

A SURVEY ON E-FARMING

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Abstract: With the popularity of Internet and e-commerce, the number of shopping websites has rapidly increased on the Internet, and this enables people to shop easily through the Internet. An Online farming products and machineries shop that allows users to check for Various furniture available at the online store and purchase online. The main purpose of this project is to help the user to easily search for various farming products and machineries. The admin can add various farming products and machineries to the system and its information. The user may browse through these products as per categories. This system also allows the user to view the selected farming products and machineries description. If the user likes a product he may add it to his shopping cart. Once user wishes to checkout he must register on the site first. He can then login using same id password next time. Now he may pay through a credit card or cash on delivery. Once the user makes a successful transaction he gets a copy of the shopping receipt.

Keywords: Website, farm marketing, market cost, bill, e-learning, SMS facility, Marathi language.

I. INTRODUCTION

Agriculture is the backbone of Indian economy but Farmer face a great challenges like availability of Quality input in time. The main cause for this is the lack of awareness about the new farming technique & Production need to be taken. A friendly agriculture guidance & service is needed to that why we are making one E-Commerce Agriculture. The farmer purchases farming product & machineries through website. E-farming is the web application that will help the farmers to perform the agro-marketing leading to achieve success and increase in their standard of living. The Marketing facility would allow the farmers to have a view of the bills created and the related information in their accounts. The Centralized market committee will have control on the Agents through business activities review. Website will also provide market-wise, commodity wise report to the farmer in interactive way. In rural area, the SMS facility would give the required market information where internet cannot be availed. Compensation will be provided for the farmers in case of any loss to the production due to some natural calamities. Unique interface will be provided for applying and viewing the schemes Farmers and the Agents will be provided with a Unique ID for logging into their accounts leading towards secure access.

II. OBJECTIVES

The main objective of this project is building a website which will help farmers from Indian villages to purchase quality product thorough website .It is a computerized approach for better and clear marketing Farmers will get unique interface where they can avail everything right from learning to the market information they can perform marketing, get the current rates of market, get in touch with SMS through the cell phones, can gather the knowledge of different schemes and apply as well as check status of application. This website will act as unique and secure way to perform agro-marketing Farmers will get unique interface where they can avail everything right from learning to the market information they can perform marketing, get the current rates of market, get in touch with SMS through the cell phones, can gather the knowledge of different schemes and apply as well as check status of application. This website will act as unique and secure way to perform agro-marketing.

III. EXISTING SYSTEM

There is no computerized system for the farmer to purchase product. Currently, the farmer goes to nearest market and purchase product from particular agent, Agent take commission on that product .Every Agent tries to cuts his commission out of that. There is no way for farmer to know about the deal and the exact amount at which their product was purchase .There is no transparency. No facility is present for the farmers to know the product rates at different markets where they can purchase products for achieving high profits. Many times, farmers are not even aware of the schemes and compensation provided by government. In spite of all the opportunities banging the doors the farmers are not able to benefit out of those. Current system does not provide the way of e-learning for farmer that will provide the knowledge of new techniques in farming. So he doesn't get the maximum profit through the current system.

IV. PROPOSED WORK

E-farming will provide unique ID to each user that can be used to perform agro-marketing and can apply for scheme, Design and architecture. We describe the flowchart, which represents the pictorial representation of the process logic and finally the Data Flow Diagram of the E-Farming. Algorithm There is no need of login for normal user who has the curiosity to know about the market information and different schemes. Farmers who want to perform marketing and apply for schemes must have the login username and password. Along with farmers, the agent which will perform the selling of farmers product must be authorized through the market committee for their license of marketing and after authorization, they will be given authorized agent ID and password. During authorization, Farmer need to provide his bank account International Journal of Computer Science and Information Technologies, names of product he farms, his personal details. This information can be used for various purposes of marketing. Once availed with the username and a password for the website the users can perform different operations like marketing, viewing the account information, checking the fund transfer after a purchase.

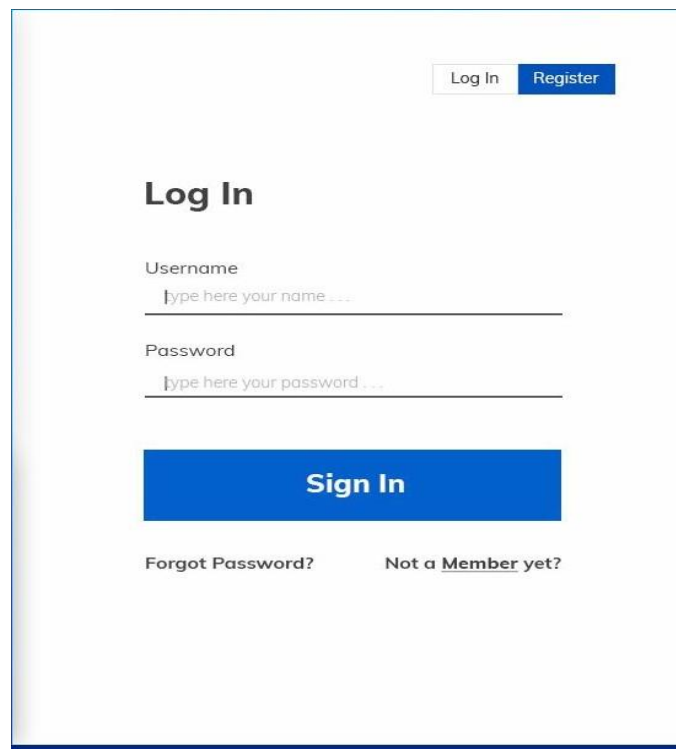


Fig.1: login page

Register: The user needs to be register in order to login

Login: Logging on is the entering of identifier information in to a system by user in order to access that system

View product: Here the user can view different product and its details.

View details: The module also allows the user to view details of the selected machine.

Add to cart: This module allows the user to place order for more than one items and add information to the card.

Online shopping: The system also allows the user to place to place order for the selected product.

Cost calculation& payment: The system calculate total cost of the item place in the card and provide payment module.

Flowchart

The diagram (fig.2) has shown below gives some basic description regarding the flow of the system. It will give an overview of the operations performed and where it goes after the operation has been performed. It shows the different conditions like (“if else”) if one condition is not true then where the flow will return and from where will it start again or where will the flow terminate after some operation has been performed.

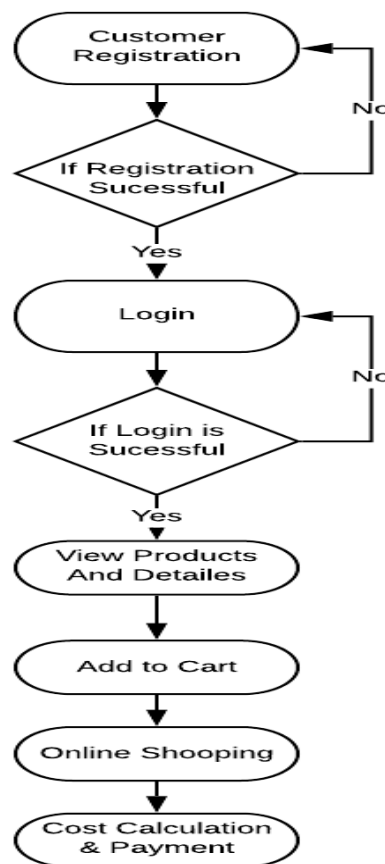


Fig.2: Data Flow

V. METHODOLOGY

Following are the basic modules involve in project:

Account Generation:

It includes the creation of Account In which basic information of user type of user, whether he is farmer, agent or Gov-Officer is submitted. Through this module, user gets the Unique ID which serves as the identity of user.

Marketing:

It includes Pricing, Billing and the Fund Transfer. Pricing will show the farmer at what price his commodity has been purchase. Billing will create the bill after getting request from farmer for bill creation. Created bill will be displayed on the page. Bill will consist of unit price rate, total bill amount, commission of agent, vehicle fare, other expenditure, etc. Farmer can download or print the bill for future reference. Using fund transfer, Agent can transfer

the invoice amount to farmers account and farmer can check whether amount has been transfer red or not. One should be login for using this facility.

Market Information:

Farmer can see the marketing information of nearby market. This will consist of purchase rates of different product, today's turnover, product-wise details like quantity, grading, purchase cost, etc. It will give commodity-wise, market-wise daily report, commodity wise price during last week, community transaction below MPP(maximum purchase price), date wise prices for specified community. Farmer can also search for specific production particular duration of specific market.

Compensation:

It lists the packages provided by government to the victim farmers of various natural calamities like heavy rain, drought etc. They can apply for the same and can check the status of their application. Farmer can apply only after login.

E-Learning:

Includes documentation, Videos and Audios working as a helpdesk. It will educate farmers about new trends and techniques for farming as well as notice for different workshops that will be conducted. User can view as well as down load the content.

SMS:

Serves an Alternate to get the market information the farmers through mobile. User can get message related to specific commodity by sending the keyword to the service number.

VI. REQUIREMENT

Hardware Requirement:

- i. i3 processor based computer
- ii. 30 GB hard disk
- iii. Monitor
- iv. Internet connection

Software Requirement:

- i. Windows7 or Higher
- ii. Wamp Server
- iii. Notepad++
- iv. MySQL 5.6
- v. Operating System

VII. FUTURE SCOPE

E-Farming can be implemented by using satellites. With help of satellite communication user can observe the climatic conditions of the farm and check farming product on internet even by sitting at home.

VIII. CONCLUSION

Finally this system gives more benefits to the farmers without going to the market they can purchase their products by sitting at home also. It acts as an interface to the farmer to do their work easily This project will be helpful for farmers to know more about farming product information, through this they will be always in touch of new technology ,Wide spread effects on economy and E-commerce.

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