International Journal of Innovative Research in Engineering
Volume 4, Issue 2 (March-April 2023), PP: 462-463.
www.theijire.com ***ISSN No: 2582-8746***

Developing a website on E-Farming System

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How to cite this paper:
Aditya Ghule[1], VaishnaviGaikwad[2], HarshadaChaudhari [3], S. A.Samrat [4] , "Developing a website on E-Farming System", IJIRE-V4I02-462-463.

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Abstract: *The main objective of this project is building a website which will help farmers to make the effective cultivation by providing up-to-date information and make a path to earn more money from villages by selling their products to different cities by online mode. Suppose some village farmers want to utilize this facility and optate to learn how is it possible and how they can utilize e-farming to sell their products, If they have knowledge of Using mobile then they can easily use our website, but if they don't, then we are providing a help guide in our software which will helpful for them to use our website in efficient way and after this, farmers can easily use our website and sell their products in online mode. This website will act as an eccentric and secure way to perform agro-marketing.*
E-farming will accommodate as a way for the farmers to sell their products across the country just with some rudimental cognizance about how to utilize the website, to the incipient farming techniques through e-learning, and a centralized approach to view different methods and rules of, agriculture schemes including the emolument schemes for farming. Getting availed of the required information cognate to the markets and different products can be made possible through the SMS facility provided by the system.

KeyWord: *Website,E-farming,SMS facility, buy and sell, e-learning.*

I.INTRODUCTION

E-farming is the web that will help the farmers and seeds company to perform the agro-marketing leading to achieve success and increases their crops.

From the analysis and research, we know that to sell farmers product there is agent he buys farmer product in less cost and sell it in market cost to the industries so the farmers and industries is in loss. In market there is many e-farming websites that is user friendly. It is B2B(Business to Business) application which any seller sells the product farmer doesn't have any use of these to avoid this we have to come up with new idea which is B2C(business to Customer) where admin will add the branded product directly from the company and farmer buy it and farmer can also sell their product through making the templates and company can directly buy the farmers product from the farmers. Company and the farmers identify by the unique Id provide by admin.

The website will withal provide market-sapient, commodity-sapient report to the farmer in interactive way. In the rural area, the SMS facility would give the required market information where the internet cannot be availed. Regime will put forward the incipient schemes for the farmers. Emolument will be provided for the farmers in case of any loss to the engenderment due to some natural calamities. A special interface will provide to the user for applying and viewing the schemes for the Farmers and Agents, will have a Special ID for logging into their accounts leading toward secure access.

II.LITERATURE REVIEW

From the analysis and research, we get acquainted with that, there are some e-farming websites and that are not utilizer-amicable. It is a B2B (business to business) application in which any seller can sell a product that may be not branded or genuine. The farmer didn't have any idea about the product and bought it, which cause the farmer to cause losses. To eschew this,we have come up with an incipient conception which is B2C (business to customer). Where the seller will integrate a branded product directly from the company and the farmer or the consumer buy it through this, we can evade the farmer getting losses. Some farmers didn't have opportune erudition about pesticides, fertilizers, seeds, and irrigation implements. So, our web app will help the farmers to select the right product and genuine product. The Admin administers the system and feeds it with queries a user can register on the site seller can fill out the registration form and get his credential and all the detail of the product. Buyer will get the username and password by filling in the registration detail. The buyer will view all the details of the product.

A) Objectives : The main objective of an online e-farming website is to store its competency to connect farmers directly with consumers. This sanctions farmers to sell their products at a fair price and consumers to purchase fresh, high-quality engender directly from the source. This can avail to fortify local agriculture and promote sustainability.

B) Problem Statement : Most of the farmers in India are still not aware about the technological advancements in farming thus, are not able to fully available the benefits.Moreover,they withal remain poor because of lack of information to sundry amelioration plans of the regime. Farmers are often apostatized and made to sell their crops at more frugal rates.

C). Solution : So, we are creating a web application that will help the farmers by keeping them aware of latest happenings in their field and help then progress more and sell their crops directly.

III.METHODOLOGY AND DESIGN

a. Account Generation *:* It includes the creation of an account, in which basic information about the user, the type of user, and whether he is a farmer, agent, or Consumer. Through this module, the user gets a Unique ID which serves as the identity of the user.

b. Marketing : It includes Pricing, Billing, and Fund Transfer. Pricing or the Billing method will show the farmer at what price his product has been sold. Billing will create the bill after getting a request from a farmer for bill creation. The created bill will be displayed on the page. Bill will consist of unit price rate, total bill amount, a commission of agent if any is required, vehicle fare, other expenditure, etc.

c. Website Features : We have provided all the new ideas for the farmers and also for the customer. This website is useful for seed companies and vendors. This website is based on the Business to Customer (B2C) module it is more profitable for the farmer.

d. Technology Used : We used HTML, CSS, and JavaScript for making frontend of the website. For the backend, we used the PHP.

IV.CONCLUSION AND FUTURE DIRECTION

a. Conclusion : Farmers will earn more money as per the work they have done and will not suffer losses. This website is mainly developed to supersede the subsisting system where the farmer has to suffer between the manufacturers and the traders. The Utilizer only needs rudimentary products like a Computer and a cyberspace connection. The main motive for the project was to provide a dynamic online E-farming system to help farmers in every possible way and provide them with a stable platform where they can perform every transaction with ease.

b. Future Direction : This project has a wide scope for future development, as the user's requirement is always going to be changed which is not static and there needs are dynamic. The technology which is famous today becomes archaic the very next day. To keep the abstract of the technical improvements, the system may be further refined. So, such type system is in proved in further future development. This enhancement is done in an efficient and efficacious manner. Thus, we can update the same withfurther modification establishment and can be integrated with modification of the system. The project isextendable and can be developed at any time.

V.SCOPE OF THE PROJECT

E-farming refers to the use of digital technologies in agriculture, and can involve a range of activities, like sell and purchasing of the crops or the seeds to the consumers or the vendors.

Scope :

a. Developing mobile applications to enable farmers to access market prices, ease to use, and other important information regarding the agriculture about tools and various type of different information.

b.Creating online communities to facilitate knowledge-sharing about agriculture crops, products, and networking among farmers, researchers, and other stakeholders.

VI. ACKNOWLEDGEMENT

The achievement of this project was incomplete without the help and possible with the help and support of various individuals and organizations, to whom we would like to express our gratitude too. First of all, we would relish expressing our heartfelt gratitude to Dr. Ganesh .B. Dongre the principal of CSMSS College of Polytechnic for his unwavering support and encouragement throughout the duration of the project. We also like to give a special thanks to Ms. R. S. Pophale, Head of the Computer Engineering Department, for her kind support. We are grateful to our project guide Ms. S.A. Samrat for her nonstop support and continuous motivation for the project. Her knowledge and expertise in the field were instrumental in shaping the direction and scope of our work. A special thanks of our goes to our friends who helped us in completing the project, where we all exchanged our own interesting ideas. A big thanks to our parents who seek faith in us and inspire us to go our own way. Finally, we would like to thank God who made all things possible for us until the end.

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