CHAPTER – 1

INTRODUCTION

E-commerce is the purchasing of goods and services over an electronic network. It is powered by the internet, where customers can purchase from an online store. e commerce is further classified into 4 major types, which includes: (I)Business-to Business(B2B), (II)Business-to-Consumer, (III)Consumer-to-Business(C2B), (IV)Consumer-to-Consumer(C2C).

The following happens when your order is placed. The browser will communicate with the online store, soon after the order is placed. Post order validation, the order manager will notify the store's web server, which will then display a message notifying that their order has been successfully processed. After this, the order details will be sent to the warehouse for dispatch.

Agriculture is the largest dependent sector in India. Farmers are struggling for their daily needs. When they go and sell their products in the market, they don't get expected profit as people tend to bargain. If the same is sold online, people purchase without any second thoughts. For the ease of farmers, we have created a hands-on Web application with a simple user-friendly interface.

The crops are cultivated according to the season, and once it is harvested, it can be posted for sale online. Normally, farmers will contact the wholesale vendors to sell the crops. The vendor may quote a lower price to gain profits, the Due to financial constraints and no sufficient vendors, farmers sell it off sacrificing their profits. The wholesale vendors again sell it off to retail vendors at a higher cost, which in turn again is profitable for them. Then the end users buy it at a higher price, which in turn is profitable for the intermediate vendors.

Innovation is the main impetus in each area. Subsequently, we utilize this innovation to drive the farmers into a productive way. We have developed this application in such a way that, there will be no vendors, and it will be a direct interaction between the farmers and the customers. Our main aim is to make their business more efficient and profitable with the new technology.

In India agriculture is the main source of employment over 58% of India's population. Agroculture is one of the key part of digital India. It is designed to support the development and exchange of localized information and services to make farming more profitable and sustainable (socially, economically, and environmentally) to deliver good food for all. This helps farmers to increase their profits and can empower rural farmers with good awareness by accessing equitable markets and rural business to offer value added services

CHAPTER-2

PROBLEM STATEMENT

The proposed AgroCulture aims to revolutionize the agricultural sector by fostering collaboration, improving efficiency, and bridging information gaps. By addressing the challenges faced by farmers, suppliers, buyers and distributors, this platform has the potential to drive sustainable growth, increase profitability, and contribute to food security on a global scale.

CHAPTER-3

OBJECTIVES

- The website “AgroCulture” is for farmers.
- This website contains the information about different types of effective farming and irrigation
- This website give information on crop management to satisfy the demand of particular crop to reduce crop price.
- Through this website the Buyer can buy product directly from farmers.
- Through this website the farmers can buy sell their products directly
- The farmers can have a information about government policy about farming.
- So farmers can have lot of profits.

CHAPTER – 4

PROPOSED WORK

4.1 SYSTEM REQUIREMENTS

Software Requirements:

Operating System: Windows 10/11

Technology: Visual Studio Code

Database: MySQL

Hardware Requirements:

Intel Pentium/AMDA

Processor speed-1.2 GHz or above

1 GB RAM minimum and 1024 GB Hard Disk Space

Front End:

JavaScript

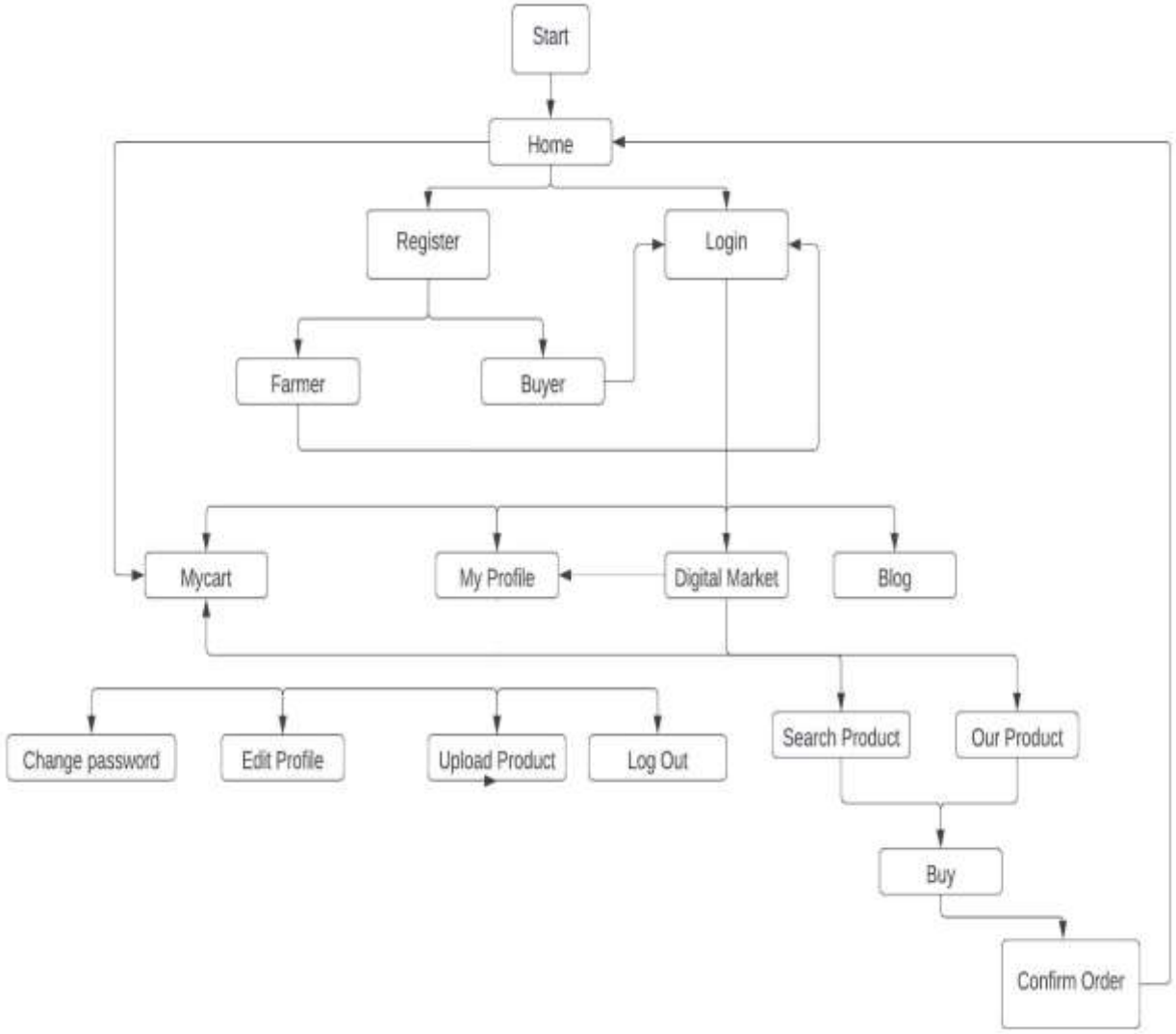
CSS

Back End:

PHP

MySQL

4.2 SYSTEM ARCHITECTURE DIAGRAM



4.3 System Architecture Diagram For AgroCulture

6

4.3 MODULES DETAILS

Login:

This helps the farmer to login by which they can know about soil information Crops suitable for different region and government schemes and register the crops which they want to produce.

New Register:

If farmer want to login he has to first register by clicking new register and Filling the details.

Home:

Once the farmer has logged in he can register or if already registered he can login, Similarly for Buyer he can register or if already registered he can login.

Digital Market:

In this farmer or the buyer can see the available products and their price. If they can whish they can add to my-cart or place order for buy.

My Profile:

It helps farmer to list his product on the site. It also provide other option like change password, update profile and logout etc.

My Cart:

It has all information about product which farmer or the buyer want to buy. It store all detailed information about product along with product image.

Blog:

Creating a blog module for a farmer can be a great way to keep your audience informed about farming activities, tips, and news related to your project.

CHAPTER – 5

IMPLEMENTATION DETAILS

1) Project Team: Start by introducing the team responsible for the implementation. Provide an overview of team members' roles and responsibilities.

2) Timeline and Milestones: Present a detailed timeline for the implementation. Identify key milestones, checkpoints, and deadlines. This helps in tracking progress and ensures that the project stays on schedule.

3) Project Scope: Describe the specific areas or departments where the project management tool will be implemented. Include any limitations or exclusions.

4) Technical Requirements: Outline the technical requirements for the tool's implementation. This may include hardware, software, and network requirements. Specify if any upgrades or modifications are needed.

5) User Onboarding: Discuss the onboarding process for new users. Clarify how new farmer or buyer members will be introduced to the website.

6) Communication Plan: Describe the plan for communicating the implementation to Farmers and Buyers. This should include how updates, announcements, and changes will be conveyed on the website.

7) Buyer Access and Permissions: Explain how Buyer access product will be managed within the web. This includes defining who can access what and the process for granting permissions

5.1 LANGUAGES USED:

- **PHP:**

  PHP (Hypertext Preprocessor) is a widely used open-source server-side scripting language designed for web development. It was created by Rasmus Lerdorf in 1994 and has since evolved into a powerful and versatile language for building dynamic websites and web applications.

- **HTML CSS:**

  HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets) are fundamental technologies used in web development to create and design web pages. They play distinct but closely related roles in web design and presentation.

- **JavaScript:**

  JavaScript is a versatile and widely-used programming language primarily used for web development but also applicable in other contexts. It enables developers to add interactivity, manipulate web page content, and create dynamic web applications.

- **MYSQL:**

  MySQL is an open-source relational database management system (RDBMS) that is widely used for storing, managing, and retrieving structured data. It is a popular choice for web applications, data-driven websites, and a wide range of software applications.

5.2 Integrated Development Environment (IDE):

- **Visual Studio Code:**

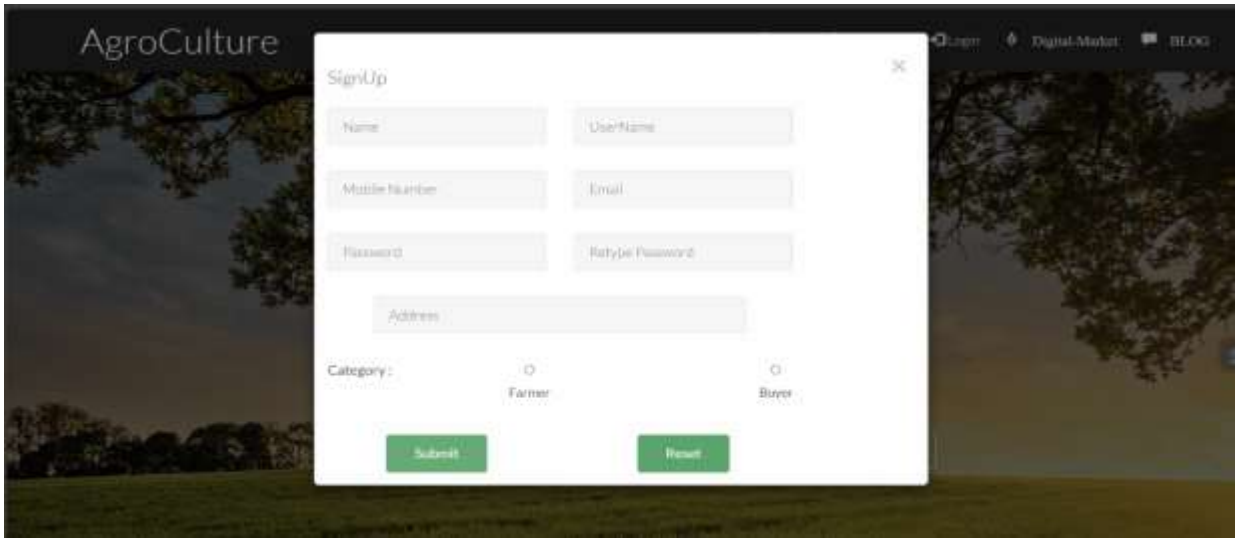
  Visual Studio Code, often referred to as VS Code, is a popular and highly extensible source code editor developed by Microsoft. It has gained widespread adoption in the software development community due to its lightweight, fast, and feature-rich nature

CHAPTER – 6

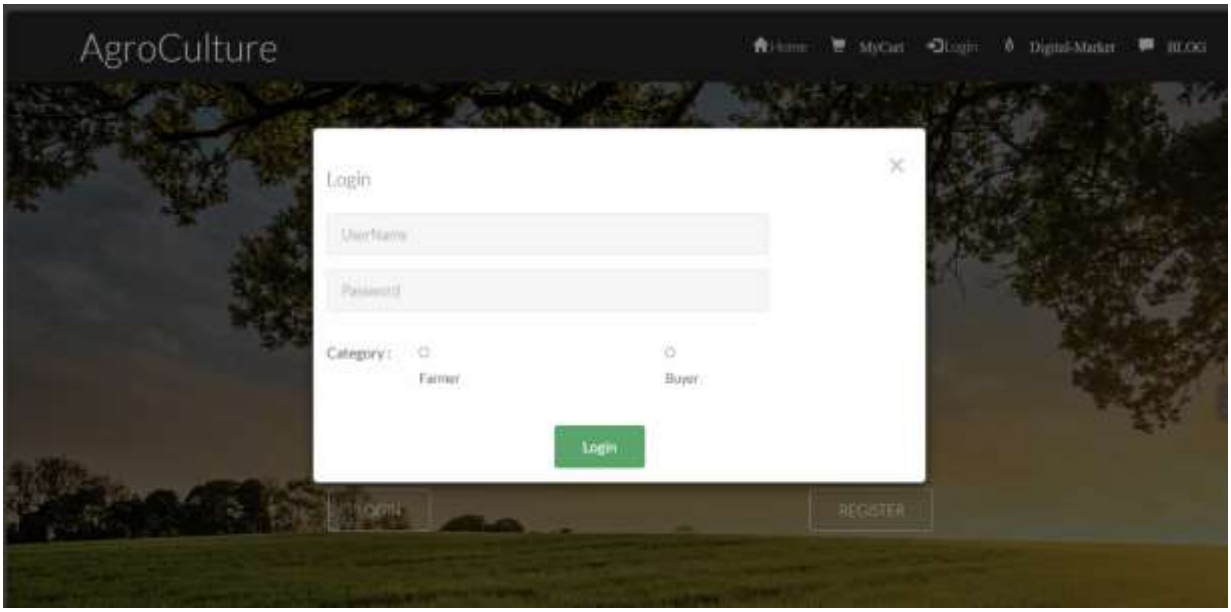
RESULT AND OUTPUT

Home page:

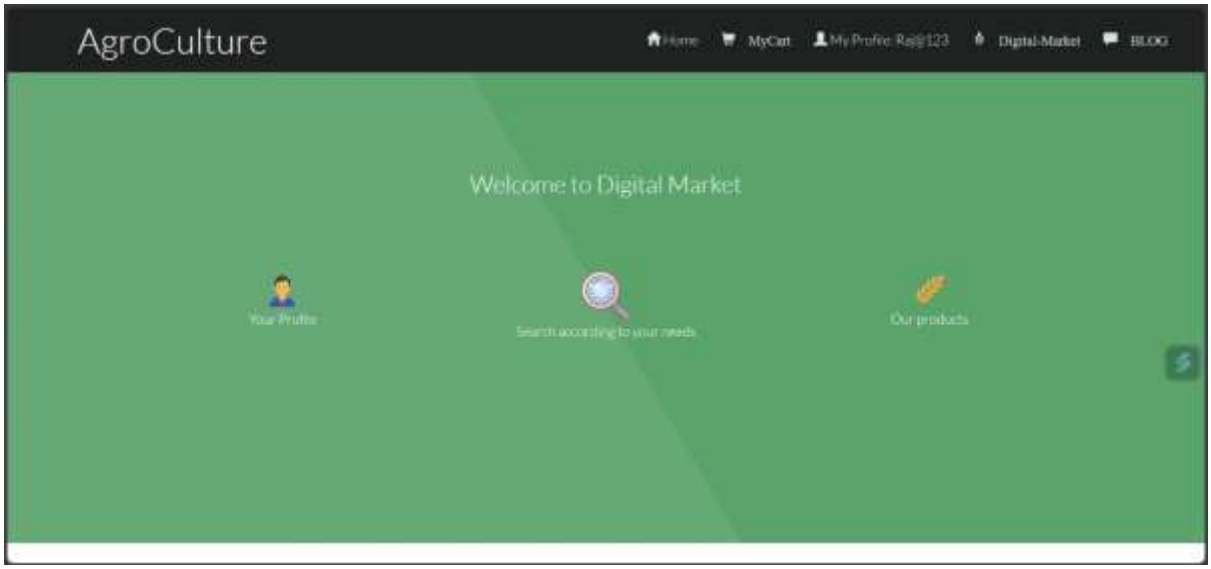
Login:



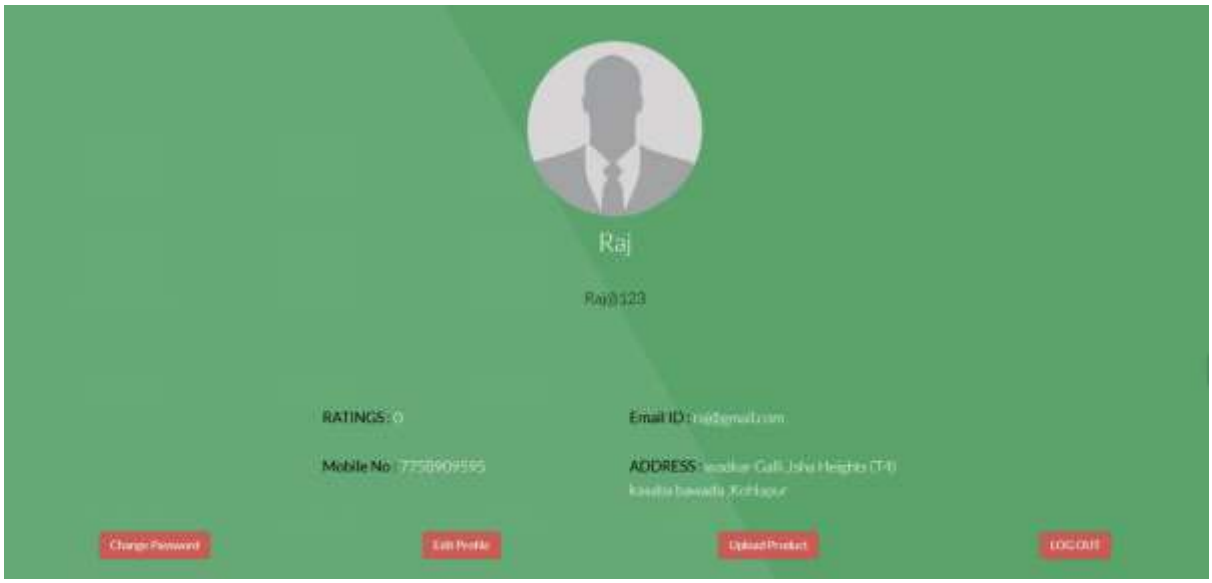
New Register:



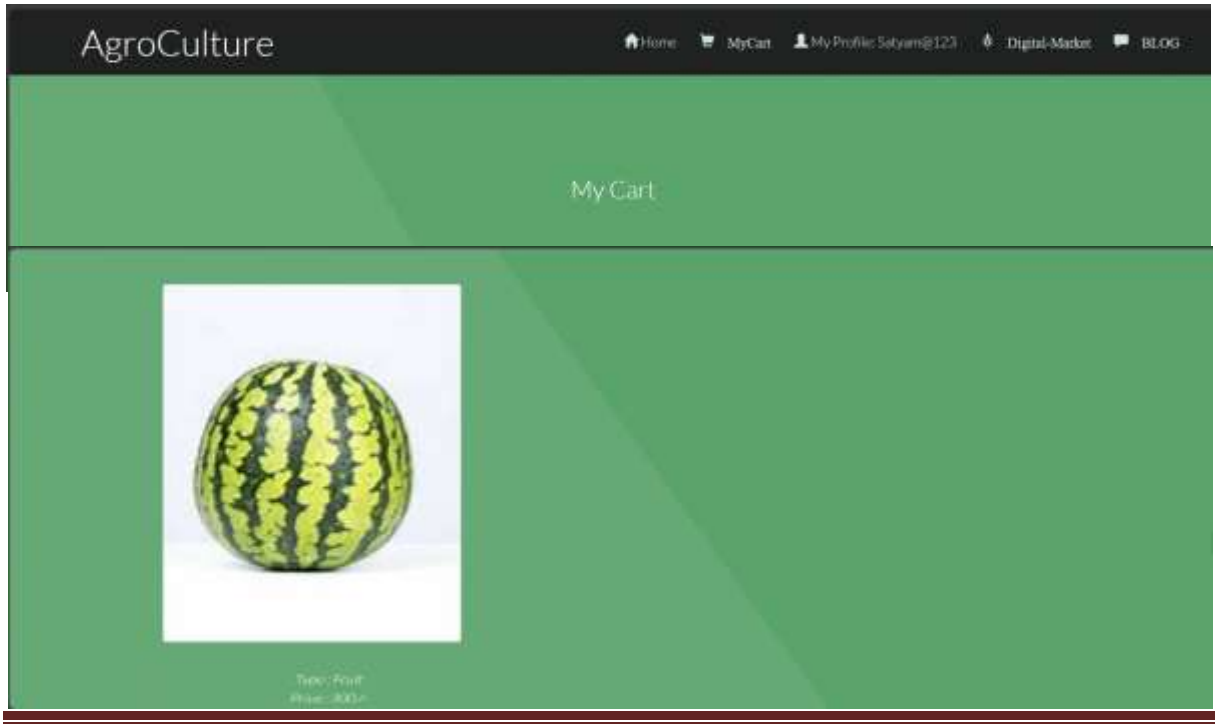
Digital Market:



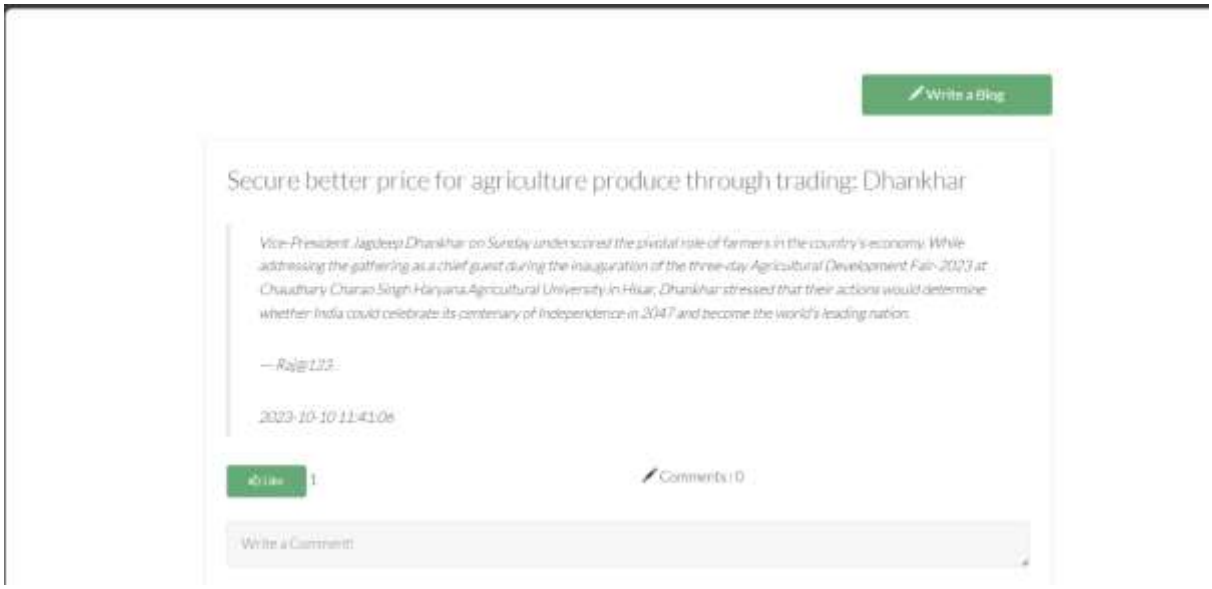
My Profile:



My Cart:



Blog:


Write a Blog
Secure better price for agriculture produce through trading: Dhankhar
Vice-President Jagdeep Dhankhar on Sunday underscored the pivotal role of farmers in the country's economy. While addressing the gathering as a chief guest during the inauguration of the three-day Agricultural Development Fair-2023 at Chaudhary Charan Singh Haryana Agricultural University in Hisar, Dhankhar stressed that their actions would determine whether India could celebrate its centenary of Independence in 2047 and become the world's leading nation.
—Raj@123
2023-10-10 11:41:06
Like 1
Comments : 0
Write a Comment

CHAPTER – 7

CONCLUSION

This analysis confirms that E-commerce will help the farmers in a way that they achieve some profits for their hard work. The E-commerce System is needed to improve farming in rural society to make them aware of crops and their market prices. This type of system is also helpful for the government to get the proper information about the crops available in their respective areas. The study we made has predicted that the development and transformation of E-commerce is a creative way of controlling and market access for smallholders. We will develop a system that is easy and simple to use by every rural farmer. The project we are doing will provide maximum earnings to the farmers who do not get profits due to the wholesalers who quote their price for the crops. All these unique technologies, advanced software solutions and network reforms will help the farmers grow more and more and we strive for a better future for farmers.

FUTURE WORK

Payment integration, order tracking and other development based on the scope of project.