



Agri-Community

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ABSTRACT:

India being an agricultural country is still using traditional ways of agriculture. The system can be used by face difficulties in earning their daily wages. Thus the need for proper and steady incomes on web. Even though modern technology has evolved in the farming sector, farmers for farmers can be accomplished by this project. Among hundreds of their product range, fresh vegetables are basic commodity and essential product. Fresh vegetable is very complex due to the involvement of multiple parties. At present, a large number of people are associated with handling of vegetable products. The different location of farmers will be shown and the consumers can choose the given vegetables, fruits and crops. It helps the farmer to store and update all types of fresh veggies etc and the user can get knowledge about those fresh veggies. The consumers can track input usage quantities, costs for every product. All these changes supposedly optimize the cost and increase efficiency of managing for both farmers and the consumers.

ALL INDIA COMPUTER SAKSHARTA MISSION (AICSM) aims at providing computer knowledge to people at the rural areas, which helps the rural people to make use of the website more efficiently, thus improving the economy of India.

I. Introduction:

Agriculture is the most important sector of Indian Economy, some people call it the "backbone of the Indian Economy". The Indian agriculture sector accounts for 18 per cent of India's gross domestic product (GDP) and provides employment to 58% of the country's workforce. Organic farming has a huge potential in the country. It started mostly as trial operations on farms less than one acre in size. The total organic area is about 5.71 million hectares. Sugar crops are mainly cultivated using this method.

Despite its importance to the economy, little has been done to revive the sector. From production challenges to financing inefficiencies, Indian agriculture is plagued by several issues. Inadequate farm equipment, lack of access to fairly priced credit, distribution challenges due to intermediaries between farm to fork are some of the challenges facing the Indian farmer. Farmers are the sole risk bearers of all these challenges that arise in the farming cycle. Be it lack of quality tools, erratic monsoons or pest outbreaks, farmers have to face it all without any risk mitigation among other stakeholders.

We live in a world where technology is at the heart of our everyday lives. Similar to the transformations in other sectors, technology is sure to shape farming practices. Technology can transform Indian agriculture by addressing challenges related to quality, quantity, distribution and storage.

II. BASIC DEFINITIONS:

I. JavaScript:

JavaScript is a programming language commonly used in web development. It was originally developed by Netscape as a means to add dynamic and interactive elements to websites. ... Like server-side scripting languages, such as PHP and ASP, JavaScript code can be inserted anywhere within the HTML of a webpage.

II. HTML (Hypertext Markup Language):

Hypertext Markup Language, a standardized system for tagging text files to achieve font, colour, graphic, and hyperlink effects on World Wide Web pages. HyperText Markup Language (HTML) is the set of mark up symbols or codes inserted into a file intended for display on the Internet. The markup tells web browsers how to display a web page's words and images.

III. CSS (Cascading Style Sheets):

CSS is a computer language for laying out and structuring web pages (HTML or XML). This language contains coding elements and is composed of these "cascading style sheets" which are equally called CSS files.

IV. E-Agriculture : E-Agriculture involves the conceptualization, design, development, evaluation and application of innovative ways to use information and communication technologies in the rural domain, with a primary focus on agriculture.

III. Existing System:

Around 10,000 years ago, human civilization learned to cultivate food crops to sustain tribes, villages and towns. Without the benefit of agriculture, humans would need to hunt and gather their food like every other animal on the earth, eating enough to

sustain but not enough to thrive. Population growth, settlement and free time resulted from learning to cultivate food. Nothing happens without consequence, agriculture also leads to habitat loss and soil degradation.

IV. Proposed System:

Agriculture is a key industry around the world that needs to feed a population of six and a half billion or more despite limited resources and is an area where both developed and emerging countries need to work together to preserve the global environment for the future [2]. Although most people can see the benefits of using a more precise approach to manage crops with additional information, the tools provided by precision farming and other information technologies have not yet moved into mainstream agricultural management [4]. The farmer from different locations can add all types of fresh vegetables and fruits etc [1][2][3]. The increased complexity of the systems inhibits easy adoption and makes calculations as to the financial benefits uncertain. These issues can be resolved by improving the decision-making process through better Management Information Systems, improved data interchange standards and clear management methods.

Advantages:

The purposes to which agricultural information management system can be put are many and varied.

- User can buy healthy and fresh products.
- Consumers can connect with different farmers and choose a variety of products [5].
- Bulk order of vegetables and crops become more efficient and cost-saving for consumers [3][4].

Farmers can receive proper income for their inputs and become more self-dependant [4].

Disadvantages:

- Transportation of these goods can be a cumbersome process.
- It takes more time to adapt to this process, especially for farmers.
- The whole process depends on the internet accessibility to the farmers [1][4][5].
- This will not be much beneficial for consumers if they desire to purchase very few commodities.

V. Modules:

In this project has two modules

- Farmer
- Consumer

Farmer:

- Register the account with the basic information.
- Login the account with the correct user name and the password.
- Add all the vegetables/foods/fruit etc.
- View and update daily.
- New order.
- View all the transactions. Logout.

Consumer:

- Register the account with the basic information.
- Login the account with the correct user name and the password.
- Search the location.
- View the products by the location wise.
- Make the order.
- Make the payment.
- Logout.

VI. LITERATURE SURVEY:

SNo.	TITLE	AUTHOR	ABSTRACT
1	SURVEY PAPER ON E-MANDI A MARKET EXCHANGE BETWEEN FARMERS AND ENDUSER (2019)	Sheetal Bhagwat¹, Sandhyarani Lavhare², SnehaIngle³, Nirmal Chaudhari⁴	In this paper, we have proposed to transform the traditional architectural trading into an electronic exchange between the consumers and farmers in the agricultural supply chain. Mathematical modelling and Preferential evaluation of buyer and supplier satisfaction is done
2	FROM SMART FARMING TOWARDS AGRICULTURE 5.0: A REVIEW ON CROP DATA MANAGEMENT.(2020)	Verónica Saiz-Rubio and Francisco Rovira-Más	This paper reviews the current status of advanced farm management systems by revisiting each crucial step, from data acquisition in crop fields to variable rate applications, so that growers can make optimized decisions to save money while protecting the environment and transforming how food will be produced to sustainably match the forthcoming population growth.
3	DIGITAL FARMERS MARKET APP (DFMA) TO PROMOTE E-TRADING OF AGRICULTURE.(2020)	Ch. L. Soundarya, m. Preethi, d. Kavya, s. Sai keerthana, suhasinisodagudi.	This project addresses e-trading of agriculture related products. An automation mobile application is developed for the same. Initially, the service commences by establishing direct interaction between small farmers/producers and customers. The app provides various information on agriculture products like product quantity, product price, product image, and GPS location of the product availability.
4	INTERNET-OF-THINGS (IOT)-BASED SMART AGRICULTURE: TOWARD MAKING THE FIELDS TALK. (2019)	Ayaz, M. Ammad-Uddin, Z. Sharif, A. Mansour and E. -H. M. Aggoune	This article highlights the potential of wireless sensors and IoT in agriculture, as well as the challenges expected to be faced when integrating this technology with the traditional farming practices. IoT devices and communication techniques associated with wireless sensors encountered in agriculture applications are analysed in detail. What sensors are available for specific agriculture application, like soil preparation, crop status, irrigation, insect and pest detection are listed. How this technology helping the growers throughout

			<p>the crop stages, from sowing until harvesting, packing and transportation is explained. Furthermore, the use of unmanned aerial vehicles for crop surveillance and other favourable applications such as optimizing crop yield is considered in this article.</p>
5	<p>TRENDS INFORMATION TECHNOLOGY IN E-AGRICULTURE: A SYSTEMATIC LITERATURE REVIEW.(2016)</p>	<p>E. Fernando, S.Assegaff and A. H. H. Rohayani</p>	<p>The purpose of this paper is to survey and analyse the available literature on Trend of Information technology in E-agriculture and also to identify gaps and state-of- the-art in research. This study use the Systematic literature reviews study by collecting the article from reputable database journals. We used recognize database journal such as “Emerald”, “Science Direct”, “IEEE Xplore”, “Springer”, “Saga Publication” and “Google Scholar” to collect the articles. “Information technology in E-agriculture” is used as a keyword to search therelevant article. The selected articles are reviewed and analysed. The result of analysis that e-commerce is the Trend research in information technology in agriculture.</p>
6	<p>SMART E-AGRICULTURE MONITORING SYSTEM: CASE STUDY OF BANGLADESH.(2017)</p>	<p>J. Kundu, S. Debi, S. Ahmed and S. Halder</p>	<p>In this paper, we propose smart e-agriculture monitoring system for Bangladeshi farmers, mainly says the development of farmers as well as our country. In this paper, we show the statistics of products yearly growth, storage, savings, problems with their solutions, the agricultural news and the other information about the agricultural product and the related things through the information and communications technology (ICT) tools.</p>

VII. FEASIBILITY STUDY

The feasibility of the project is analysed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are

- **ECONOMICAL FEASIBILITY**
- **TECHNICAL FEASIBILITY**
- **SOCIAL FEASIBILITY**

I. ECONOMICAL FEASIBILITY:

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased [7].

II. TECHNICAL FEASIBILITY:

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

III. SOCIAL FEASIBILITY:

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. His level of confidence must be raised so that he is also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

VIII. CONCLUSION:

This Project will pave the way for an efficient means to carry out the buying and selling of the products. Farmers will earn money as per the work they have done and will not suffer losses [1]. Also the system will be supported by Cloud Computing thereby reducing the price aspect of the system tremendously [2]. This system is proposed to replace the existing system where the farmer has to suffer between the manufacturers and the traders [4][5]. Also the main advantage of this project is that it uses Information Technology. The User only needs basic requirements like a Computer and an internet connection [9]. The Future Scope of this Project is that it will incorporate Contract Farming. Contract farming is agricultural production carried out according to an agreement between a buyer and farmers, which establishes conditions for the production and marketing of a farm product or products. Typically, the farmer agrees to provide established quantities of a specific agricultural product, meeting the quality standards and delivery schedule set by the purchaser [6]. In turn, the buyer commits to purchase the product, often at a pre-determined price. In some cases, the buyer also commits to support production through, for example, supplying farm inputs, land preparation, providing technical advice and arranging transport of produce to the buyer's premises [8].

XI. REFERENCES:

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