MarketVR

^{*}Dr. Shaveta Bhatia, [#]Pintu Kumar, [#]Gunjan Kumar, [#]Mayank Sengar

*Associate Professor & Head, FCA, MRIIRS, [#]Students of Faculty of computer application, Manav Rachna International Institute of Research and Studies Faridabad, India

Abstract

Computer generated Reality (VR) is a notable idea and has been turned out to be helpful in different regions, for example, stimulation, investigate, military preparing, medicinal preparing, and so on. Additionally, numerous applications utilizing VR innovation in instruction have been accounted for. Be that as it may, a few weaknesses characteristic in VR anticipate its expansive organization in instructive zones.MarketVR is the concept of virtual reality it is a way to look into market virtually from any place at any time. In this way an individual person can look into any market or shop where person may want to go.

Keywords — Virtual Reality, Market View, Market, Virtual, Mixed Reality, Augmented reality

I. INTRODUCTION

Computer generated reality (VR) is a keen PC based comprehension inside a duplicated condition. It join basically stable related and visual data, yet may in like way concede different sorts of unquestionable examination. This reasonable condition can look like this present reality. Current VR advancement most normally utilizes PC delivered reality headsets or multi-anticipated conditions, now and again in mix with physical conditions or props, to make sensible pictures, sounds and assorted vibes that impersonate a client's physical closeness in a virtual or nonexistent condition. An individual utilizing PC created reality hardware can "glance around" the phony world, move around in it, and band together with virtual highlights or things. Various sorts of VR join broadened reality and blended reality frameworks. VR structures that combine transmission of vibrations and unmistakable sensations to the client through a controller or different contraptions are known as haptic frameworks. Our approach in this context is making a android portable application from which a user can from the comfort of there home look and see any market around the world.

II. PROBLEM

The major issue in this context is that a person who is new to a particular place or market is not aware of that place, shop, and market which leads them to devote extra time in finding any item in that shop and not sure that they got the product in that

market or not. One of the major issue in this context is the user cannot complete there shopping because not having enough time as they have wasted the time in searching that particular app

III. SOLUTION

MarketVR is the suggested solution for these problems faced by the users by using this application a user can view and locate any shop using the android application and locate any item by viewing the shop in computer-generated world by using this concept we resolve the problem which is faced by the person who is new to that market. We have used Google maps for locating the shop and Google Panorama API for the app to view the shop in Computer-generated world(VR).

In this application, user can view the details of the shop such as shop name, owner name, contact number, date since the shop is been opened and can also see the image of the shop.

A. Locating Shop

This feature will provide a platform from which user can locate the shop that where that shop is actually located

B. Viewing Shops in VR

This feature will provide the detailed information of the shop to the user

C. Category Wise Shops

In this application the shops are maintained by category list where user can see the list of shops according to there category.

D. Viewing shopin VR

This the major feature in this application this feature enables the user to view the shops in computer generated world (VR) and locate each and every item of that shop which helps to save time while doing shopping.

IV. TECHNOLOGY STACK



Technology stack used for making this application are

1) *JAVA & XML*: We are using JAVA and XML in android studio for developing this application solutions. We will write the program logic in Java and User interface in Xml. Java provides cast variety of open source tools and libraries so that is why we will be using Java technology

2) Android Studio and Android Development Kit: Android Studio Provides code editing, debugging, performance tooling, a flexible build system and an instant deploy system. It allows to focus on building unique and high-quality apps. With the help of

CONCLUSIONS

In this paper we conclude that this can be a robust application for people to view any market or any shops in computer generated world i.e., VR this application will help user to save there time and efforts in locating and doing shopping. Using this application a individual person can look into any market from anywhere around the world. We also conclude that this can be a new way of roaming a market or new way of doing window shopping. android developer tools (ADT), we can gain full support for android app development. Besides offering Android-specific coding support, ADT lets developers use various on-device debugging tools, a graphical UI builder, emulators, and fully scriptable test automation support

3) *Firebase:* We will be using Google Firebase to store the data. It provides storage, authentication, database and much more. It is much easier to work and handle it as compared to other services