

CREATING APPLICATION TO AVOID ONLINE PRICE DEPRECIATION USING ZOHO CREATOR

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ABSTRACT: *Different from traditional programming methods, users can design their application without long term training. The tool prevents syntax and semantic errors during design the application. Based on the proposed idea a total solution to develop application for android system is established. The system includes a cloud system, user management system, web base development tool and an auto deploy system. By means of simply drag and drop, users can design and deploy their application. The architecture also provides flexibility to change the application target with modify the language layer. This will lead to rapidly increasing numbers of applications and users that make the development of mobile applications to one of the most promising fields in software engineering. Due to short time-to-market, differing platforms and fast emerging technologies, mobile application development faces typical challenges where model-driven development (MDD) can help. We present a modeling language and an infrastructure for the model-driven development of native apps in Android and iOS. Our approach allows flexible app development on different abstraction levels: compact modeling of standard app elements such as standard data management and increasingly detailed modeling of individual elements to cover specific behavior. Moreover, a kind of variability modeling is supported such that apps variants for a range of user roles can be developed. Several apps including a mobile learning app, a conference app, and a museum guide with augmented reality functionality demonstrate the usefulness of our approach.*

I. INTRODUCTION

Pricing is a very important element of the marketing mix. The pricing of used products for resale is difficult. Excessively high prices will generate resistance to buying, while excessively low prices will raise questions about quality and condition, and may also decrease profitability. “App” is designed to help individuals by educating and providing knowledge about a realistic cost while buying or selling used products. It uses different variables across categories to arrive at a resale price for used goods. Having a software app that runs on an individual’s smartphone or tablet is particularly useful for individuals who buy or sell products frequently. It reduces the need for calculation on paper, as well as errors resulting from improper knowledge. It can readily show the maximum cost or the selling value of any tangible asset. If your team needs a customized app to store your contacts, manage your inventory, track changes to your code, or just about any other data-intensive task, you don't have to build your own customized app just for that. Instead, you can use

tools like Zoho Creator to make a database-powered app that works the way you need, but still has the conveniences of mobile apps, online accounts, and integration with the rest of your tools. Part of a large family of Zoho apps, Zoho Creator makes it as easy to build an app as it is to make an online form in most form creators. You'll just have to think about the data you want to collect, lay that out in a form builder-like interface, and Zoho will build a database to power it. Then, you can add your own custom coding and simple functions to show or hide fields, route data, or automate actions without much trouble. Zoho Creator focuses on the forms in your app first, and uses them to build your database and everything else. It's a smart move—you'll need to create form fields to collect any data in your app, so Zoho lets you think through what you need to collect and turns those elements into your database. Or, if you have a spreadsheet filled with data already, you can import it and Zoho will make a form with elements for each of your spreadsheet's columns and import the data appropriately. You could just add your form elements quickly, then click the Access This Application button in the top right to take it for a spin. That'd get you a working basic app in 5 minutes, tops. Or, if you'd rather make a more full-featured app, you can use Zoho's field actions and rules to add simple coding to your app. Select a fields and click the "Configure Field Actions" to add custom code to any field either by typing it in or by clicking logic elements and customizing them in Zoho's interface. This gives you an easy way to add conditions to your fields, validate their data, show or hide fields based on inputs, manipulate data, and more. Or, you can use the Workflowstab on the left to add similar coding to your entire app. Then, from the Add Rules button back in the form editor, you can messages, notifications, set destination links, and more based on what's been entered in a field. It's features like this that let you build far more advanced apps in Zoho Creator than you could in a typical form builder.

Adding data and putting it to work automatically is nice, but you'll also need a way to display it. The simplest way to do that is with reports, spreadsheet-like views that let you show your data on a table, in a graph, on a map, or quickly sort through it in a pivot table. Select the item you want, then you'll bring in the relevant elements you want to display in that view. That's enough to have an app in Zoho Creator—you could share it with your team right then and have an easy way to add, store, and retrieve data. But if you want more, there's also pages in Zoho Creator. Select to add a new page, and you'll see an editor similar to the Workflows page that lets you code your own app page in HTML or with drag-and-drop elements. You could write a paragraph of text with the

HTML block, then bring in one of the forms you made previously, and underneath let users see the data immediately in a table. You can add conditions, pull data from your database, and more. It'll take more work, again, but you'll get far closer to having a hand-coded custom app—but without actually having to code the app itself.

Zoho Creator isn't the easiest way to make your own database-powered app, but it is one of the most powerful. If you're willing to take the time, you can code an advanced app—and if you're in a rush, you can still make something pretty useful with just its forms and default views.

- Testing
- Integration
- Security
- Quality assurance
- Ongoing management

II. RELATED WORKS

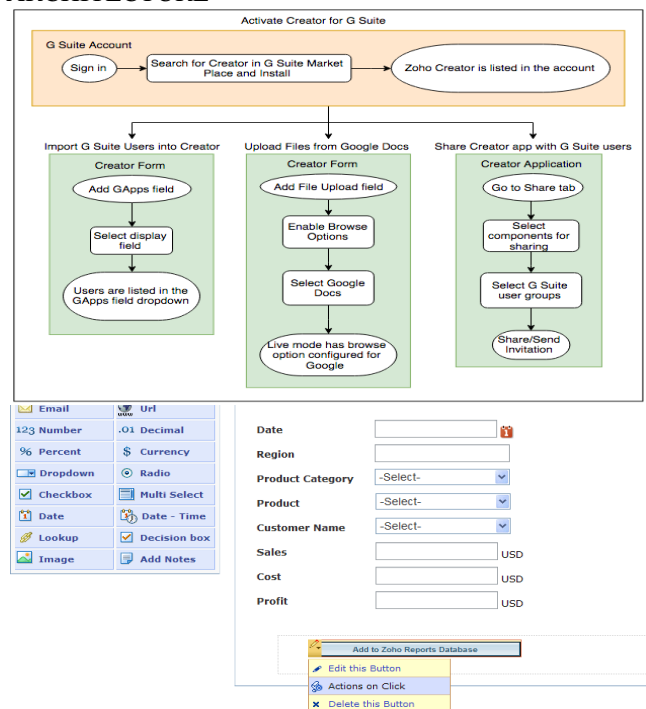
Software engineering for mobile application shares similar practices with traditional application. However, paper 1 pointed out some of the issues that needed to be addressed specifically in mobile development. Paper 1 - Software Engineering Issues for Mobile Application Development [12] As an introduction to going into the issues, the paper introduced several points that are different in mobile applications from traditional applications. The first point was the potential interaction of applications between each other. Mobile devices have many applications from various sources with the possibility of interaction between them. Secondly, the sensor handling was pointed out. The accelerometers that respond to device movements, numerous touch screen gestures, global positioning system, microphones that are usable in applications other than voice calls, cameras, and multiple networking protocols are all in a single device, allowing many feature options for the application. Another point was families of hardware and software platforms. Mobile applications are required to support multiple devices with various screen sizes and different hardware. In addition, different versions of the operation systems are released much more frequently than the embedded devices complicating the support. It was further pointed out that, the various devices added to the complexity of testing. Lastly, the power consumption and battery life was brought up. The author mentioned that many aspects of an application may affect the device's power, draining the battery life of the device. According to the survey and research done in the paper, mobile development tools and framework are mostly focused on the individual developer with the intention of creating an application as quickly as possible. The author argued that mobile application will become more complex for business critical uses and it will be essential to apply software engineering processes to assure the development of secure, high-quality mobile applications. Before going into different mobile operating systems, it would be worth considering mobile web application versus native application. Depending on the type of application, mobile web application could simplify the development in terms of time and cost. Paper 2 - Mobile Application Development: Web vs. Native [1] The article started with the argument “developers cannot develop

for every platform”. The authors further argued that the performance of native application will only be noticed for high image processing or 3D games. It was also pointed out that the native application languages are generally known to be more complicated than Web application languages. One of the disadvantages for Web applications was the user interface code. The authors stated that the standard APIs for Web application interfaces are much weaker than the native applications. The scaling of Web interfaces on different platforms and devices was also raised as an issue. User experience was another area to have an effect on both native and web application development. Users may have a different expectation for a native application to the web application. Web applications must be connected to the Internet the entire time the application is running but native applications can work offline as well as online. In the area of performance, the size of the payload and the interpreting of code were discussed to determine how fast the web application can run. The conclusion was to favour data over decoration in the web application. The advantage of a native application was that performance issues are not related to the size of payload and the code is already compiled

III. PROPOSED METHODOLOGY

By means of simply drag and drop, users can design and deploy their application. The architecture also provides flexibility to change the application target with modify the language layer. This will lead to rapidly increasing numbers of applications and users that make the development of mobile applications to one of the most promising fields in software engineering. Due to short time-to-market, differing platforms and fast emerging technologies, mobile application development faces typical challenges where model-driven development (MDD) can help

ARCHITECTURE



MODULE

5.1.1 MOBILE DEVELOPMENT PLATFORM

Android Platform Linux Kernel, Dalvik Virtual Machine. Android ART (new virtual machine) · Setting up Android Environment Eclipse IDE, Android SDK, Emulators, Debugger · Compare & contrast Android with a multi-platform development environment & tool kit

5.1.2 BUILDING APP USING ZOHU CREATOR

Zoho Creator is an online database builder. Its easy drag-n-drop interface lets you create custom applications for every data collection need, define workflow and also configure business rules that are unique to your business.

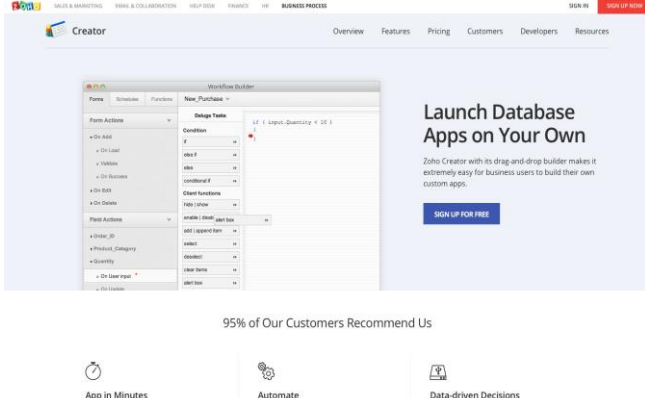


Figure 5.1.2 Building app using creator

5.1.3 AUTHENTICATION AND AUTHORIZATION:

In this module the User have to register first, then only he/she has to access the data base. After registration the user can login to the site. The authorization and authentication process facilitates the system to protect itself and besides it protects the whole mechanism from unauthorized usage. The Registration involves in getting the details of the users who wants to use this application.

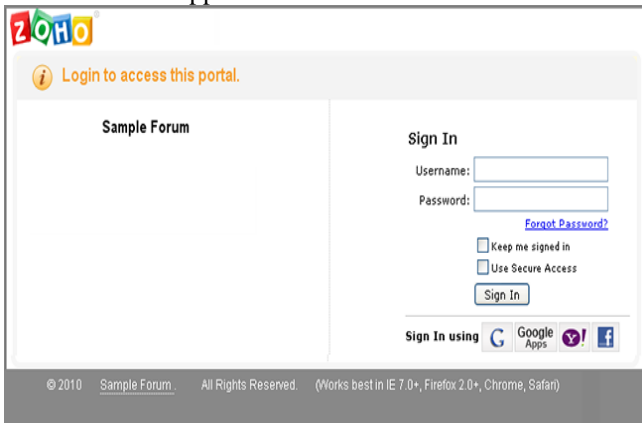
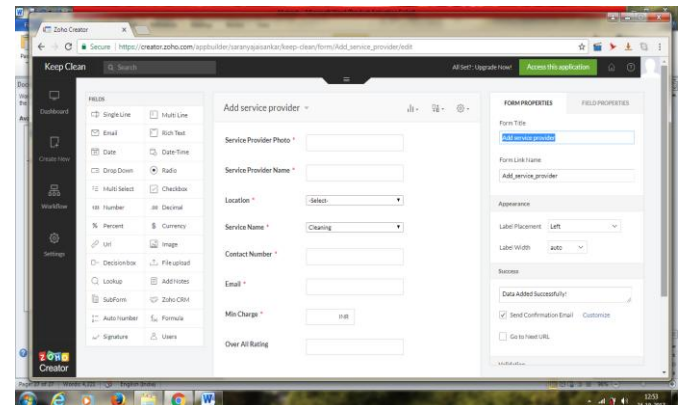
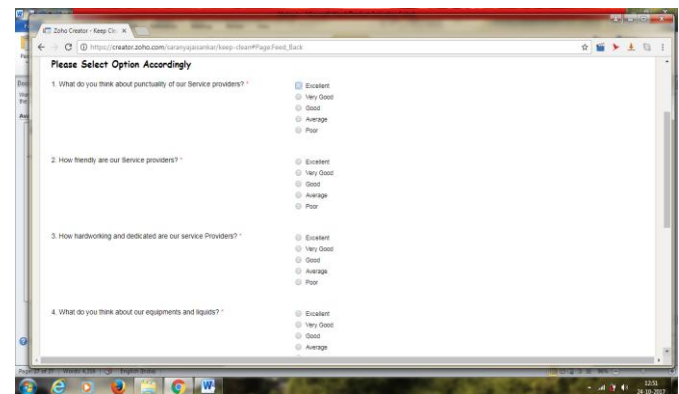
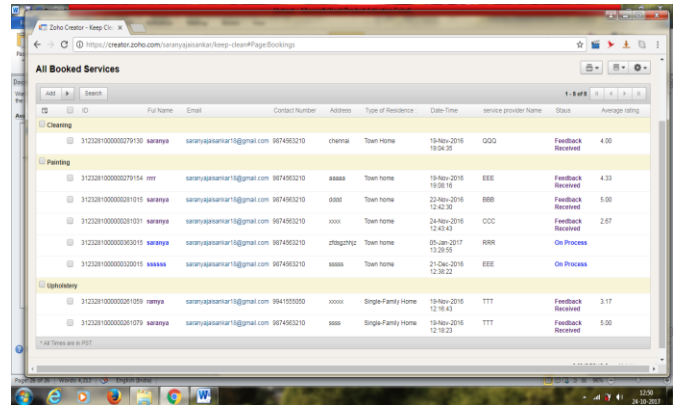
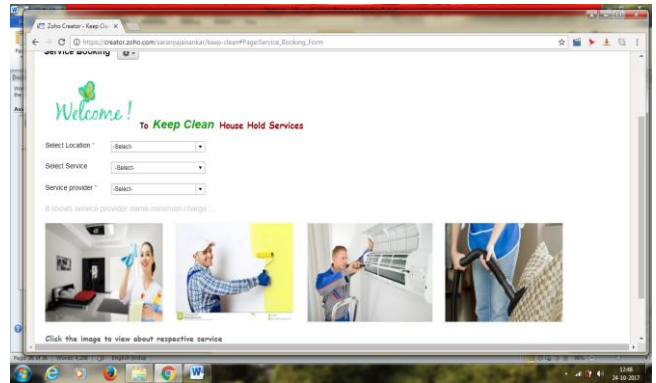


Figure 5.1.3 Authentication and authorization

5.1.4 CREATING APPLICATION IN ANDROID AND IOS

Zoho Creator is a cloud software to create custom applications on your own without any prior coding experience or IT expertise. Zoho Creator's drag-and-drop interface enables you to create custom business applications in days rather than weeks. You can collect data, automate business processes or workflows, analyze the data in reports, and collaborate with your application users.

IV. RESULT AND DISCUSSIONS



V. CONCLUSION

While the price of new items is usually given, the evaluation of used assets can vary widely. This usually results from a

lack of understanding of depreciation, and can result in significant losses to the seller if the items are priced too low; or to the buyer, if the items are priced too high. In the world of after-market purchases, therefore, there is a need for a mechanism that will accurately, easily, and rapidly estimate the true value of used items. In designing and developing the “ App”, this project seeks to meet that need, and to engage the resale community in an attempt to standardize this important sector of the economy. It is an innovative program, designed and developed using advanced tools. It is a user-friendly app, enabling individuals to easily determine the value of used items

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