Agriculture Business To Business Website

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Abstract- A type of business model, or segment of a larger business model, that enables a firm or individual to conduct business over an electronic network, typically the internet. Electronic commerce operates in all four of the major market segments: business to business, business to consumer, consumer to consumer and consumer to business. It can be thought of as a more advanced form of mail-order purchasing through a catalog. Almost any product or service can be offered via ecommerce, from books and music to financial services and plane tickets. Ecommerce has allowed firms to establish a market presence, or to enhance an existing market position, by providing a cheaper and more efficient distribution chain for their products or services. One example of a firm that has successfully used ecommerce is Target. This mass retailer not only has physical stores, but also has an online store where the customer can buy everything from Agriculture Products to Book makers to action figures. Enables more flexible working practices, which enhances the quality of life for a whole host of people in society, enabling them to work from home. Not only is this more convenient and provides happier and less stressful working environments, it also potentially reduces environmental pollution as fewer people have to travel to work regularly. Connects people. Enables people in developing countries and rural areas to enjoy and access products, services, information and other people which otherwise would not be so easily available to them. Facilitates delivery of public services. For example, health services available over the Internet (on-line consultation with doctors or nurses), filing taxes over the Internet through the Inland Revenue website.

Keywords- Agriculture, Agri-business, E-Commerce, Online Shopping, Internet Technology

I. INTRODUCTION

In reality e-commerce is a very simple method to be followed to buy products Online. Electronic commerce is generally considered to be the sales aspect of e-business. It also consists of the exchange of data to facilitate the financing and payment aspects of business transactions. This is an effective and efficient way of communicating within an organization and one of the most effective and useful ways of conducting business. It is a Market entry strategy where the company may or may not have a physical presence. E-

Commerce is trading in products or services conducted via computer networks such as the Internet. Electronic commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems. Modern electronic commerce typically uses the World Wide Web at least at one point in the transaction's life-cycle, although it may encompass a wider range of technologies such as e-mail, mobile devices, social media, and telephones as well.The wide range of business activities related to e-commerce brought about a range of other new terms and phrases to describe the Internet phenomenon in other business sectors. Some of these focus on purchasing from on-line stores on the Internet. Since transactions go through the Internet and the Web, the terms *I*-commerce (Internet commerce), E-commerce and even Web-commerce have been suggested but are now very rarely used. Other terms that are used for on-line retail selling include e-tailing, virtual-stores or cyber stores.

II. LITERATURE SERVEY

The history of Agriculture in India dates back to Indus Valley Civilization Era and even before that in some parts of Southern India. Today, India ranks second worldwide in farm outputs agriculture and allied sectors like forestry and fisheries accounted for 13.7% of the GDP (gross domestic product) in 2013, about 50% of the workforce. The economic contribution of agriculture to India's GDP is steadily declining with the country's broad-based economic growth. Still, agriculture is demographically the broadest economic sector and plays a significant role in the overall socio-economic fabric of India. India exported $38 billion worth of agricultural products in 2013, making it the seventh largest agricultural exporter worldwide and the sixth largest net exporter. Most of its agriculture exports serve developing and least developed nations. Indian agricultural/horticultural and processed foods are exported to more than 120 countries, primarily in the Middle East, Southeast Asia, SAARC countries, the EU and the United States.Vedic literature provides some of the earliest written record of agriculture in India. Rigveda hymns, for example, describes plowing, fallowing, irrigation, fruit and vegetable cultivation. Other historical evidence suggests rice and cotton were cultivated in the Indus Valley, and plowing

patterns from the Bronze Age have been excavated at Kalibanganin Rajasthan. Bhumivargaha, an Indian Sanskrit text, suggested to be 2500 years old, classifies agricultural land into 12 categories: urvara (fertile), ushara (barren), maru (desert), aprahata (fallow), shadvala (grassy), pankikala (muddy), jalaprayah (watery), kachchaha (contiguous to water), sharkara (full of pebbles and pieces of limestone), sharkaravati (sandy), nadimatruka (watered from a river), and devamatruka (rainfed). Some archaeologists believe that rice was a domesticated crop along the banks of the river Ganges in the sixth millennium BC. So were species of winter cereals (barley, oats, and wheat) and legumes (lentil and chickpea) grown in northwest India before the sixth millennium BC.Other crops cultivated in India 3000 to 6000 years ago, include sesame, linseed, safflower, mustards, castor, mung bean, black gram, horse gram, pigeon pea, field pea, grass pea (khesari), fenugreek, cotton, jujube, grapes, dates, jackfruit, mango, mulberry, and black plum. Indians might have domesticated buffalo (the river type) 5000 years ago.

GDP from Agriculture in India decreased to 4197.47 INR Billion in the second quarter of 2018 from 4759.48 INR Billion in the first quarter of 2018. GDP From Agriculture in Indiaaveraged 4057.73 INR Billion from 2011 until 2018, reaching an all Time high of 5666.82 INR Billion in the fourth quarter of 2017 and a record low of 2690.74 INR Billion in the third quarter of 2011.
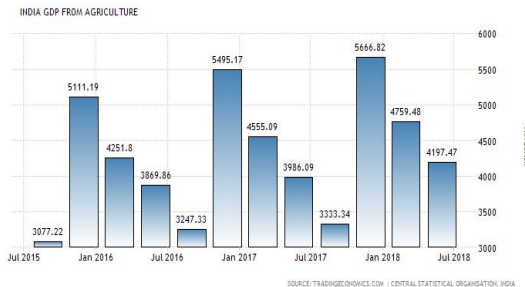

Fig-GDP for Agriculture

III. PROPOSED MODEL

This model describes e-commerce transaction between business such as between a suppliers and buyers or between buyers and customers.
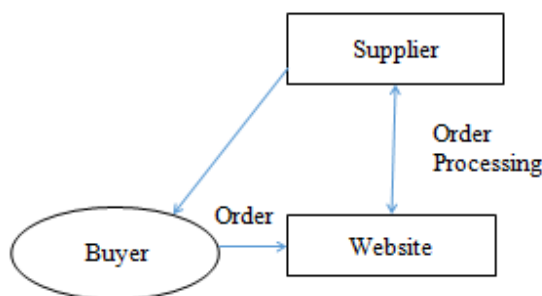

Fig- Block diagram of proposed model

B2B identifies both the seller as well as the buyer as business entities. B2B covers a large number of applications, which enables business to form relationships with their distributors, Re-sellers, suppliers, etc.

A. Key Technologies

Following are the key technologies used in

B2B e-commerce –

- Electronic Data Interchange (EDI) − EDI is an inter-organizational exchange of business documents in a structured and machine process able format.
- Internet − Internet represents the World Wide Web or the network of networks connecting computers across the world.
- Intranet − Intranet represents a dedicated network of computers within a single organization.
- Extranet − Extranet represents a network where the outside business partners, suppliers, or customers can have a limited access to a portion of enterprise intranet/network.
- Back-End Information System Integration − Back-end information systems are database management systems used to manage the business data.

B. Architectural Model

Following are the architectural models in B2B e-commerce –

- Supplier Oriented marketplace −In this type of model, a common marketplace provided by supplier is used by both individual customers as well as business users. A supplier offers an e-stores for sales promotion.
- Buyer Oriented marketplace −In this type of model, buyer has his/her own market place or e-market. He invites suppliers to bid on product's catalog. A Buyer company opens a bidding site.

Intermediary Oriented marketplace −In this type of model, an intermediary company runs a market place where business buyers and sellers can transact with each other.

IV. METHODOLOGY

Agile Process Model-

Agile software development is a group of software development methods basedon iterative and incremental development, where requirements and solutions evolve

throughcollaboration between self-organizing, cross-functional teams. It promotes adaptive planning,evolutionary development and delivery, a time-boxed iterative approach, and encouragesrapid and flexible response to change. It is a conceptual framework that promotes foreseen interactions throughout the development cycle.

- Individuals and Interactions – in agile development, self-organization and motivationare important, as are interactions like co-location and pair programming.
- Working software – working software will be more useful and welcome than justpresenting documents to clients in meetings.
- Customer collaboration – requirements cannot be fully collected at the beginning ofthe software development cycle, therefore continuous customer or stakeholderinvolvement is very important.
- Responding to change – agile development is focused on quick responses to change and continuous development.

There are many specific agile development methods. Most promote development teamwork, collaboration, and process adaptability throughout the life-cycle of the project.

Agile methods break tasks into small increments with minimal planning and do notdirectly involve long-term planning. Iterations are short time frames that typically last fromone to four weeks. Each iteration involves a team working through a full software development cycle, including planning, requirements analysis, design, coding, unit testing,and acceptance testing when a working product is demonstrated to stakeholders. Thisminimizes overall risk and allows the project to adapt to changes quickly. Stakeholders produce documentation as required. Iteration might not add enough functionality to warrant a market release, but the goal is to have an available release (with minimal bugs) at the end of each iteration. Multiple iterations might be required to release aproduct or new features.
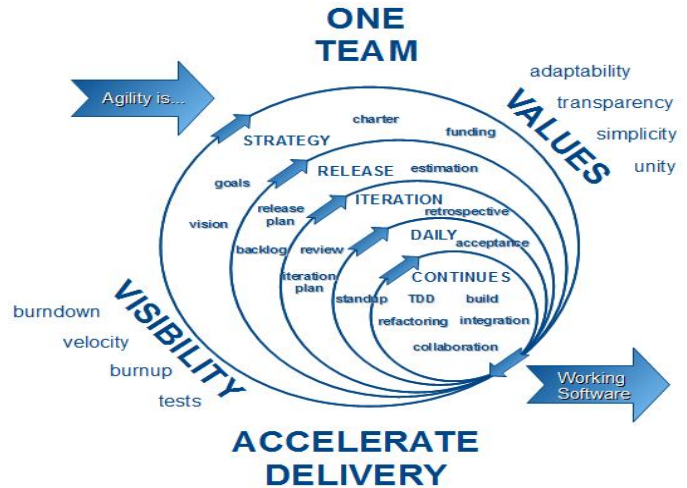

Fig-Agile Process Model

Deployment starts after the code is appropriately tested, is approved for released andsold or otherwise distributed into a production environment.

Fig – Agile Development Methodology

V. CONCLUSION

E-commerce has an impact on three major stakeholders, namely society, organizations and Customers (or consumers). There are a number of advantages, which include cost savings, increased efficiency, customization and global marketplaces. There are also limitations arising from e-commerce which apply to each of the stakeholders. These include information overload, reliability and security issues, Cost of access, social divisions and difficulties in policing the Internet. Successful e-commerce involves understanding the limitations and minimizing the negative impact while at the same time maximizing the benefits.

- E-commerce allows for higher profit margins as the cost of running a business is markedly less .Another

advantage provided by e-commerce is that it allows for better and quicker customer service

- Using E-Commerce, organization can expand their market to national and international markets with minimum capital investment. An organization can easily locate more customers, best suppliers and suitable business partners across the globe.
- E-Commerce helps organization to reduce the cost to create process, distribute, retrieve and manage the paper based information by digitizing the information.
- E-commerce improves the brand image of the company
- E-commerce helps organization to provide better customer services.
- E-Commerce helps to simplify the business processes and make them faster and efficient.
- E-Commerce reduces paper work a lot.
- E-Commerce increased the productivity of the organization.

It supports "pull" type supply management. In "pull" type supply management, a business process starts when request comes from a customer and it uses just-in-time manufacturing way.

VI. ACKNOWLEDGMENT

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