Overview
In the world of trading of electronics, Hong Kong is the King of Asia. We, Hong Kong people, open up a potential market on our own. With 21-months replacement-cycle, Hong Kong people will be more likely to trade in their used electronic devices in the future. That’s why we pioneer this project.

3 Facts about market in Hong Kong = 3 Reasons to start up this project:
1. Hong Kong’s mobile penetration rate rises from 180%(2012) to 228.5%(2015), top 8 in the world, compared to 103% of the US and 93% of Mainland China. The mobile handset sales was forecasted to reach 74 billion HKD in 2015.
2. Hong Kong adults own 3.5 to 4.4 mobile devices on average, compared to 2.9 of the US. By 2016, Asia Pacific is expected to occupy over one third of all global mobile ad spend, reaching US$9.5 billion (Gartner).
3. 66% of interviewed Hong Kong people showed interest in buying new smartphones, 50% of them for tablets and laptops.

Features:
- Geographical-free Trading Location
- Business-oriented Pricing Functions
- User-friendly Interface
- Simpler Trading Process

System Block Diagram

Methodology
We developed the application by using Android Studio with Java as the programming language. Inside the application, Realm DB is used as the local database system. In the backend, a cloud server with PHP and MySQL is used which handles user authentications, storing of gadgets-related data and push notifications. Pushbots is used for sending notifications to a remote via the Google Cloud Messaging (GCM) service. The follow diagram shows the overall structure our application.

Results
Sellers are required to provide selling price, trade date, place and time. Selling price graph can be used as reference. Buyers can choose suitable products.