Cloud Based Implementation of Farming Web Services

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Abstract: In this system we are working is an android based project. In our system which will helps to the farmers. With the help of this project our farmers who are struggling to get a good rate of their product can get expected rate. Their will be no any middle person to increase the value of product. There will be direct contact between farmer and consumer,Because of our project the consumer as well as farmers can consume their precious time. Due to natural diasters if their will be any lost to the product then the consumer will come to know with the help of our application, with the of these project farmers can get good profit.

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I.   INTRODUCTION

As we step forward into the modern era of technology . We may find any engineering applications very beneficial for improvement into the society. This is world of technology where people use smart phones for completing their daily task like shopping,paying bills, managing work and much more.

The idea of this problem statement is to add its features into the lives of the people so that food which they buy can be bought directly from the farmer so that the profit can reach directly to the farmer.Because in India we follow a supply chain of farm product making things too much indirect from the farmers due to which the farmer still remaining poor and the intermediates are gaining profit which ultimately makes them rich . So in order to break that supply chain of indirect sales, we can make use of this application so that the farmer can be connected directly to the consumer and the selling can be done accordingly.

The farmer will be dealing with the consumer directly so the prices of the products offered by the farmer to the consumer will also be affordable to consumer , which will help the both farmer and consumer where the consumer can save some money and the farmer will gain extra profit that he deserve.The reason to establish a direct farmer to consumer marketing outlet is primarily to increase your financial returns from farm production.

II.   PROPOSED WORK

With the help of this project ensure that farmer and consumers to communicate with each other directly. With the help of direct communication farmers can get good knowledge about market and demand of their product so they can easily give their rate. In this project their will be no any middle man agent or retailer. We are implementing digital form so they can also take more profit and good advantage farmers can get all the government schemes and facilities. Our main goal is to help the farmers which are in trouble and give him to user friendly application.
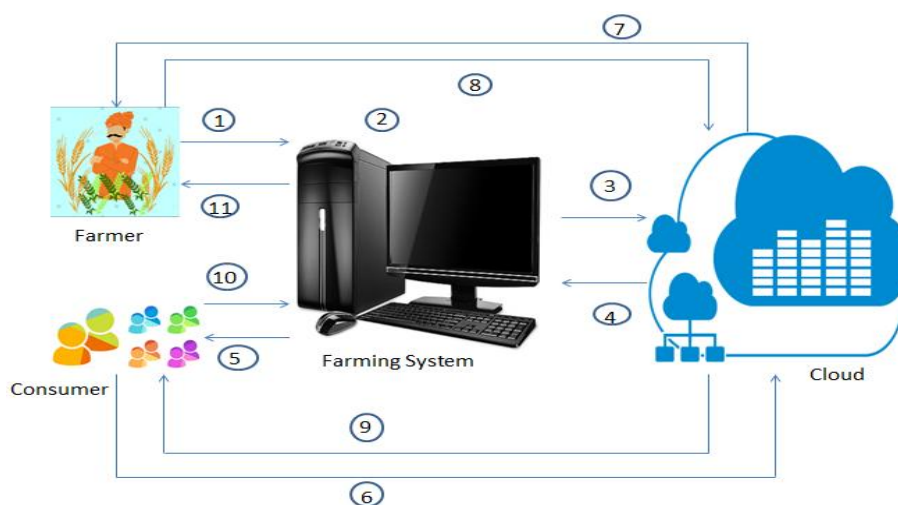

Figure 1: System architecture

SYSTEM ARCHITECTURE

System Architecture is shown in Figure 1.

1. Farmer add details
2. Access the data from farmer
3. Store data in cloud
4. Retrieve data
5. Consumer view product
6. Place order
7. Send request to farmer
8. Send reply from farmer
9. Order confirm from farmer
10. Complete payment process through consumer
11. Farmer receive payment

III.   METHODOLOGY

1. **Farmer:**

1.1 Sign Up: sign up for new users.

1.2 Sign-in: The farmer needs to sign in to get access to the system.

1.3 Add profile details: farmer add their personal and bank details.

1.4 Add product details: Farmer can add all the product details like product name, rate,photos.,etc.

1.5 Add tools: Farmer can add all the tools related to farming like cultivator, hand sickle, pickaxe, rotter machine , etc.,

1.6 Ordered details: The farmer can view the ordered details about their products like placed order, pending order.

1.7 Payment details: farmer can include their banking info for online payment.

1.8 View feedback: farmer can view the feedback of their products.

1.9 Logout

2.Consumer:

2.1 Sign up: sign up for new user.

2.2 Sign-in: The consumer needs to sign in to get access to the system.

2.3 Add profile: consumer can add their personal and bank details.

2.4 View products: consumer can view the product from product list .

2.5 Add to cart: consumer can add product to cart which they like.

2.6 Place order: consumer can confirm their order.

2.7 Payment Details:consumer can choices their mode of transaction

2.8 Confirmation message: consumer can get a conf. mgs after order placed.

2.9 Receive order: get notification of receive order.

3.0 Feedback: consumer can give the feedback about product and also give any suggestion and logout.

3.Admin:

3.1 Sign up: sign up for new user.

3.2 Sign-in: The admin need to sign in to get access to the system.

3.3 Farming tips: the admin give the farming tips to the farmer.

3.4 Government schemes: add government scheme for farmers.

3.5 Fertilizer Tonic: add the info about fertilizing tonics.

3.6 View farmer and consumer details.

3.7 View complains: this page contains complains of the farmer.

IV.   FUTURE SCOPE

We can implement the voice recording option through which anyone can search the product easily.Also we can implement a language option through which anyone can communicate with in their comfortable language than English.If anyone cannot communicate English than he/she can choose another language.Small and marginal farmers will also use this technology.We have implemented the chat option guest login the system making system more user friendly. By the help of these portal people will able to get fresh food to eat an will be able to explore parts of their nearby villages for picking up their purchases and exploring the place estsblishing relation with farmers and gaining profit by saving their money.

V.   LITERATURE SURVEY

1.E-Farming Sindhu M R, Aditya Pabshettiwar, Ketan K.Ghumatkar, Pravin H.Budhalkar, Paresh V.Jaju
Abstract:

Agricultural Web Service is the project to give more profitability to Farmers, to digitalize farming, to introduce farmers to digital world. This project will help farmers by direct communication between farmer and consumer by eliminating intermediates. It will also provide personalized view for farmer, consumer and admin by their different logins by that handling of webpage will be comfortable.

We studied an Old manual system is facing number of drawbacks.This project will overcome those drawbacks .

2.Research of Agricultural Information Service Platform Based on Internet of Things, Ruifej Jiang, Yunfei Zhang

Abstract:

The scheme provides services to farmers from the planting management subsystem, agricultural planting technology subsystem and query feedback subsystem. Agricultural information service platform is put forward to realize the agricultural production, transportation and after sale service for intelligent control and information processing.

We get the information about transformation of farming products.

3.Technology to make farming easier and better: Simplified E-Farming Support (SEFS) , Saurabh Dwivedi.
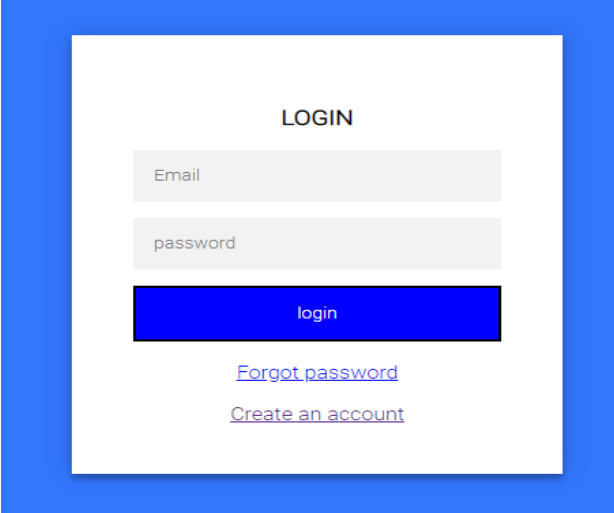Abstract:

The project focuses mainly the small landholders who can really bring miracles if they are given certain guidelines about the proper management of their land and information about the crops best suited for their land.

Get the idea about fertilizers tonics and government schemes from this IEEE based paper.

VI.   RESULT

We have implemented the consumer login and   farmer login as additional features to the system making system more user friendly.   By the help of this application people will help to get fresh food to eat and will able to explore parts of theirs near by villages for pickings up their purchase and exploring the place establishing relations with farmers and gaining profit by saving their money, adding profit directly to the farmer helping famers too.
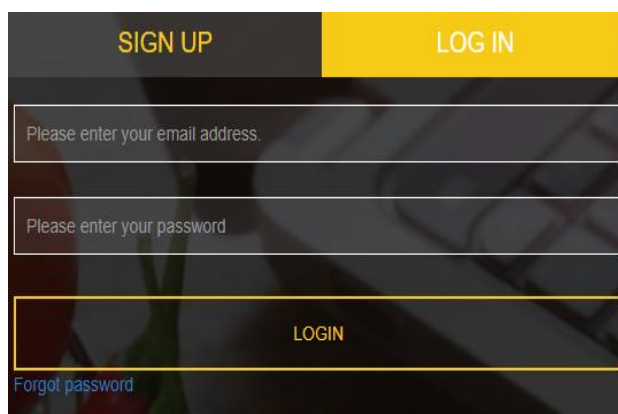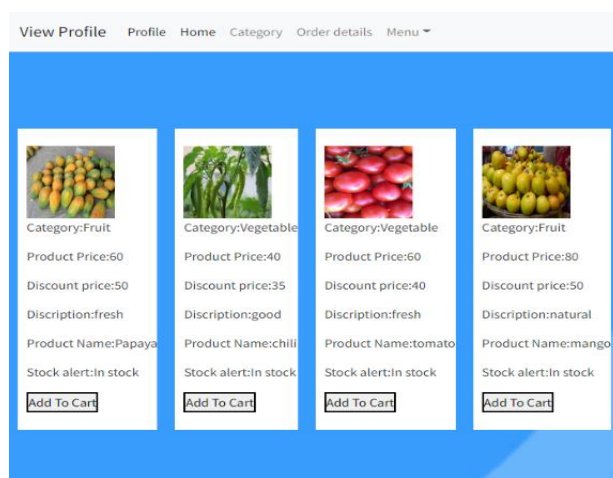
1.Farmer Login

2.Consumer Login

3.Consumer-Home Page

VII.   CONCLUSION

The farming assistant web service will be design and developed to overcome drawback of old mannual system and meet the requirements of modern age. This system will give more profit to farmer it will bring transparency between farmer and consumer by removing intermediates.It will trace aggriculture problems using complaint page for farmers and will solve as many as possible.This will save energy and time of farmers and consumers.

REFERNCES

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