

# Supermarket Saver



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## Problem

### The Shopping Nightmare

- Choosing a store
- Finding a location
- Looking at mail ads or newspaper ads
- Comparing prices
- In stock?

## Previous Work

- Easi-Order
- Klever Kart
- Shopper's Eye
- iShop

## Supermarket Saver?

Web interface program that...

- Finds nearest stores
- Allows user to input grocery list online
- Returns price comparison & price total

## How does it work?

- User inputs their grocery list
- Server determines consumers current location
- Server connects to the supermarket global server
- Supermarket global server returns the information
- Returns with closest stores
- User chooses the store/stores
- Server displays prices of the products from different stores

## Improvements

### Global

- Not limited to local area

### Convenient

- Hand-held mobility
- Saves time

### Environmental impact

- Less waste

### Saves money for

- consumer
- supermarkets

# Technical Aspects

- Web Interface
  - java
  - JSP
- Web Server
  - Tomcat
- Database
  - MySQL
  - jdbc
- Location Awareness
  - Placelab

# Status

- Implemented the database
- Connectivity from PDA to web server
- Successfully utilized Placelab
- Outputs nearest stores
- Displays prices
- Displays total of list

## Lessons Learned

- Web server installation & configuration
- jdbc/JSP connectivity to database
- Database installation & configuration
- JSP webpages
- Programming with location aware functionality

## Limitations

- Internet access required
- Cooperation with stores to access data



 Website

<http://pc10.cs.ucdavis.edu:10824/saver/jsp/index.jsp>



ANY QUESTIONS?