

Online Farming Products Sales System

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Abstract- *Organic e-farming and other organic ingredients are grown without the use of pesticides, synthetic fertilizers, sewage sludge, or ionizing radiation. Conventional fruits and vegetables are often sprayed with pesticides. When you buy such fruits and vegetables, these stubborn chemicals remain on the fruits. The second big difference between conventional and organic fruits is that many conventional fruits are genetically modified or contain genetically modified organisms. Organic fruits are not easily available in the market. There are only some particular shops where organic fruits are available. E-commerce is a process of doing business through a computer network. Online shopping is a form of electronic shopping store where the buyer is directly online to the seller's computer usually via the internet. To overcome the difficulty of organic fruits shopping. We proposed a best online organic store which provides organic fruits by just sitting at home and follows E-commerce mode of shopping. This system has two modules namely, Admin and Customers. Admin has the authority to add organic fruits list on the website, view products uploaded, view customers and view the customer's order. Customers can register and login using credentials. Customers have authority to view products, desire products and can add to cart and do pay for it, they can view their previous order history and also can track their order.*

Keywords- e-farming, customer, organic products, MySQL database,

I. INTRODUCTION

Farming is the Prime Occupation in India despite this, today the people involved in farming belongs to the lower class and is in deep poverty. The site will guide the farmers in all the aspects, the current market rate of different products, the total sale and the earned profit for the sold products, access to the new farming techniques through learning and centralized approach to view different government's agriculture schemes including the compensation schemes for farming. Getting availed to the required information related to the markets and different products can be made possible through the email facility provided by the system. Organic fruits sale is a web application developed for farmers. This application gives suppose to the village farmers who want to

use this facility and who want to learn how is it possible and how they can use Organic fruits to sell their products [1].

If the farmers know computer then they can directly register in the site and sell their product otherwise they can contact the company's computer professional who will schedule classes to teach the basics of computers and the internet. They can know how they can open this site and register with it and sell their products online etc [2].

E-Farming is a project developed to build a website which will help farmers to sell their products to different cities online. Farmers can use this facility and can learn how is it possible and how they can use e-farming to sell their products. E-Farming is a PHP & MySQL-based application which gives an idea to the farmers how to use e-farming to sell their products. Farmers will get all the new ideas to improve their productivity and they can buy and sell their products online[3].

The main objective of this project is building a website which will help farmers from Indian villages to sell their products to different city markets. It is a computerized approach for better and clear marketing. Farmers will get a 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 e-mail 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 a unique and secure way to perform agro-marketing [4].

II. LITERATURE REVIEW

In the existing system buying and selling a product is done manually. The unawareness about the quality of the seed enforce the farmer to buy low price seeds which lead to low productivity and these products are sold to the middlemen for a low price which results in a great loss for the farmer [5].

- Existing system as work on a manual system, so shop administration only takes the responsibility of preparing bills which includes the details of purchasing date, type of products, total price including taxes.

- There is no provision of maintaining the customer records to make information to their customers about their latest product and services provided by their shop.
- Time Consumption
- Employee Cost consumption

Many times, farmers are not even aware of the schemes and compensation provided by the government. Despite all the opportunities banging the doors, the farmers are not able to benefit out of those. The 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 [6].

III. SYSTEM DESIGN

E-farming will provide a unique ID to each user that can be used to perform agro-marketing and can apply for Scheme.

3.1 Design and Architecture

We describe the Algorithm, which is used to explain how the system is going to work, i.e. the processing logic behind it, the flowchart, which represents the pictorial representation of the processing logic and finally the Dataflow Diagram of the E-Farming.

3.2 Algorithm

There is no need to login for a 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 farmer's 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 needs to provide his bank account number, names of the product he farms, his details, etc. 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").

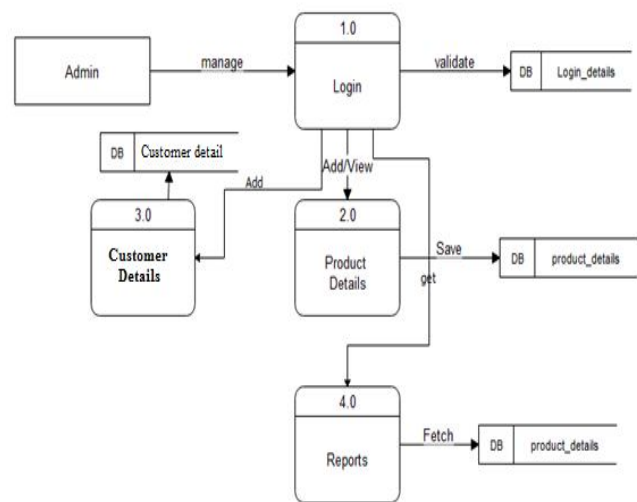


Figure 1 system architecture diagram

The proposed system design consisted of the following various terms and services like modules

3.4 Marketing: It includes Pricing, Billing and the Fund Transfer. Pricing will show the farmer at what price his commodity has been sold. Billing will create the bill after getting a request from a 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.

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

IV. RESULT AND DISCUSSION

The system will be having only one User-name and Password section on the front page, as per the user-name and password the system will know whether user is Farmer/Agent/Administrator/Gov. Officer.

4.1 Customer:

- Once supplier is registered he can log in to the portal by using his credentials.
- Supplier can search by product with specify the name of the products he required, further this Choose product
- Payment

- Add cart

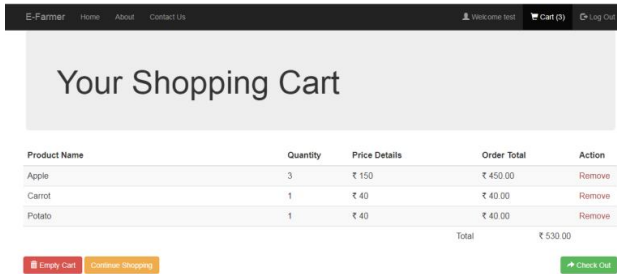
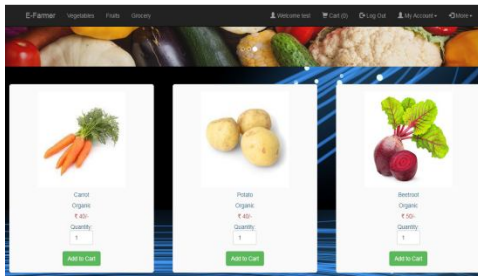
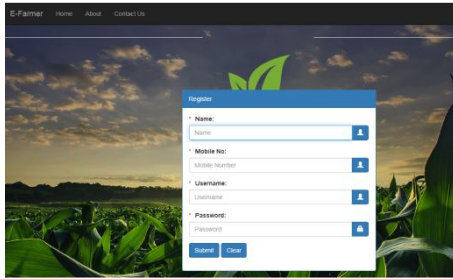


Figure 2: customer module description

4.2 Farmer:

Farmers can create new account, log-in to their existing accounts which will give them the authority to use the services provided by the system.

- Add product
- Add categories
- Add/delete/modify

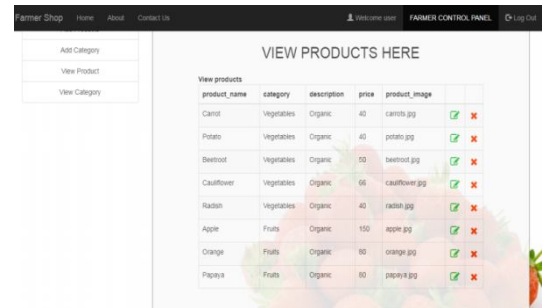
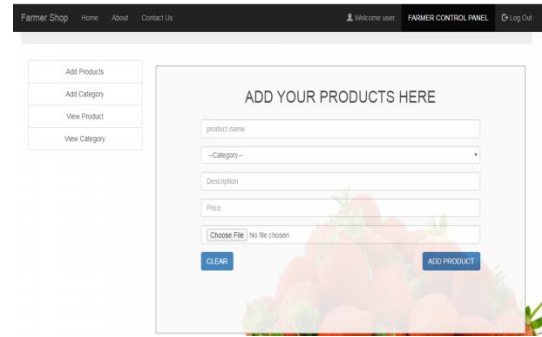
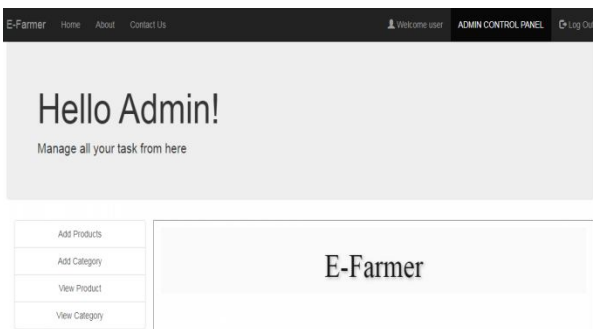


Figure 3 farmer module description module

4.3 Software Interface:

- Client on Internet: Web Browser, Operating System (any)
- Client on Intranet: Web Browser, Operating System (any)
- Web Server: WASCE, Operating System (any)
- Data Base Server: DB2, Operating System (any)

4.4 Communication Interface:

- Client (customer) on Internet will be using HTTP/HTTPS protocol.
- Client (system user) on Internet will be using HTTP/HTTPS protocol

V. CONCLUSION

This proposed system will be helpful for farmers to know more about market information; will act as unique interface of schemes and compensation. Through this they will be always in touch of new technique and trends of farming. But some extends, new user may feel some kind of stress about its use. Overall this system is faster, secure and comfortable. The proposed system buyers or sellers can directly register in the site and sell/buy the product otherwise they can contact with a seller directly. Buyers can open the site and register with it and sell their products online. E-Farming is a project builds a website which will help businessman to sell their products in different cities online. We have much scope for developing our Application. We can

make this application as Server based application. In our application we don't have customer and farmer interaction to this application. We can make this happen in future. We can make this application as an android application which is very helpful to the user and the farmer's authority.

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