

Building an application for buying and selling clothing and sports training equipment on the Android platform

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Abstract: This topic aims to research and develop a mobile application that facilitates users in purchasing sportswear and training equipment directly on the Android platform. The context is the rapid growth of the sports consumer market and the demand for using mobile technology in personal health management. The objective of the topic is to build an e-commerce system integrated with convenient, secure payment features suitable for the user experience on mobile devices. The research method is based on a combination of assessing the current market situation and implementing a practical application. The expected result is to provide a digital solution that meets the needs of the sports consumer market, contributing to the advancement of technology and personal health management.

Keywords: Android application, sports shopping, electronic transaction system