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# E-Farming - A Digital Interface for Farmers

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**ABSTRACT:** Farming is the primary occupation in India and nearly 55% of the total population is engaged in agriculture. This sector is often cheated by agents because of lack of awareness of technology, and this leads to poverty. Advanced machines and automated techniques can help this sector in many ways such as, Increase in cultivation, time management, etc. Agriculture-marketing would make all the things automatic which make easier serving as a best solution to all the problems.

E-Farming is an application which will provide a platform for farmers to buy and sell products in a very easy and efficient way. Farmers can sell their products by fixing the price of product and buyer can buy the product manually by verifying the condition of the product. They can buy and sell their products online to make profit and communicate by using this application. E-Farming is a web application developed to increase the business activities among the farmers. Getting availed to the required information related to the markets and different products can be made possible through the messaging facility provided by the system.

**KEYWORDS:** WEB APPLICATION, MESSAGE FACILITY, AGRICULTURE MARKETING, TECHNOLOGY.

## I. INTRODUCTION

E-farming is the application for farmers to perform Agriculture-marketing by gaining some basic knowledge of how to use a website. This website will provide benefits for both seller and buyer farmers, which will increase their standard of living. This platform will also provide view of the bills created and the related information in their accounts. In an interactive way this platform will give access within the country for their products which was impossible previously because of monopoly of agents. Farmers can sell seeds, fertilizers, used or new farming machines, etc. They can also rent their machines when they are not in their use.

Farmers and the Agents will be provided with a Unique ID for logging into their accounts leading towards secure access. Government will put forward the new schemes for the farmers. Compensation will be provided for the farmers in case of any loss to the production due to some natural calamities. Unique interface will be provided for applying and viewing the schemes.

## II. OBJECTIVES

The main goal or aim of this project is to build a web platform which will help farmers from Indian villages to sell their products across the city markets. This approach is computerized and technical, but this will help tracing the marketing activities and help in good and clean marketing. Farmers will get unique interface where they can avail everything right from learning to the market information they can perform marketing, get access to the market, get in touch with the buyer interested in buying the product, as well as the status of the product and applications.

This website will act as unique and secure way to perform Agro-marketing.



## **2.1 EXISTING SYSTEM**

Lack of technical knowledge and proper platform for Agro-marketing helps agents to buy farmers goods in cheap price and then sell them at high price in city markets to make profits. Currently, farmer goes to agent to sell his goods, agent buys their goods in large chunks below market rates and then sell these goods at city markets earning more profit than a farmer. There is no transparency. No facility is present for the farmers to know the product rates at different markets where they can sell their products for achieving high profits.

Farmers are not even aware of Schemes and Compensations provided by government under some conditions due to lack of e-learning. Opportunities given by the government to the farmers are not able to benefit out of those. Current system does not help farmer neither provide way to e-learning. New farming techniques, machineries are not known hence, farmers don't get the maximum profit through the current system.

## **2.2 PROPOSED SYSTEM**

We are going to develop e-farming application that fulfill all needs of the farmer and give the solution. We have multiple sections like login for buyer / seller / admin to use it on their own way.

Our main goal is to help the farmer which is in trouble and give him to user friendly website.

The website will include:-

### **1]Buyer :-**

Buyer is basically an ordinary person or he/she may belong to farmers those will be able to buy the product listed for sale. He/ She may send requirement for the products available for sale. New buyers can also register on the website and purchase the products.

### **2]Seller :-**

Seller is basically a farmer or an fertilizer shop owner or he/she may be a person selling farming related products. Sellers can register on the website to list the products whichever he/she wants to sell. Seller can list the product on the website along with the products description which further helps buyer to know the product details.

### **3]Admin :-**

Admin is basically a administrator who administers the various trade activities involved in the E-Farming website, he/she can monitor all the buyer's and sellers activities on the website.

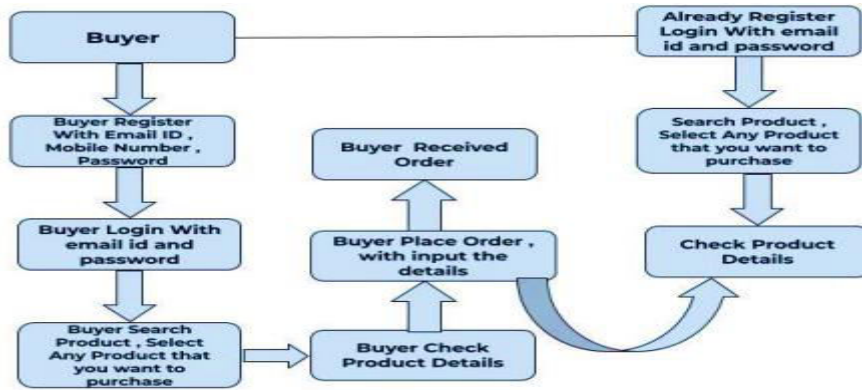
## **2.3 APPLICATIONS**

- Marketing of farming goods using user friendly website.
- This system can be implemented in real world if built properly.
- One touch access to the city markets without any inconvenience.
- Chances of corruption, irregularities, uneasiness are minimal for viewing market.
- Query of buyer regarding any good can be resolved by the seller using communication system available on the platform.
- Agricultural education through E-farming.
- Easy and hassle free access for the farmers.

## **III.METHODOLOGY**

### **1]Buyer:-**

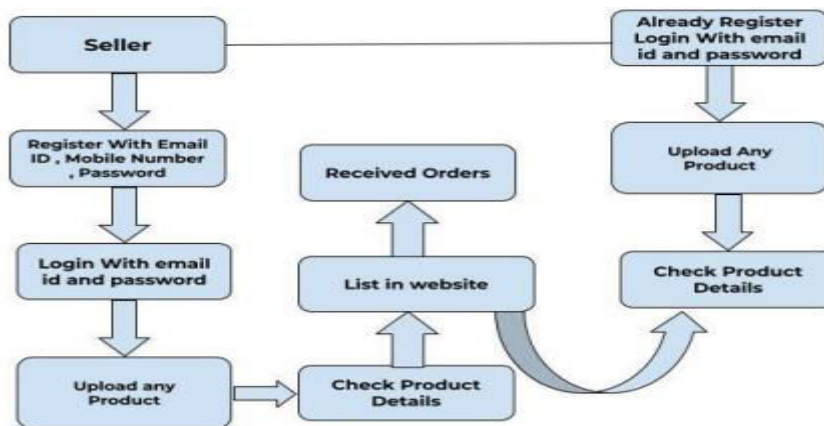
- a] Buyer can register with either e-mail id, mobile number, password on the website.
- b] Buyer can login with email id password used during registration.
- c] Buyer can search product, select any product that he wants to purchase.
- d] Buyer can check the Product details.



Buyer Flowchart FIG. NO. 3.1

**2]Seller :-**

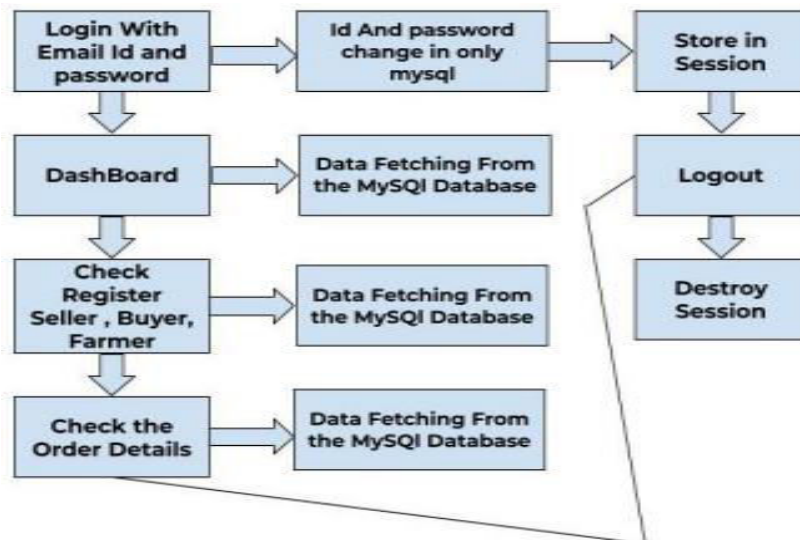
- a] Seller can register with either e-mail id, mobile number, password on the website.
- b] Seller can login with email id and password used during registration.
- c] Seller can list/upload any product which to be sold.
- d] Seller can receive orders from buyers.



Seller Flowchart FIG. NO. 3.2

**3]Admin :-**

- a]Admin can login with email id and password.
- b]Admin can check, register the buyer and seller.
- c]Admin can check order details.
- d]Admin can fetch MySQL Database.



Admin Flowchart FIG. NO. 3.3

#### IV. CONCLUSION

This project will help farmers in understanding the market and provide them a platform for selling their goods. Buyers and sellers can purchase anything from anywhere. This project helps buyers and sellers in saving lot of time and money. Through this they will be always in touch with the new farming techniques and advanced machineries. Although, the new users may feel some discomforts or stress before becoming familiar to the technology. Overall this system is fast, user friendly and comfortable.

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