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Synopsis

on

Farmer's Marketplace

Submitted by

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September' 2022

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ABSTRACT

Every day new technology is arriving and billions of people were connected to the Internet. Purchasing goods, groceries, clothes everything is online. He or She can able to place the order from their smartphone within a minute. But Farmers are still lack of benefitting from the internet. As we all knew that Farmers are the backbone of our country and without them, we can't complete a day. Well, this idea is completely dedicated to farmers and helps them in purchasing goods easily by using our platform. This is an online eCommerce platform that enables a farmer to buy anything related to the agriculture and farming category by simply creating an account. Nowadays smartphone is like a coin in a pocket. So, it's not a big question of thinking about smartphones with a farmer. Also, most of them are already familiar with social media accounts and it is quite easy to play with our online e-platform. Both time and energy are also saved.

<u>Introduction</u>

This project aims at developing a website for serving several needs of the farmers. This site helps the farmers to buy products needed for farming activities. It helps them acquire these products at an affordable price. It features online shopping for fertilizers, pesticides, machinery & tools etc. Our project deals with respect to the farmers benefit of purchasing their products at best price online and with variety of options. This platform is flexible which can maneuver the customer-farmer relationship in an effective manner. Farmer will get unique interface where they can avail everything. This website will act as unique and secure way to perform agro-marketing.

Technologies / Software Requirements

- Operating System: Windows 8/8.1/10/11, MacOS
- Browser: Google Chrome, Microsoft Edge, Safari
- Database: MongoDB
- Technology: MERN (MongoDB, ExpressJS, ReactJS, NodeJS)

Hardware Requirements/ Hardware Used

- Disk Space: 500GB
- Processor: 1.8GHz
- RAM: 4GB

Modules Description

Login Module: In this module, the customer, worker and the admin can login to the system by entering login id and password. The system opens main account page after the login.

Customer Module: The customer can register to the website by entering profile details. The customer can purchase products which are uploaded by administrator. They can also send purchase request for purchasing farm produce which is uploaded by farmers. After quality test and price quotation, the customer can approve or reject the purchase request.

Category Module: In this module, the administrator can create different types of categories. The system has three types of categories: i.e. Farm Produce, Agricultural Machinery & Tools, and Article types.

Cart Module: A cart module shows the items that have been added to the cart before the customer proceeds to checkout. The module also shows an order summary and lets the customer apply or remove promotional codes.

Billing Module: The system generates billing after purchasing the product. The system calculates total cost automatically. In the billing report, it displays customer contact details, billing details, and purchased product information.

<u>Report</u>

It generates the report on how Farmers can get products at best possible price to maximize their profit, giving information about the usage of different items by the farmer and their growing need so as to make it uasable in maintain their production rate.

It serves a purpose of getting detailed information about the rate of increasing or decreasing production rate by the farmers about its usage of products and services.

It in a way helps the Farmers most in providing products to their end at the most convenient way possible with great ease which reduce the burden of indulging in such activities by going in person and have everything at their door.

Conclusion

The internet has become major source in modern business, thus electronic shopping has gained significance not only from the entrepreneur's but also from the customer's point of view. For the entrepreneur, electronic shopping generate new business opportunities and for the customer, it makes comparative shopping possible. As per the survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. We have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much possible. A good design must be accompanied with a user friendly application logic. It should be convenient for the customer to view the contents of their page and to be able to update information in their interface. The features are designed for the customer to make them more comfortable.

The main motive for the project was to provide dynamic online farmers's marketplace to help farmers in every possible way and provide them a stable platform where they can find everything like tools ,pesticides, fertilizers, etc with ease.

GANTT CHART (IN TERMS OF WEEKS)

	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12
Requirement analysis and feasibility check	■	■										
Designing		■	■	■	■	■						
Coding						■	■	■	■	■		
Testing and maintenance										■	■	■