

AGRI SHOP ONLINE APPLICATION

High Level Design

Document Control :

Agri Shop Online						
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Date	Version	Author	Brief Description of Changes	Approver Signature		
20-10-2022	1.0	Uma, Hema Priya, Sathya, Lahari, Sowmya				

Introduction

1 Purpose:

The purpose of this project is to show the requirements for the Agri Shop Online buying and selling application, which creates a direct contact between the farmers and the retailers or customers without the involvement of the mediators.

1.1 Intended Audience:

There is no such specific audience, it could be a farmer or customer or an admin also.

1.2 Acronyms/Abbreviations:

SELLER	FARMER
ADMIN	TO ESTABLISH CONNECTION BETWEEN FARMER AND CUSTOMER
BUYER	CUSTOMER

1.3 Project Purpose:

The purpose of this project is implemented to buy and sell products in between the farmers and customers through Agri shop online application.

This system aims at giving a profitable price to farmers for their farm products cutting the middlemen.

This allows the retailers or the customers to buy products from the farmers at a lower than the normal price.

1.4 Key Project Objectives:

1. Allow farmer and customer registrations
2. Allow users to login
3. Validates personal data (Aadhar no, name)
4. Allow farmers to add categories and subcategories
5. Allow customer to choose the category and buy minimum 4 products
6. Allow customer to confirm the transactions by making payment
7. Allow admin to view, add, edit and delete the products and farmer records
8. Allow admin to generate a report on sales.

1.5 Project Scope and Limitation:

Now the farmers can be able register and they can upload products on the website and customers need to be register, then only they can login to the website to buy the products.

1.5.1 In Scope:

It provides general architecture for Agri Shop Online application, This system consists of an application which will serve as a platform for farmer to sell their products and retailers or customers to buy their farm products. The application is written C Linux Language.

The application is divided into three parts, admin, farmer and customer, the admin in this application will add, view, edit the products on the website. Customer's are used to buy their products at normal price. Farmers are allowed to add their products on the website by using their credentials.

1.6 Functional Overview

The following functions are included in the program:

a. `int farmer ();`

This function is used to show the process of the farmer like registration, edit, show details.

b. `int farmer _ registration();`

Register _ farmer function takes the input from the user such as name, Aadhar _ no, phone number, password.

And it passes the data given by the user and stores it as a file in server.

The farmer will put products in category manner. Each farmer can select one category he can add products to sub-category maximum four products.

Category - Fruits, Vegetables, Food Grains

Subcategory - Fruits- Apples, Orange, Pineapple, Grapes

Vegetables- Carrots, potato, tomato, cauliflower

Food Grains - Rice, barley, brown rice, whole wheat

This function is used as add the quantity and price to the product after successful registration of the farmer.

c. `int edit _ farmer_ details ();`

This function is used to edit the farmer details like name, phone number, password, quantity, price, item name etc...

d. `int show _ farmer_ details ();`

This function is used to show the farmer details like name, phone number, password, quantity, price, item name etc...

f. `int _ customer ();`

This function shows the process of customer registration, purchasing the products, edit details, and shows data.

e. `int customer _ registration ();`

This function is used to customers to register the account giving Aadhar and phone number, password

f. `int edit _ customer _ details ();`

This function is used to edit the customer details like name, phone number, password etc...

g. `int show _ customer _ details ();`

This function is used to show the customer details like name, phone number, password etc...

h. `int do _ transactions ();`

This function is used for customer to enter his Aadhar no and name to start his transactions.

After successful registration he will login and he will purchase the products (maximum 3 products).

i. `int admin ();`

This function is used to adds, edit, view and delete the products or records from online store. He can give a particular record regard gives the details of the farmer about his products.

Here the admin tells the payment that the products are purchased by customer. (Generates the bill)

j. `int report _ details ();`

This function is used give the report to the admin regarding the customer and farmer details like purchase and uploading products etc.

k. `int consolidated transaction details;`

This function shows the transaction part of customer.

2 Design Overview:

Instant Chatters comprises of the following modules:

Name of the Module	Main _ menu
Handled by	Lahari
Description	It consists of the main menu and three sub menus which will provide options to the user.

Name of the Module	Validations
Handled by	Hema, Sathya, Uma, Sowmya, Lahari
Description	It consists of all functions that validates all the inputs.

Name of the Module	Admin
Handled by	Hema, Sathya
Description	Add the data Edit the data View the data Delete the data Admin can give the report regarding product for farmer and generates a bill to customer

Name of the Module	Farmer registration and login
Handled by	Uma
Description	Registration: Aadhar no, name, phone, password details store in file. Login: search the given input in details file and allow login if details match. After complete registration they can add products and price & quantity to their products

Name of the Module	Customer Registration and Login
Handled by	Sowmya
Description	Registration: Aadhar no, name, phone, password details store in file. Login: search the given input in details file and allow login if details match.

	After completing registration, he can purchase any product in the store.
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Name of the Module	Farmer _ add _ data
Handled by	Uma
Description	To register new farmer and to available in services.

Name of the Module	Farmer _ edit _ data
Handled by	Uma
Description	To edit the register personal details

Name of the Module	Customer _ edit _ data
Handled by	Sowmya
Description	To edit the register personal details.

Name of the Module	Farmer _ show _ details
Handled by	Uma
Description	It shows the details of famer regarding products and registration.

Name of the Module	Customer _ show _ details
Handled by	Sowmya
Description	It shows the details of customer regarding products and registration.

Name of the Module	Report details
Handled by	Hema
Description	It shows the details of famer regarding products and registration and customer purchase products and registration.

Name of the Module	Consolidated transaction report
Handled by	Sathya
Description	It shows the transaction details of the customer.

2.1 Design Objectives:

Agri Shop Online Application between farmer and customer, there are two objectives namely primary and secondary.

Primary:

Establishing connection to website the farmer and customer need to register with their personal details (Aadhar no, name...). Farmer and customer should login with a valid username and password.

Secondary:

The Customer who are logged in, can be able to buy the products in online store. Farmers who are logged in, can upload their products and quantity and price to products.

2.2 Design Alternative:

We have used admin to insertion and update, view the records of the products. He can also provide the reports of farmer regarding his products. Farmer can update their personal details like name, number. Etc.

2.2.1 User Interface Paradigms:

The Agri Shop Online gives access to the farmer and customer to login with a username and password. The details of the customer and farmer are stored as a single file.

Admin is given an interface to register a farmer and customer, interface for login and exit as well. After login in, customer gets the interface to to buy the products, and farmer to add the products and upload the price and quantity of product.

2.2.2 Error Detection / Exceptional Handling:

New farmer and customer should register before login or else it displays the no user found. Registered farmer and customer have to login with valid credentials.

otherwise, they will get invalid username or password. After logging in, the customer can start a buy the product and the farmer allowed to add the products.

2.2.3 Performance:

The system will work on the admin. The performance depends on the hardware component of the user's system.

2.2.4 Maintenance:

Very little maintenance should be required for this setup. An initial configuration will be the only system required interaction after system is put together. The only other user maintenance would be any changes to settings after setup, and any specified special cases where user settings or history need to be changed.

Physical maintenance on the system's parts may be required, and would result in temporary loss of data or Internet. Upgrades of hardware and software should have little effect on this project but may result in downtime.

3.Environment Description:

3.1 Time Zone Support: IST- Kolkata

3.2 Language Support: English

3.3 User Desktop Requirements:

- a. 64-bit processor, 1 GHz or faster
- b. At least 2 GB free hard drive space
- c. At least 1 GB RAM

3.4 Server-Side Requirements:

- a. 64-bit processor, 1 GHz or faster
- b. At least 1 GB free hard drive space
- c. At least 1GB RAM

3.4.1 Deployment Considerations:

System is easy to deploy.

3.4.2 Integration Requirements:

1. Language: C
2. Tools: Valgrind, Makefile ,Splint
3. Compiler: gcc, vi editor
4. Linux

3.4.3 Jobs:

We can establish connections between farmers, admin and customer who are connected to the Agri shop online application.

3.4.6 Network: End to End

3.5 Configuration:

3.5.1: Operating System: Linux