Abstract- In many malls we see that there is a rush for a single product or another scenario are the densely and heavily populated mall areas. As a result of it we get confused in what to take and how to take. Sometimes we even get trusted due to the mess created at the mall. It’s also affected the schedules and planes of the person on his/her daily life. Due to all this our malls and super markets should be arrange in such a way or we should say in disciplinary way that there should be known or mismanagement product. So there should be a system through which a person can continuous he/she shopping without even getting out of his/her path. In the system the filling of products will be indicate by sensor. Our represent the Digital India plan. It helps in managing the crowd in the mall.

Keywords: Smart Market, Digital India.

I. INTRODUCTION

In many malls we see that there is a rush for a single product or another scenario are the densely & heavily populated mall areas. As a result of it we get confused in what to take and how to take. Sometimes we even get trusted due to the mess created at the mall. It’s also affects the schedules & planes of the person on his/her daily life. Due to all this our malls and super markets should be arrange in such a way or we should say in disciplinary way that there should be know or mismanagement product. So there should be a system through which a person can continuous he/she shopping without even getting out of his/her path. In the system the filling of products will be indicate by sensor. Our represent the Digital India plan. It helps in managing the crowd in the mall.

II. MOTIVATION

As we had observed that customers are searching & taking their respectively products. Workers are present in there respective places / department.

Customers carrying trolley. Two male customers are working & talking to each other. A small child is moving towards his mom. Some customers are present at the billing section.

As we had observed in environment that it is crowdie, suffocation and noisy.

As we observed that workers interacting with customers. Customer interacting with each other and with workers. Workers and customers are interacting with electronic machine. Such that computer system, card swapper, bar code scanner etc.

As we observed trolley, electrical machine [computer system, card swapping, code scanner etc.]
As we observed that customers finding there respective products and do payment. Workers help the customer and see that payment has been done. Manager manages the discipline and handles the workers as well as the customers. Stock manager maintain the product stock.

**User:** The users of Empathy Mapping Canvas are customers, workers, managers, store dept., technical team.

**Stake Holders:** The stake holders of Empathy Mapping are parents. Faculty is the person who gives notes to the students and clear their doubts, Students gain knowledge

**Activities:** The Activities of Empathy Mapping are to writes notes for lecture, presentation on several topics by faculty to the students.

**People:** The people of Product Development Canvas are customers, workers, managers, admin staff, security guide, store manager, technical staff, and children’s.

**Activities:** The Activities of Product Development Canvas are finding, helping, manages, talking, walking, moving, interacting, maintain records and checking.
**Situation/Context/Location:** The location of Product Development Canvas is shopping centre, respective sections, disciplines, main gate, crowded, suffocating, admin department.

**Props/Possible Solution:** Props/possible solution of Product Development Canvas are trolley, computer system, cctv card swapper, bar code scanner, particular product, metal detector, sensor etc.

**Purpose:** the purpose of product development canvas are to covert audio to understandable languages of technologies, to stream all videos or presentations, to update all syllabus

**People:** the people of product development canvas are faculty, student, parents and hod, technical staff, non-technical staff. Where faculty, hod guide students.

**Product experience:** the product experience of product development canvas was good but language barrier and safety of product was one problem.

**Product Features:** The features of product development canvas are time consuming, space efficient, reduce man power, fully automated and easy to maintain

**Components:** The Components of Product Development Canvas are computer system, trolley, sensors, card swapper, bar code scanner.

**Customer Revalidation:** Customer Revalidation of product development canvas are to automatic shopping.

**Retain/Redesign:** Above features are needed that’s why we retain them.

Mind Mapping Diagram used to visually organized information. A mind map is often created around a single concept, drawn as an image in the centre of a blank landscape image, to which associated representation of ideas such as image, words & parts of words are added. Major ideas are connected directly to the central concept, & other ideas branch out from those.

Mind maps are considered to be type of a Spider Net Diagram that’s have all things about the main concept.

We are going to make a system that will deal with daily problems of shopping .The name of our system is SMART SHOPPING .It will connect the peoples to the technology and serves as a platform for all kind of peoples. In many malls we see that there is a rush for a single product or another scenario are the densely & heavily populated mall areas. As a result of it we get confused in what to take and how to take. Sometimes we even get frustrated due to the mess created at the mall. It’s also affects the schedules & planes of the person on his/her daily life. Due to all this our malls and super markets should be arrange in such a way or we should say in disciplinary way that there should be know or management of product. So there will be a system through which a person can continuous he/she shopping without wasting times in parking, searching product’s.
In the system the selection of products will be done from the screen present on the top of the particular shells, then after that we just have to press the switch present at the bottom near every shell with our shoes, then the lead/the glass will get open & all the products will be present there u have to take yours required/selected product form that shell & put on the conveyor belt.

Through that belt its goes to particular counter & get packed our product with the bill ,So u just need to do the payment & take your bag.

Our project represent the Digital India plan. It will helps in managing the crowd and products in the mall. And more helpful for the old people, handicapped, disabled peoples to use this system.

III. ACKNOWLEDGMENT

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IV. CONCLUSION

We will use this project/application to implement full ideas of particular individual without any use of complicated tools/ software by which full implementation idea or creativity becomes hard. As software is based on drawing it is easy to get accurate infrastructure or any product design.

It also include default tools of designing software which will enhance the user’s interest in software. Hence, software is flexible for all types of users with are directly or indirectly related.