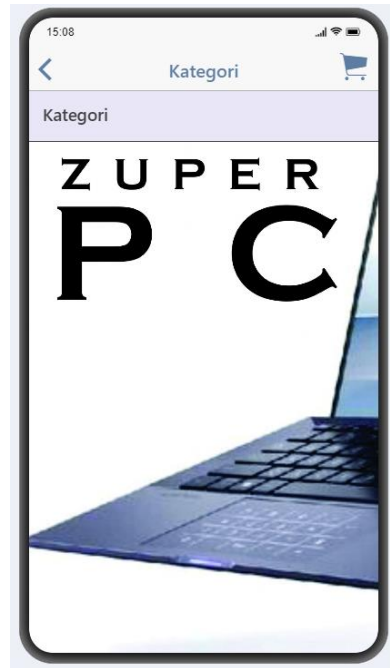
Gambar 5. Desain GUI ZUPER

4. CONCLUSION

This application was successfully created and can be applied to sellers. Online-based computer sales applications are very beneficial for sellers or stalls, rather than just a confensional store, while for buyers, it is flexible if you can shop via online media from home, it will be faster and more efficient, this program has been applied to zuper stores, and will be registered in PlayStore. The advantage of online sales mode is that it is able to increase income for the seller or seller side. Android applications are also compatible on various platforms except iOS mobile. It is hoped that this smart sales system will be able to provide benefits and convenience for consumers, producers, and sellers. This program is far from perfect and can continue to be developed for the world of software development, especially the Android Platform.

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AUTHOR CONTRIBUTIONS

All Author is responsible for building Conceptualization, Methodology, analysis, investigation, data curation, writing—original draft preparation, writing—review and editing, visualization, supervision of project administration, funding acquisition, and have read and agreed to the published version of the manuscript.

CONFLICTS OF INTEREST

The authors declare no conflict of interest.

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