ASWENNA APP

Realtime Products Selling App for Famers

ABSTRACT

This application is basically about managing productions of farmers in Sri Lanka. Basically, it clearly makes direct interconnection among farmers and buyers. It may avoid the wastage because of being unable to find market and reduce the cost for brokers.

Final Report

ICT 334 2.0 Project
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Presented By

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DECLARATION

I, Y.A.O.D.Yapa, bearing Index Number AS2017956 student of the University of Sri Jayewardenepura's Computer Science department, hereby declare that I am solely responsible for the material, performance, and other content contained in this project titled "Aswenna" submitted to the University of Sri Jayewardenepura for the third year Information Communication Technology project. My supervisor should not be held responsible for any copyright or intellectual property rights violations, whether complete or partial.

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Introduction

This application is basically about managing productions of farmers in Sri Lanka. Basically, it clearly makes direct interconnection among farmers and buyers. It may avoid the wastage because of being unable to find market and reduce the cost for brokers. By using these App farmers can list their products with their market price before they harvesting. Then in other side buyers can view what they need and contact farmers directly without brokers. I hope to give more advice for farmers to minimize wastage of their products.

Methodology

- This mobile app war created using Flutter framework with Dart language.
- Whole front end developed using flutter and backend develop by firebase.
- Here I used to google authentication for google account sign in and Facebook authentication for Facebook account sign in. and also developed email sign up with firebase.

➢ Here I placed the link of relevant code and all data of the “Aswenna” App.
https://github.com/Dewruwan95/FarmersProjest-Aswenna

Result

Loading Screen

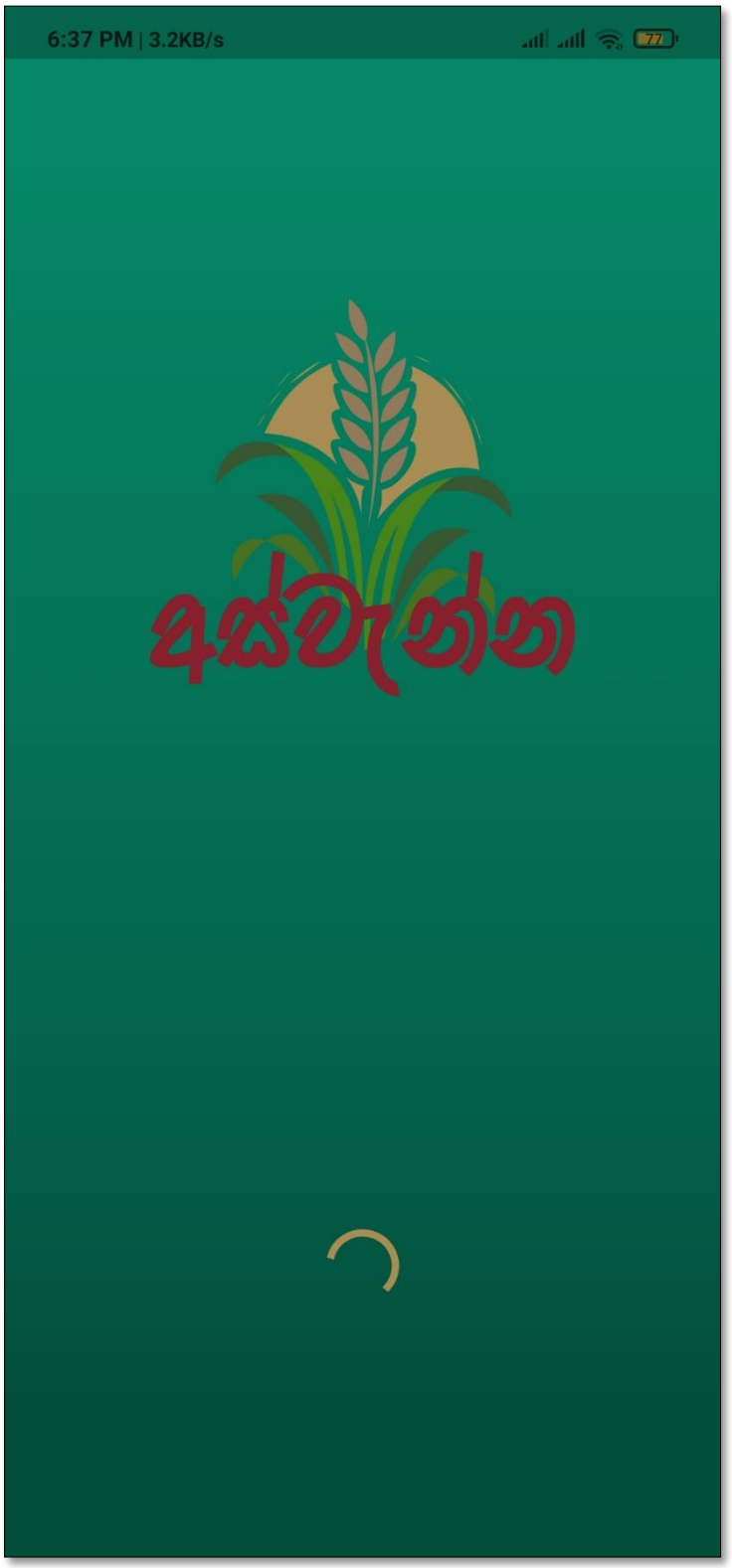

Figure 1 - Loading Screen

Sign in Screen

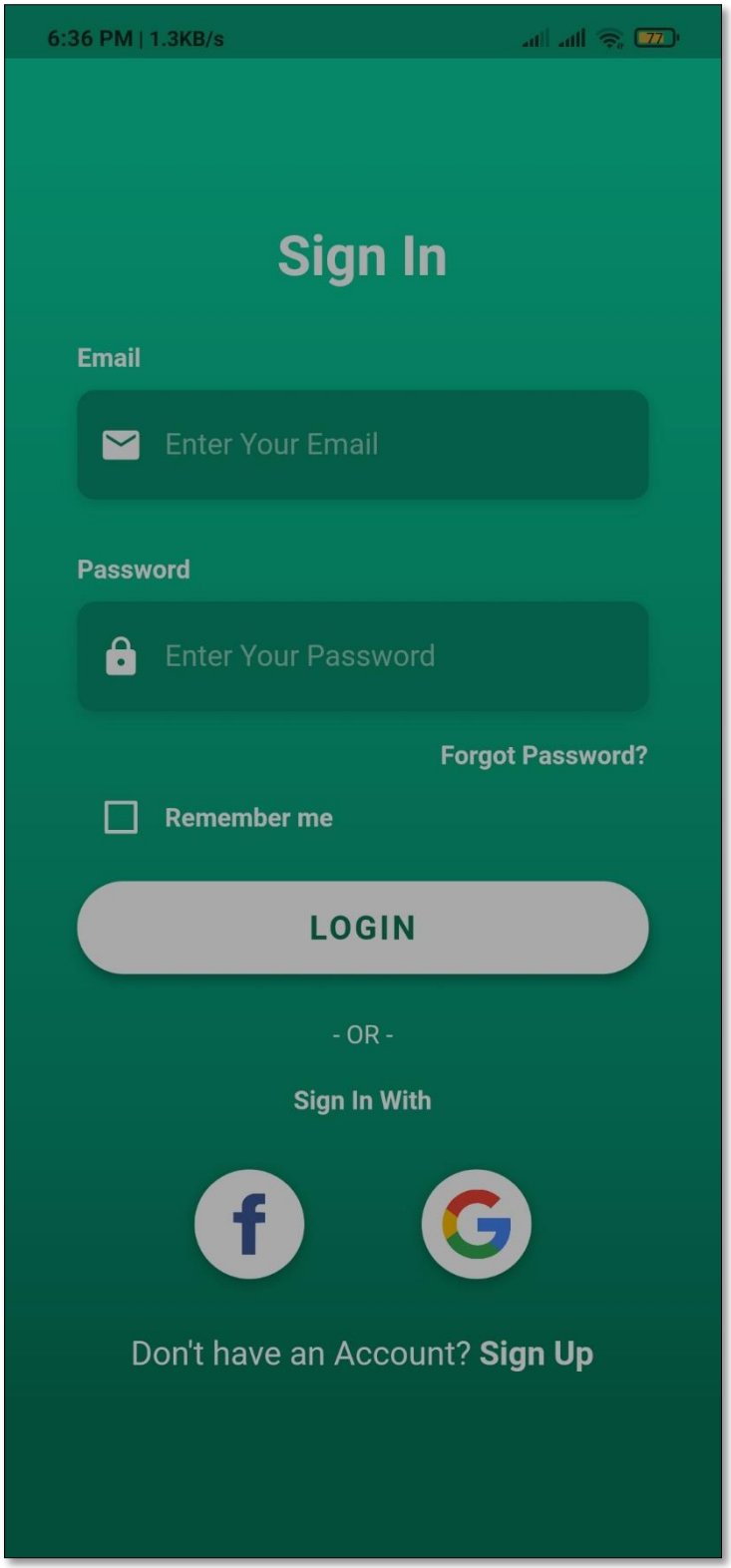

Figure 2 - Sign in Screen

Sing Up Screen

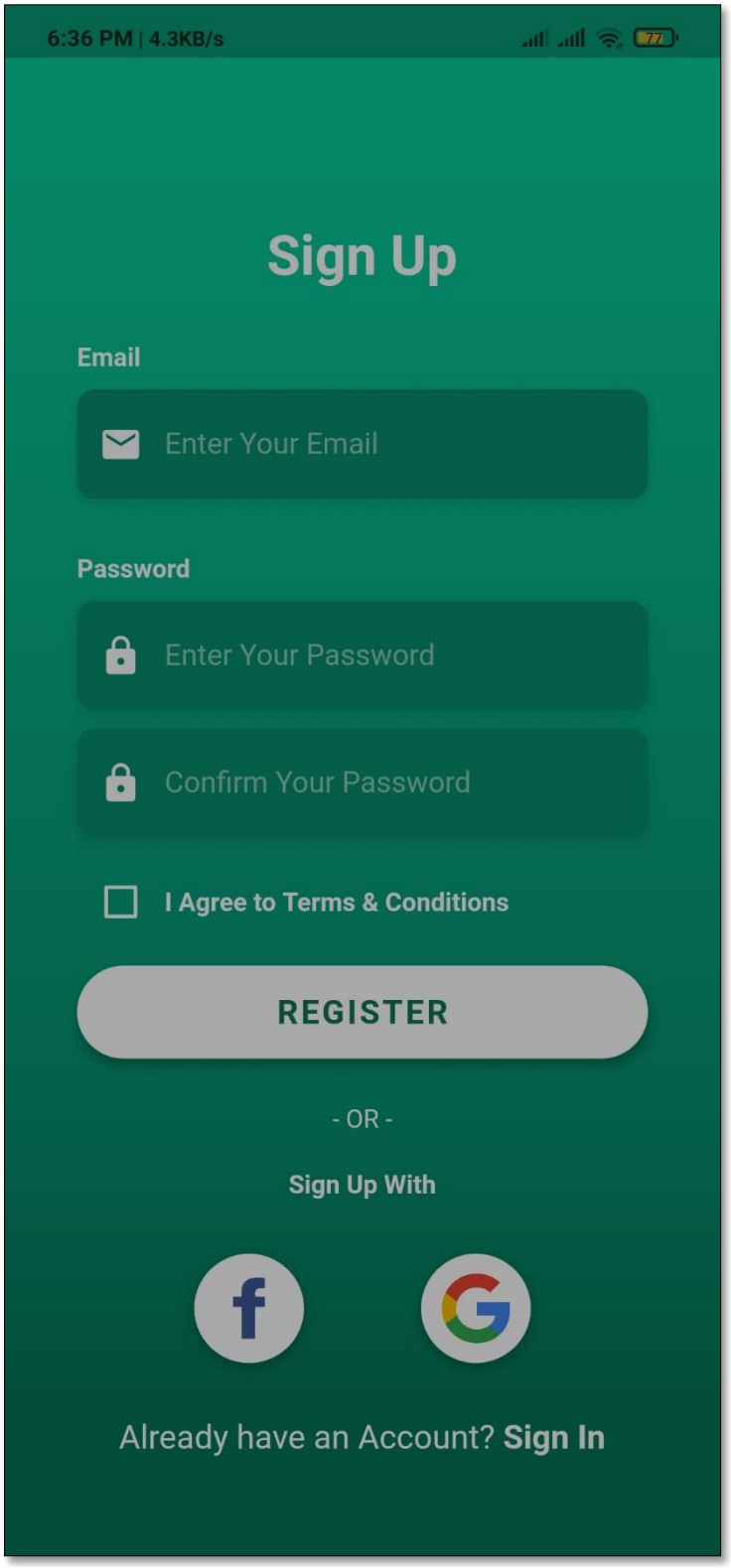

Figure 3 - Sign Up Screen

Password Recovery Screen

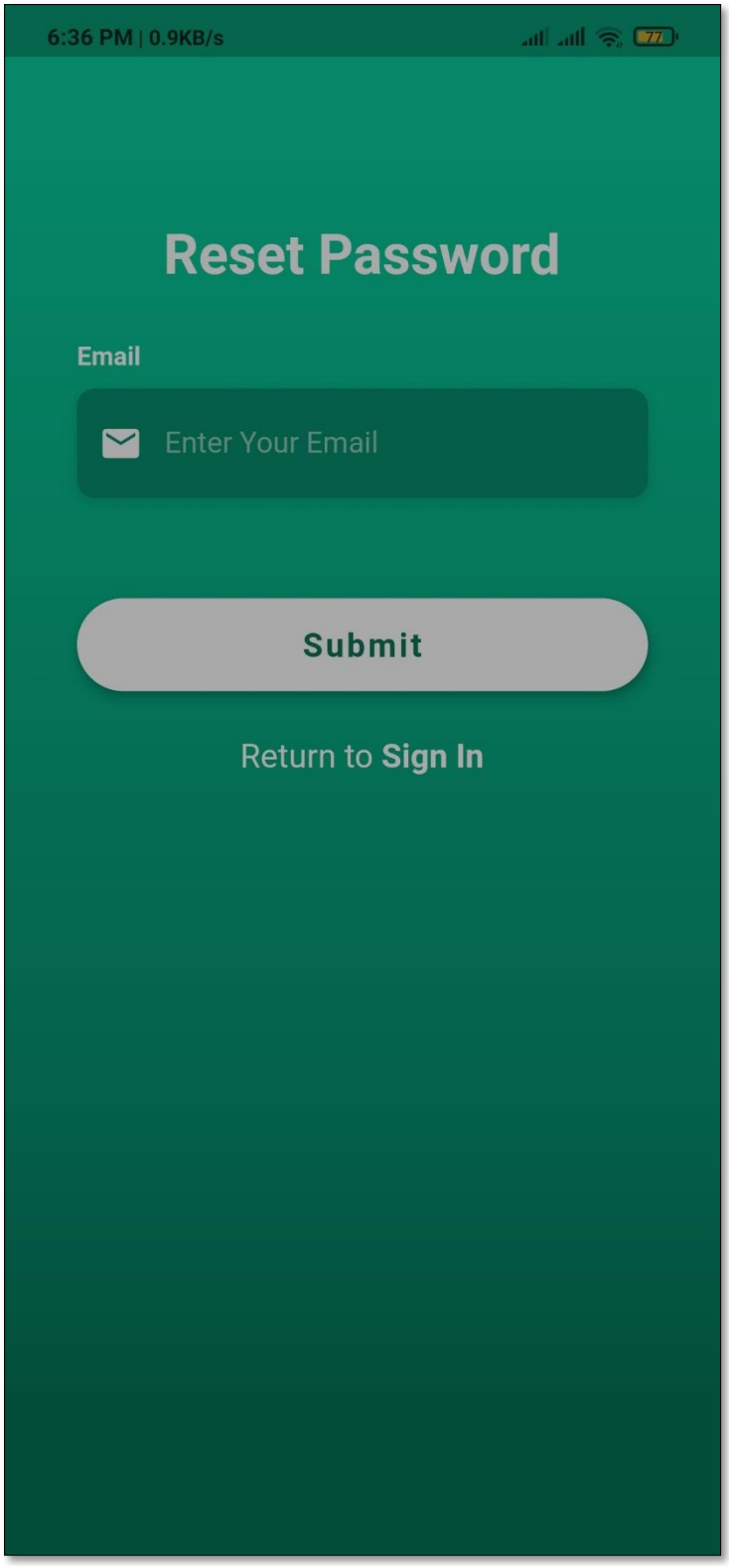

Figure 4 - Password Reset Screen

Gmail Sing In

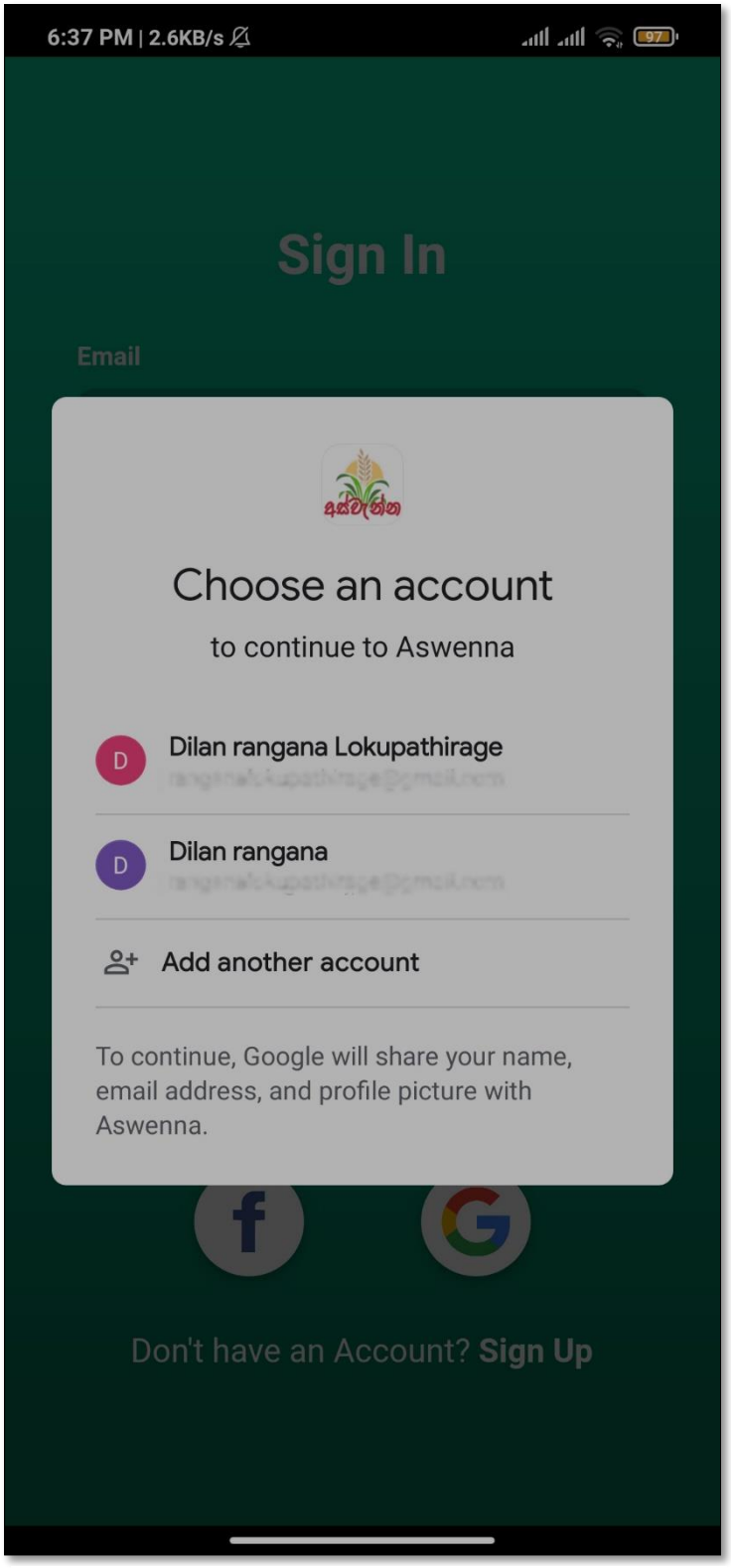

Figure 5 - Gmail Sign in Screen

Facebook Sign In

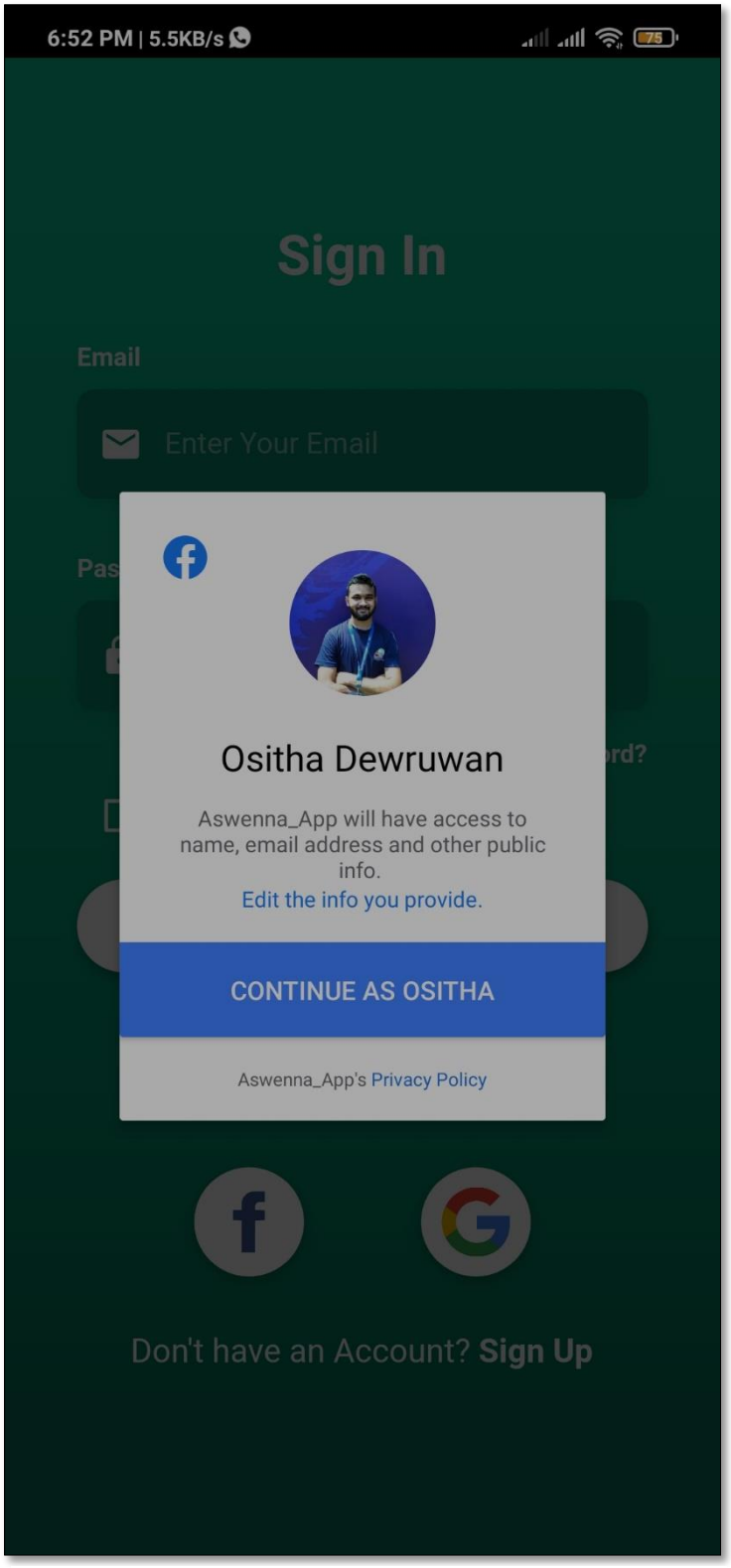

Figure 6 - Facebook Sign in Screen

Collect User Data Screens

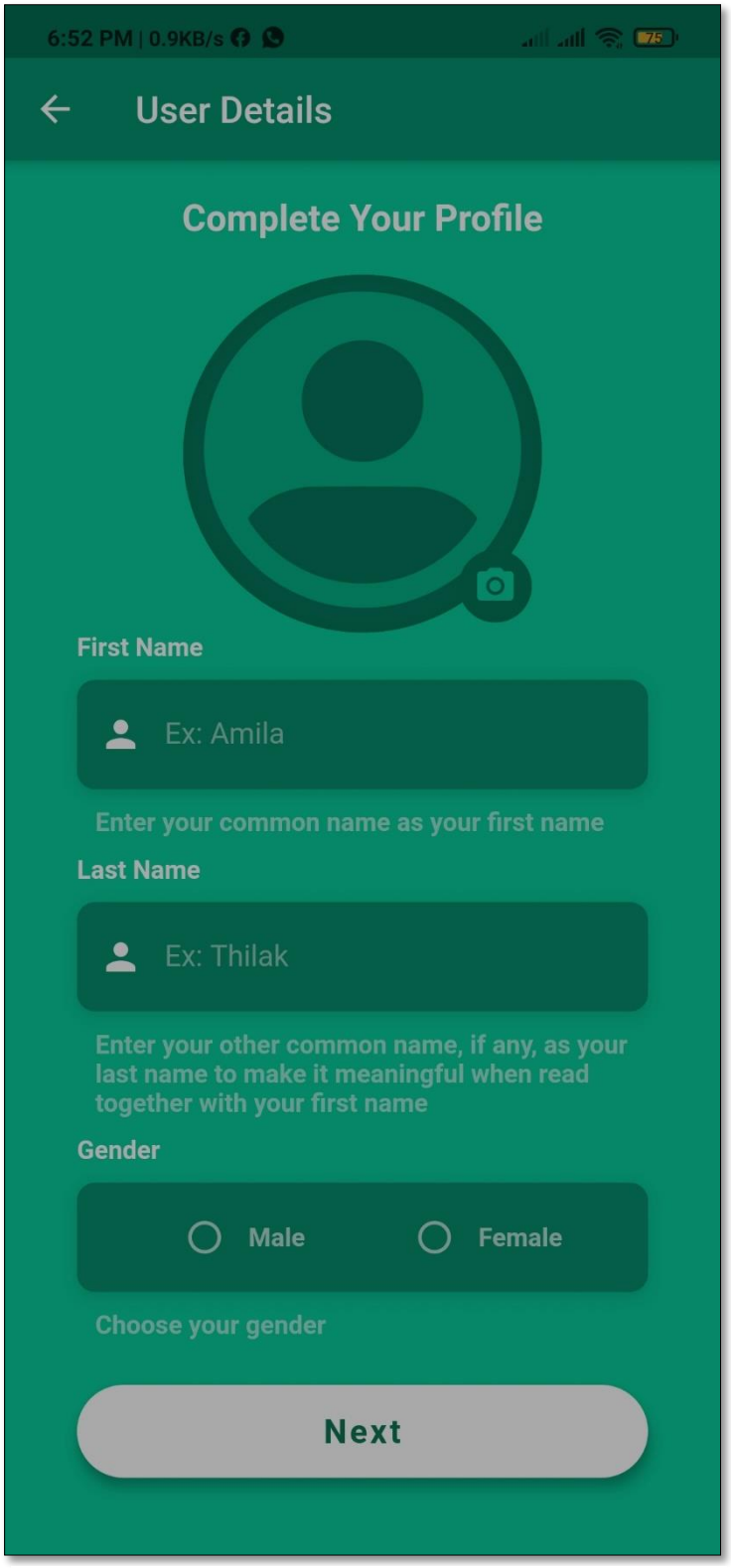

Figure 7 - Collect User Data Screen 01

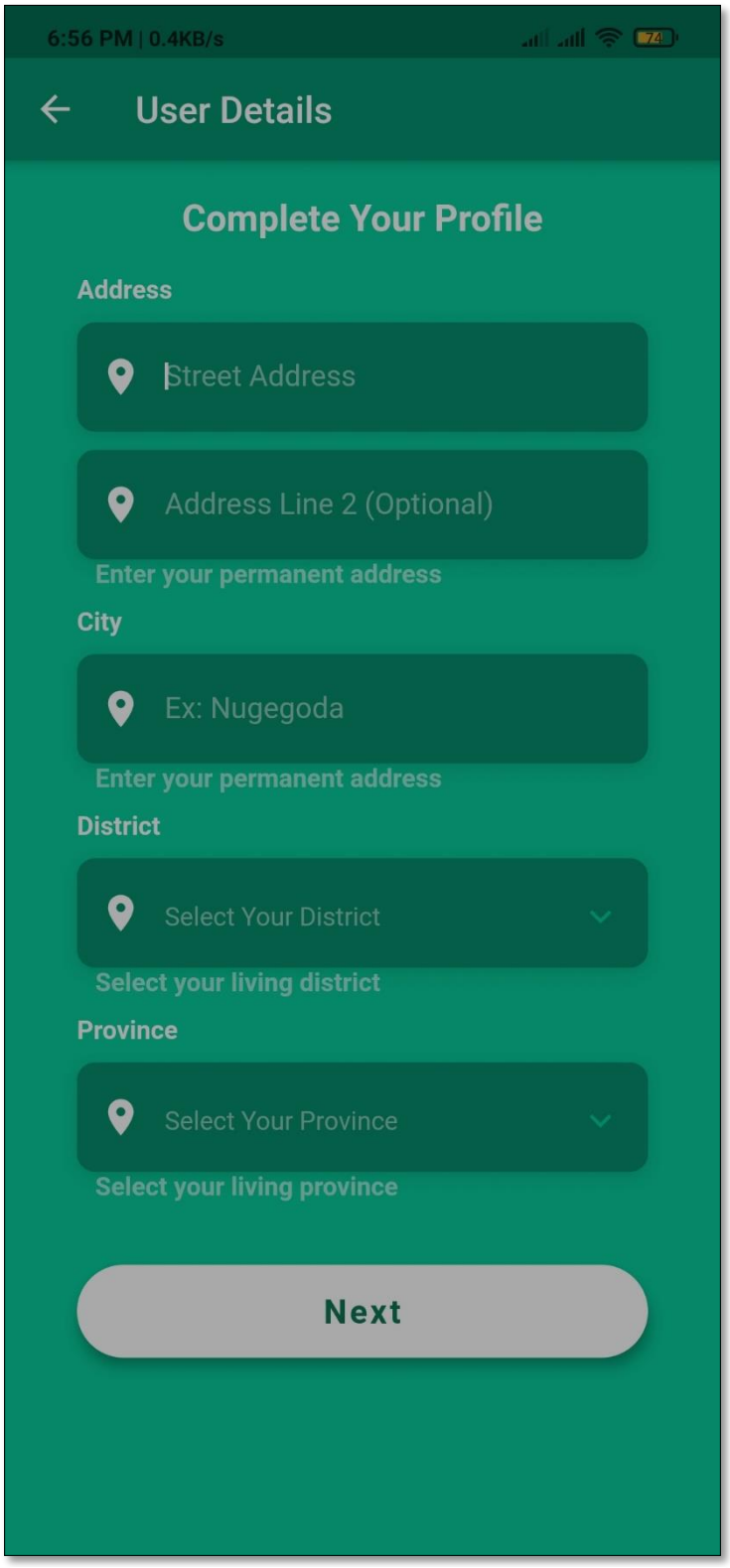

Figure 8 - Collect User Data Screen 02

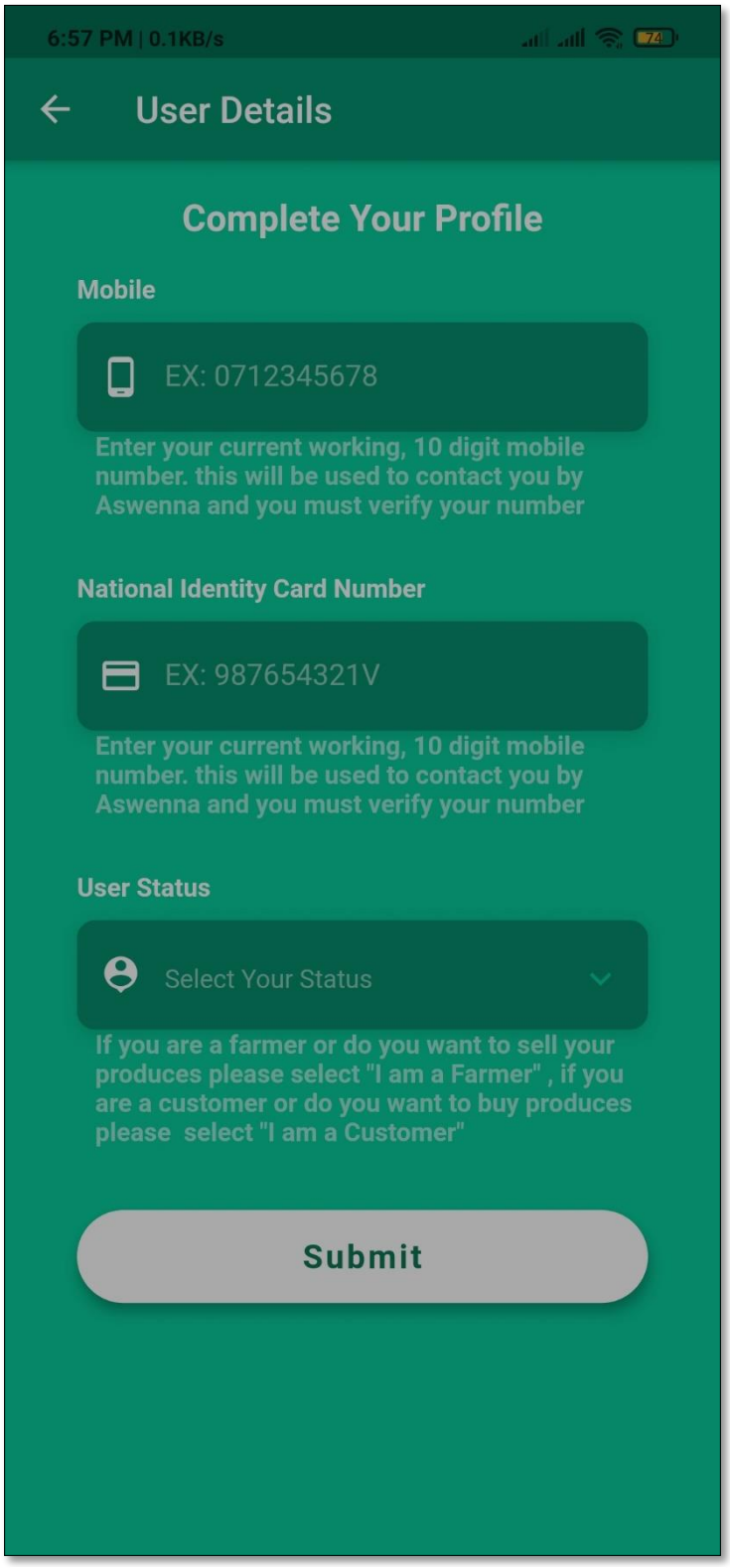

Figure 9 - Collect User Data Screen 03

Customers Dashboard Screen

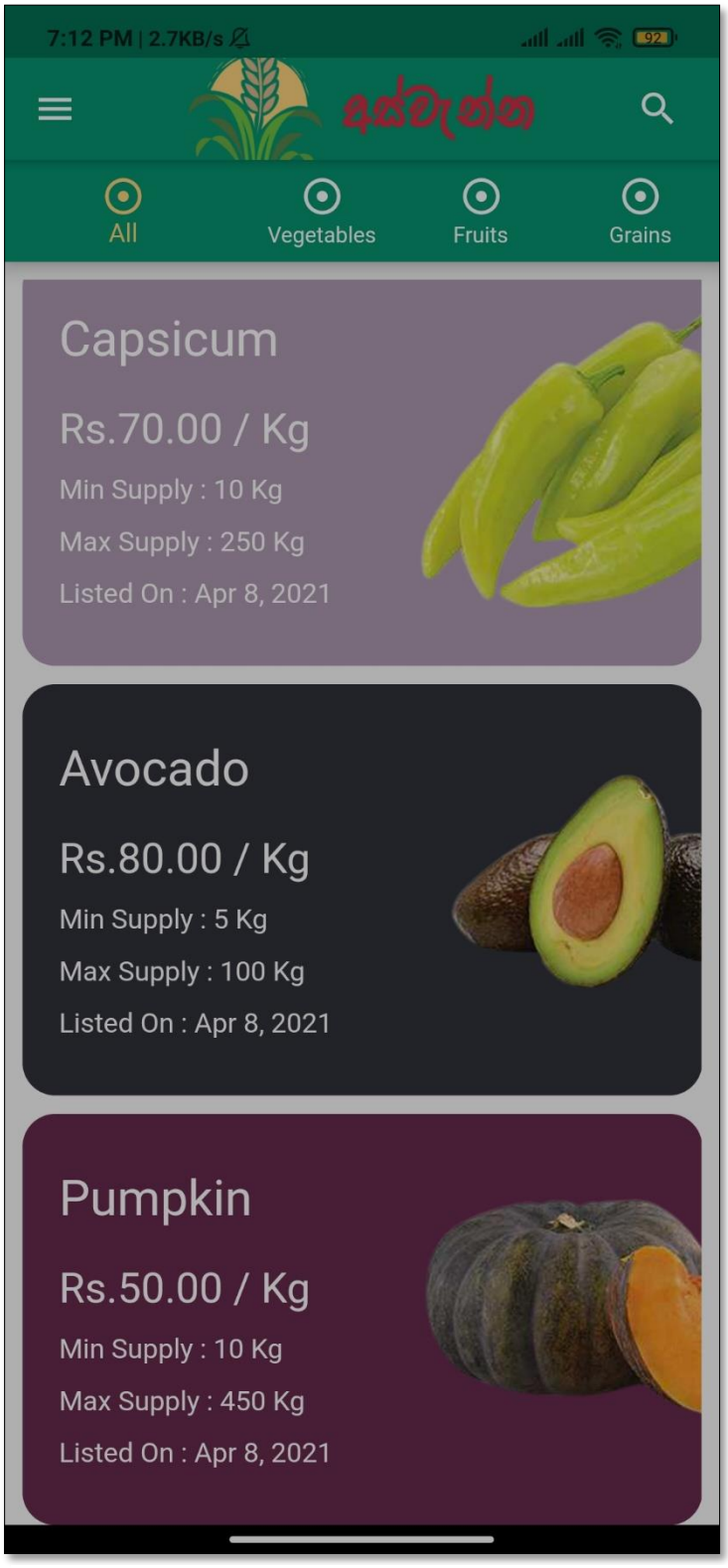

Figure 10 - Customer Dashboard All

Figure 11 - Customer Dashboard Vegetables

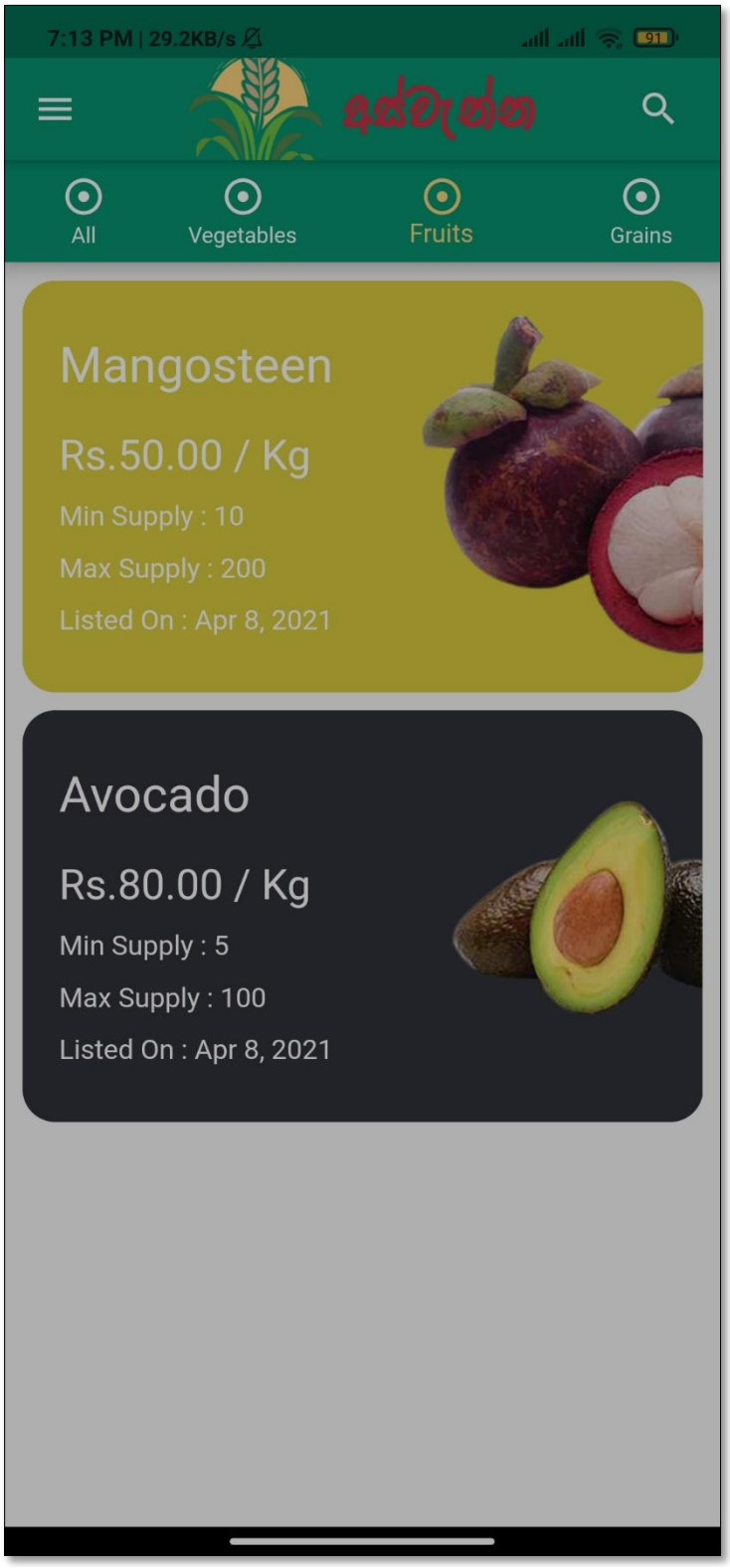

Figure 12 - Customer Dashboard Fruits

Farmers Dashboard Screen

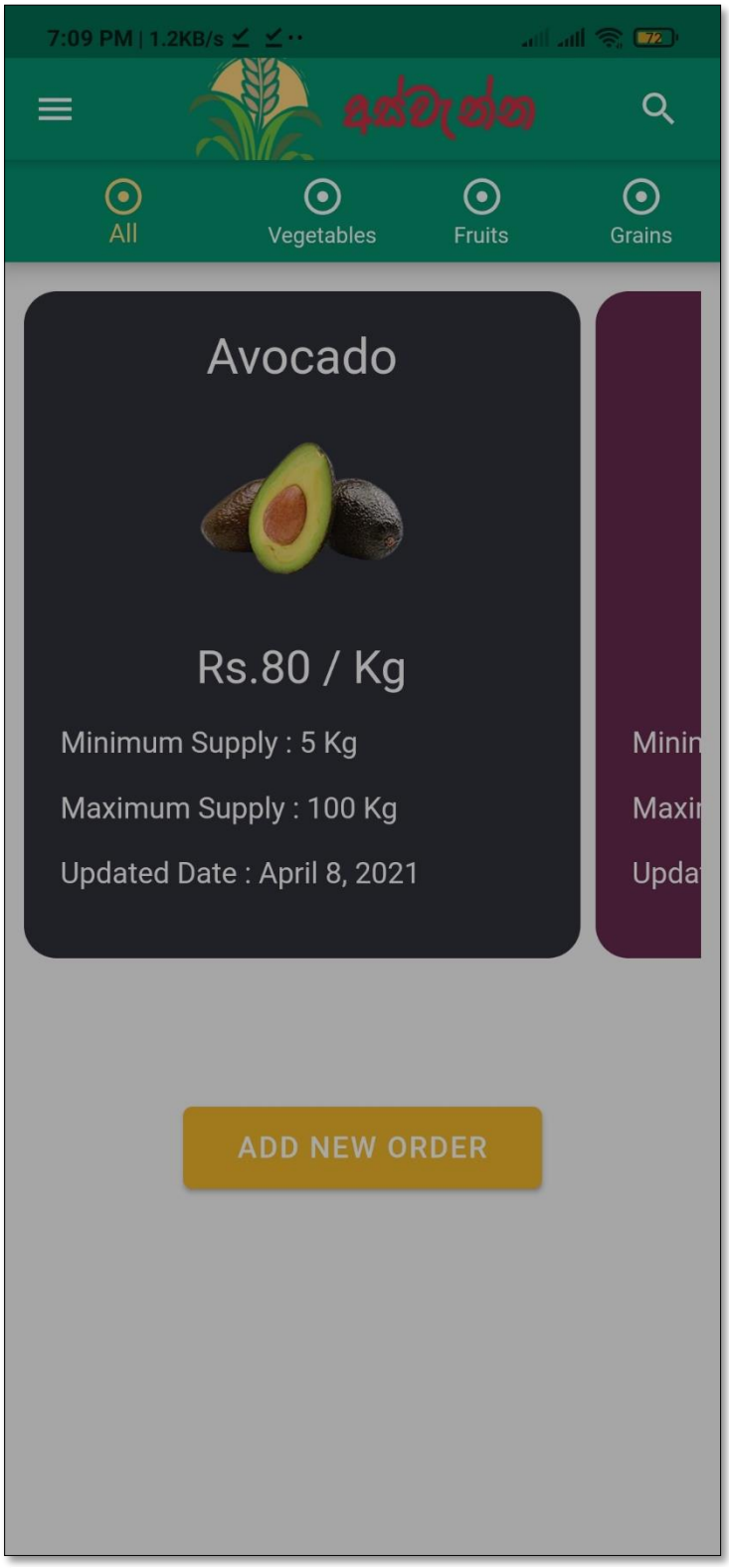

Figure 13 - Farmer Dashboard All

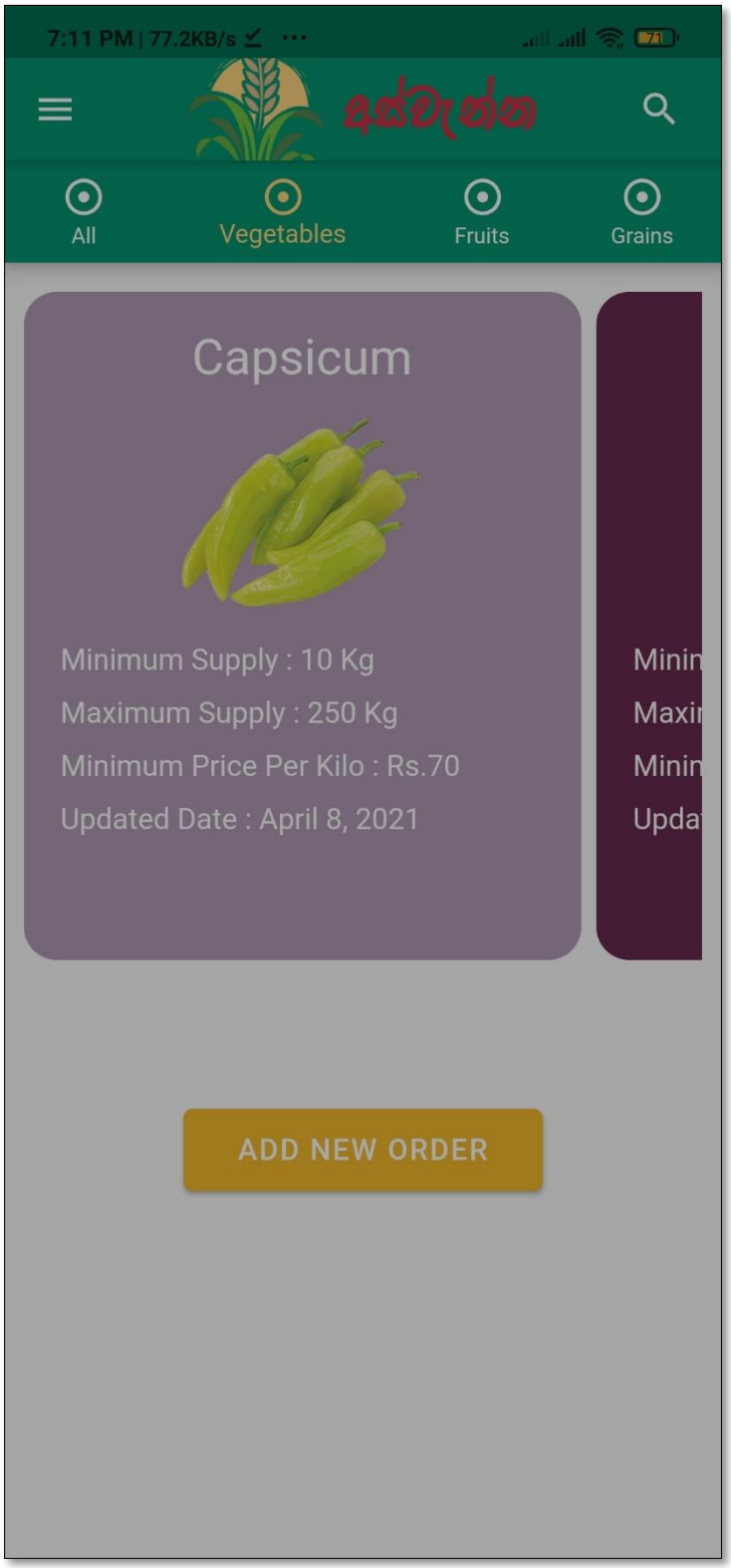

Figure 14 - Farmer Dashboard Vegetables

Customer Product Details Screen

Figure 15 - Customer Product Detail Screen

Farmer Product Detail Screen

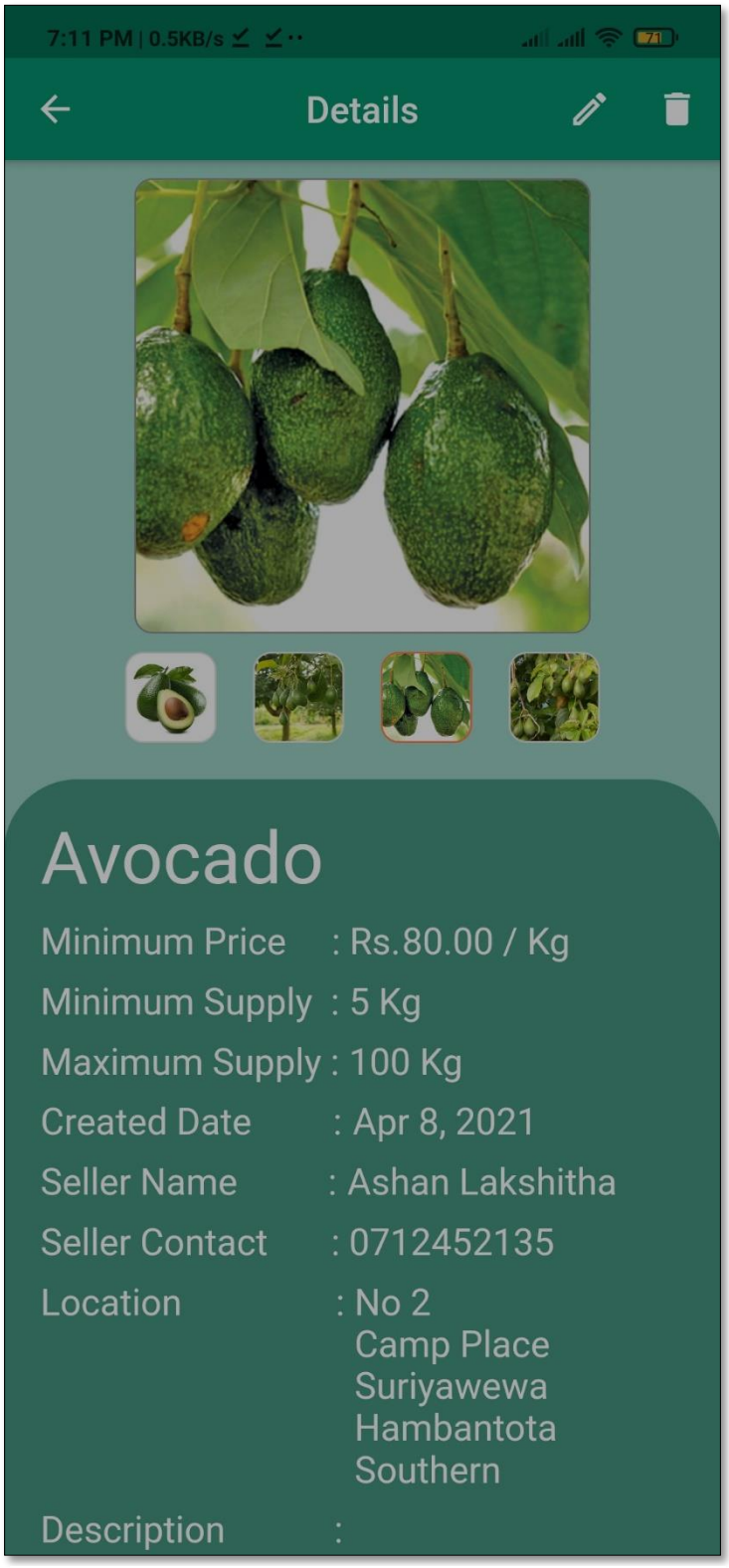

Figure 16 - Farmer Product Detail Screen

Edit Product Option

Figure 17 - Product Edit Option

Edit Product Screen

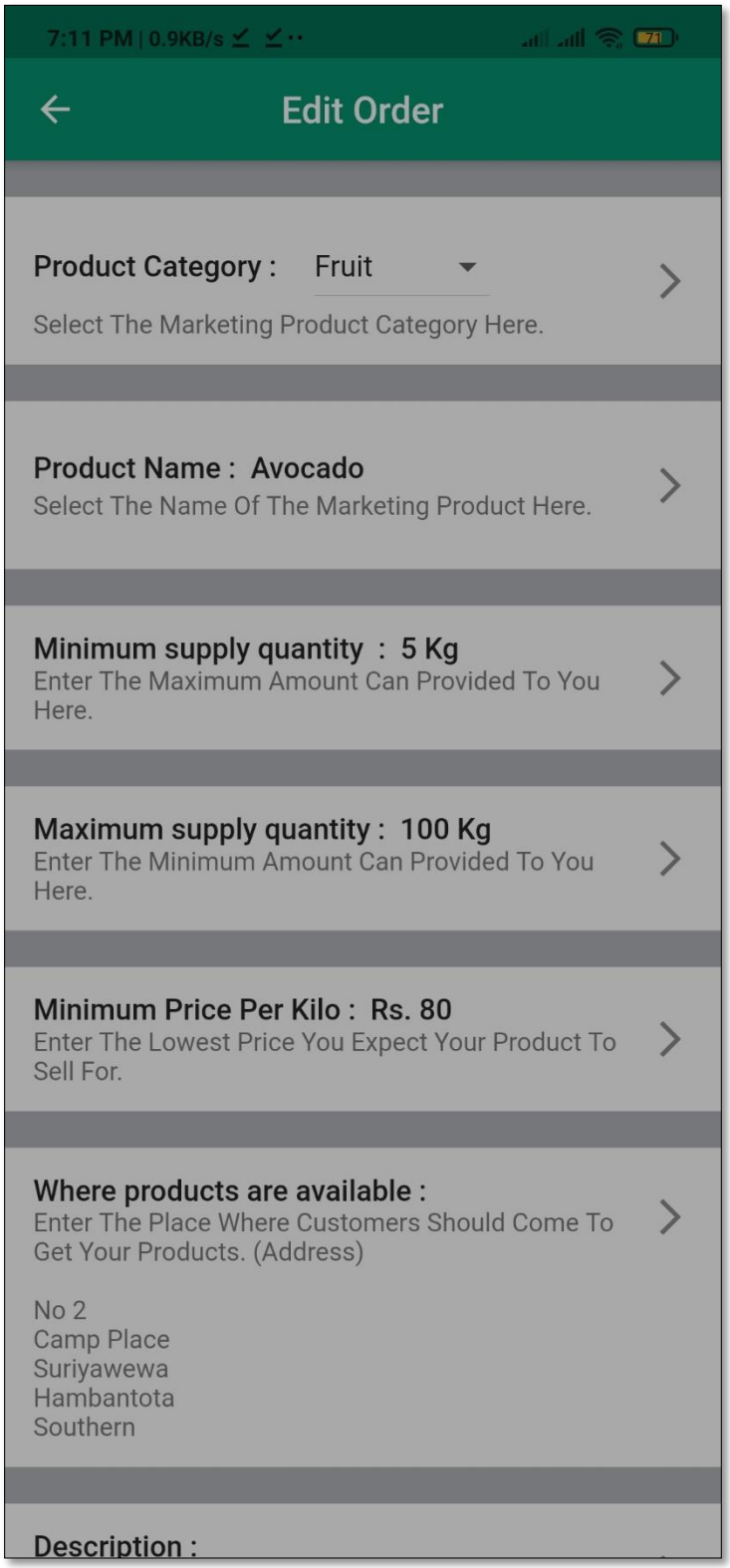

Figure 18 - Product Edit Screen 01

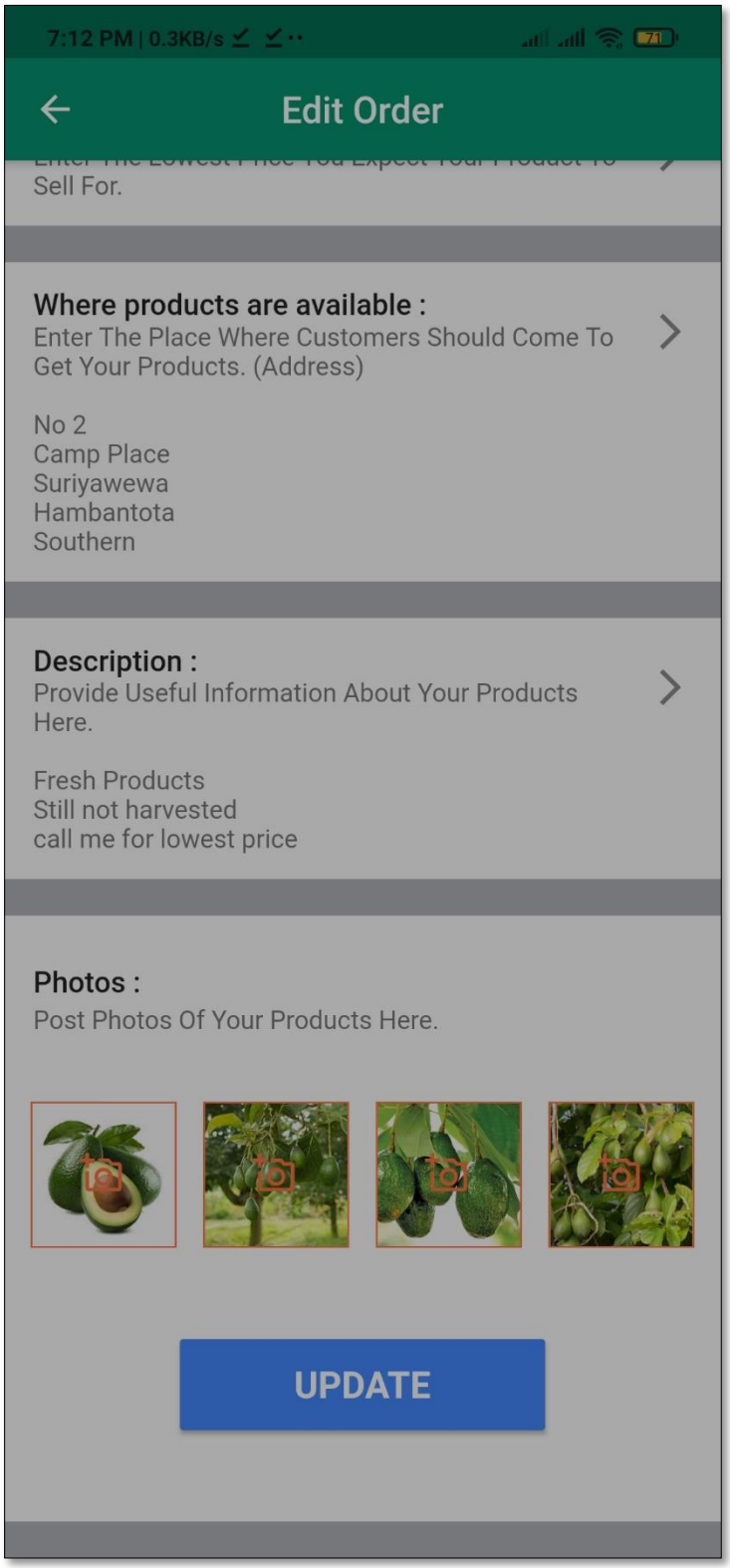

Figure 19 - Product Edit Screen 02

Delete Product Option

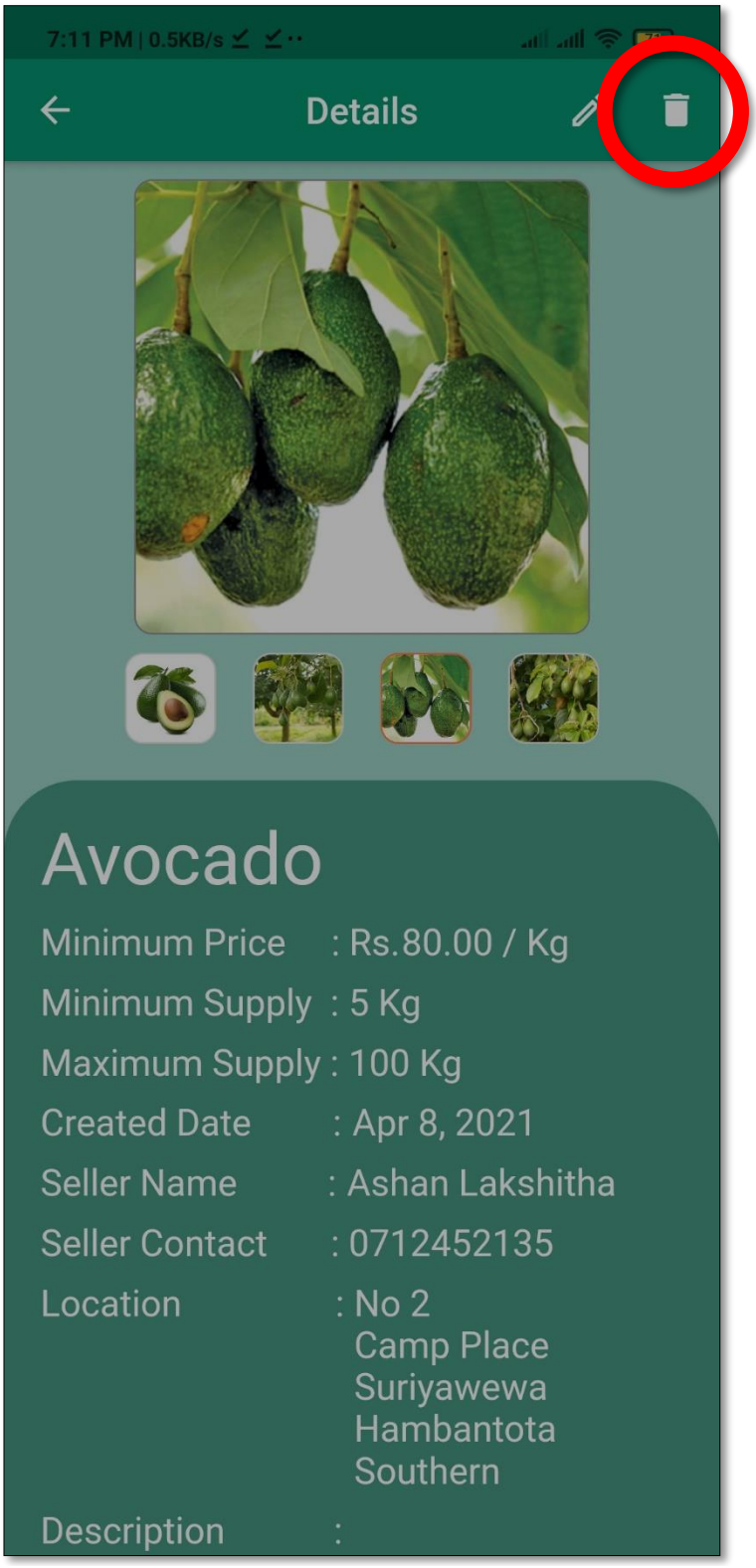

Figure 20 - Product Delete Option

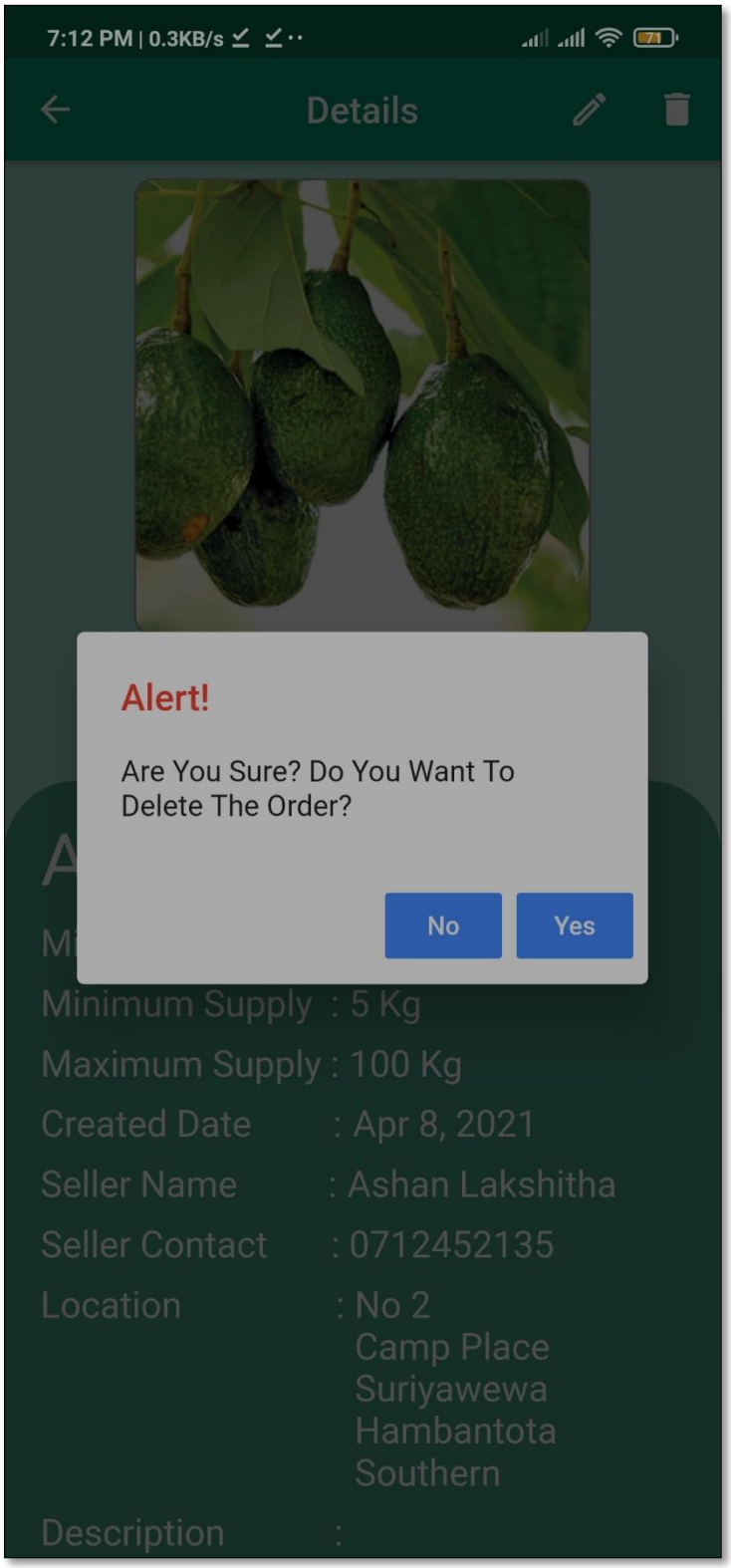

Figure 21 - Product Delete Confirmation

Add Product Screen

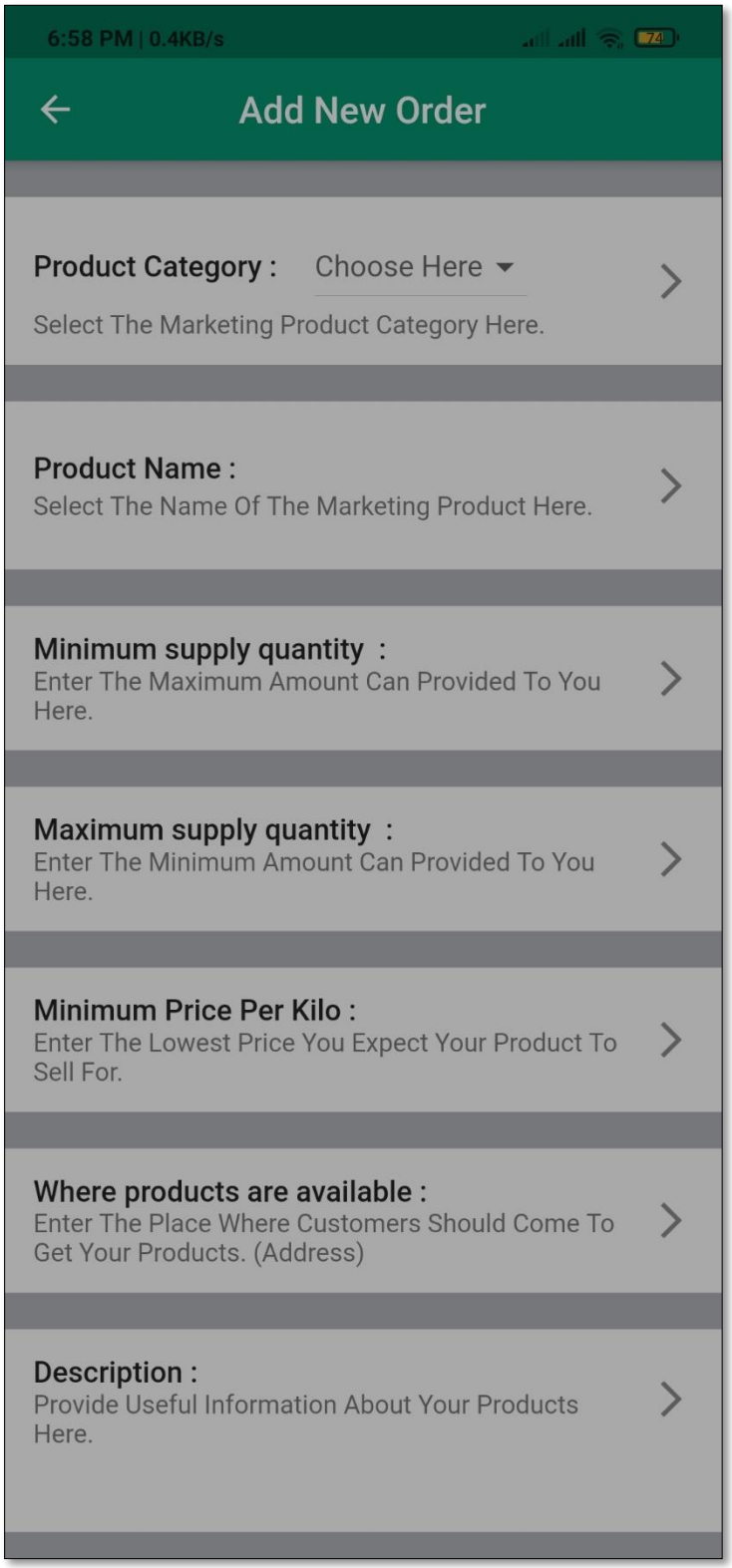

Figure 22 - Add New Product Screen 01

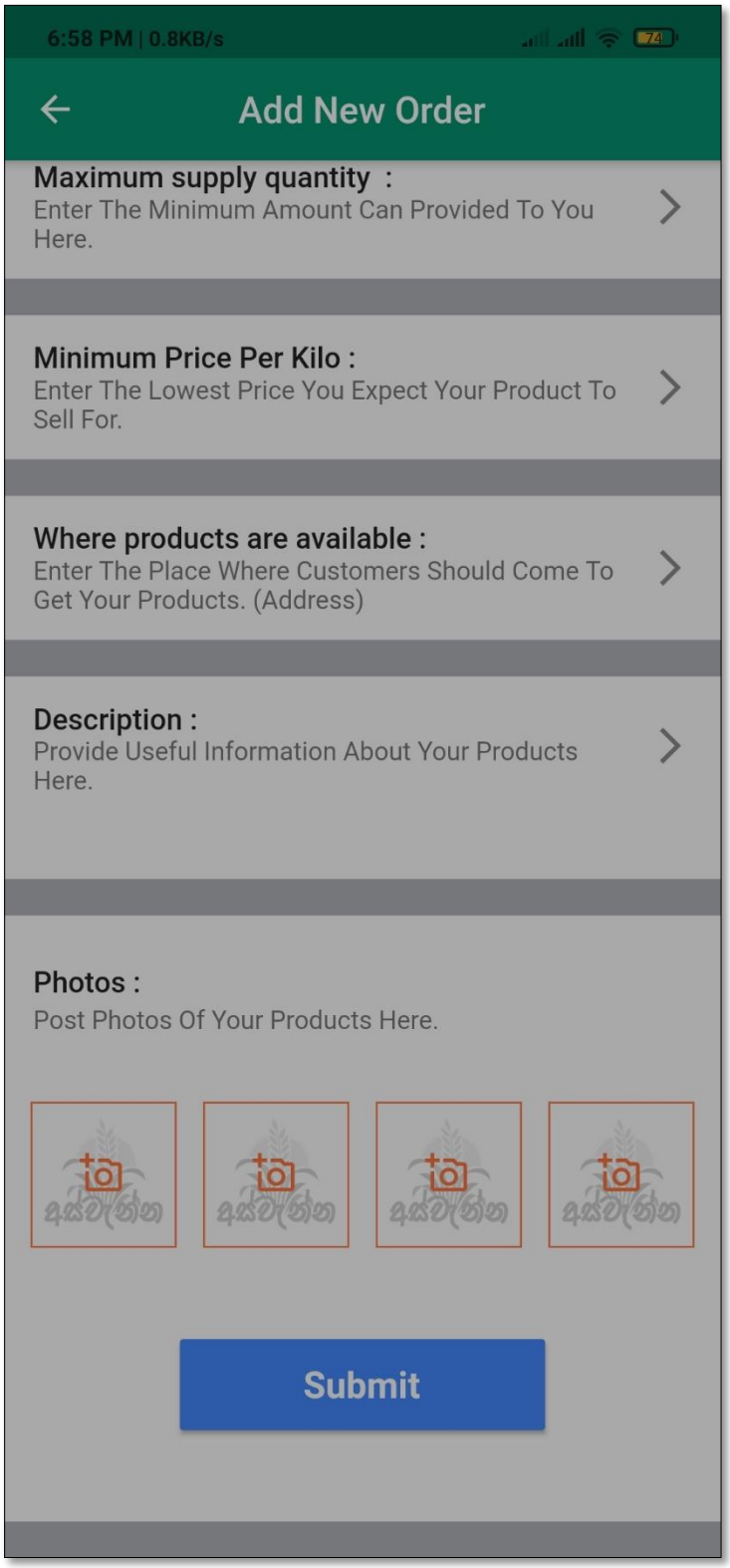

Figure 23 - Add New Product Screen 02

Image Upload Screen

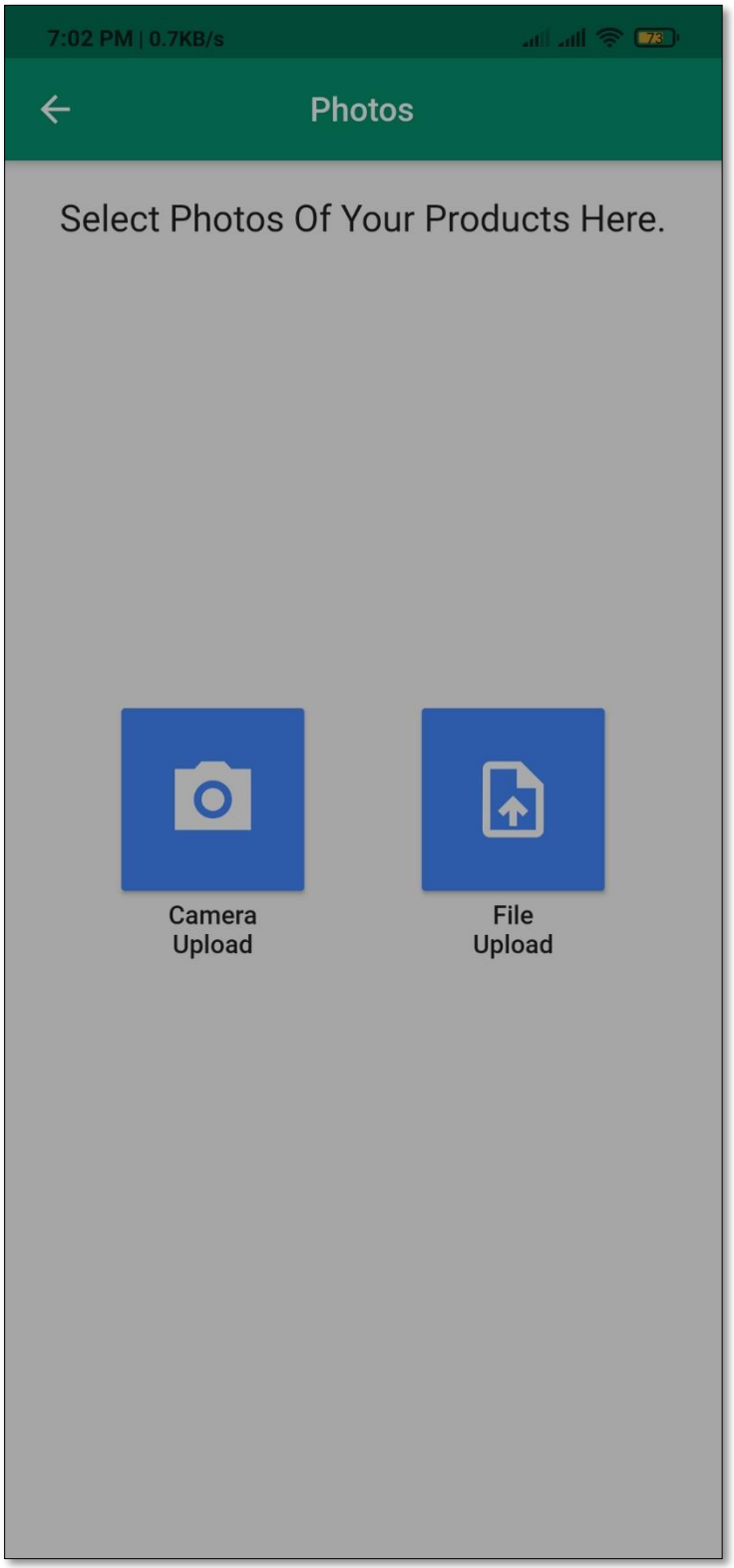

Figure 24 - Image Upload Screen

Some Other Screens and Windows.

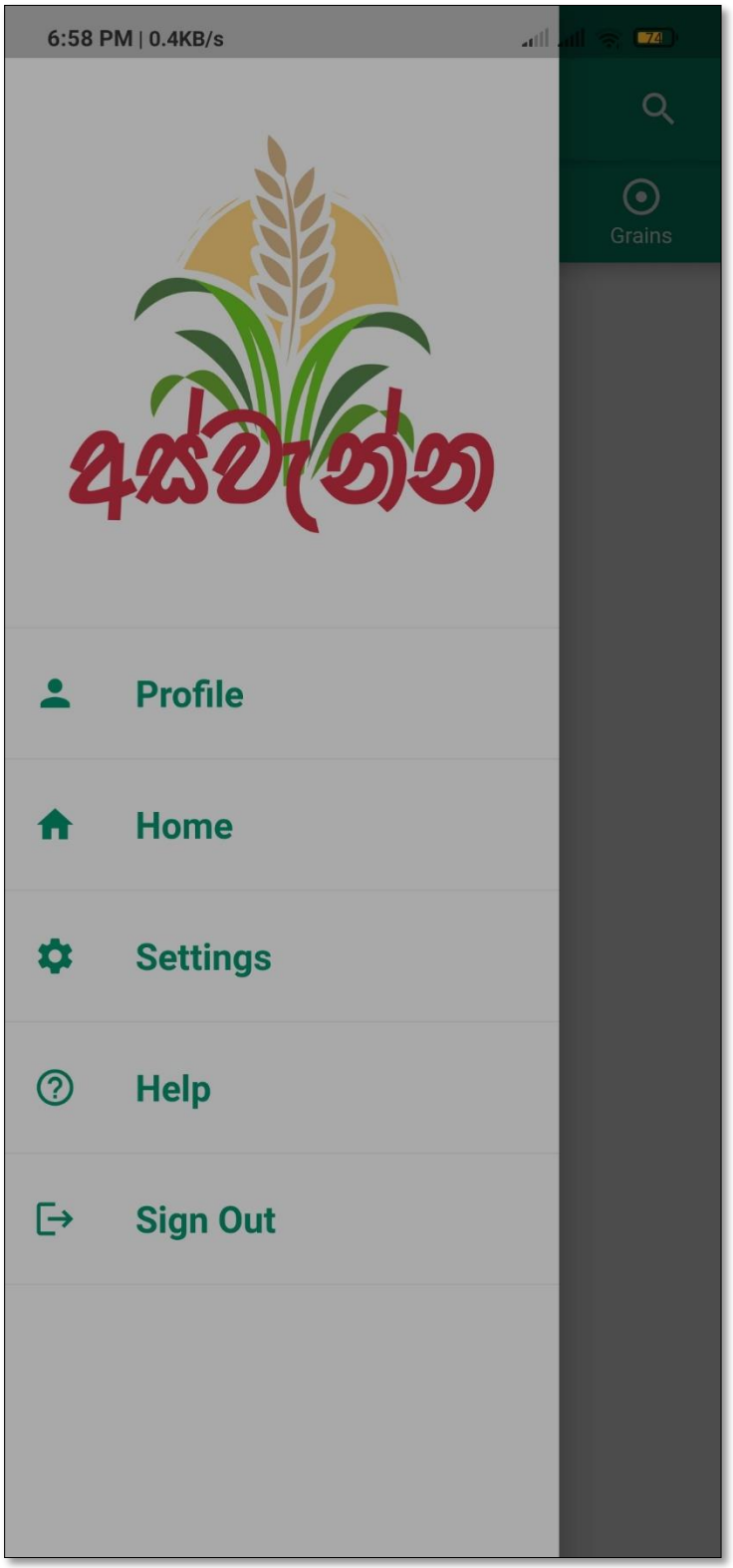

Figure 25 - App Drawer

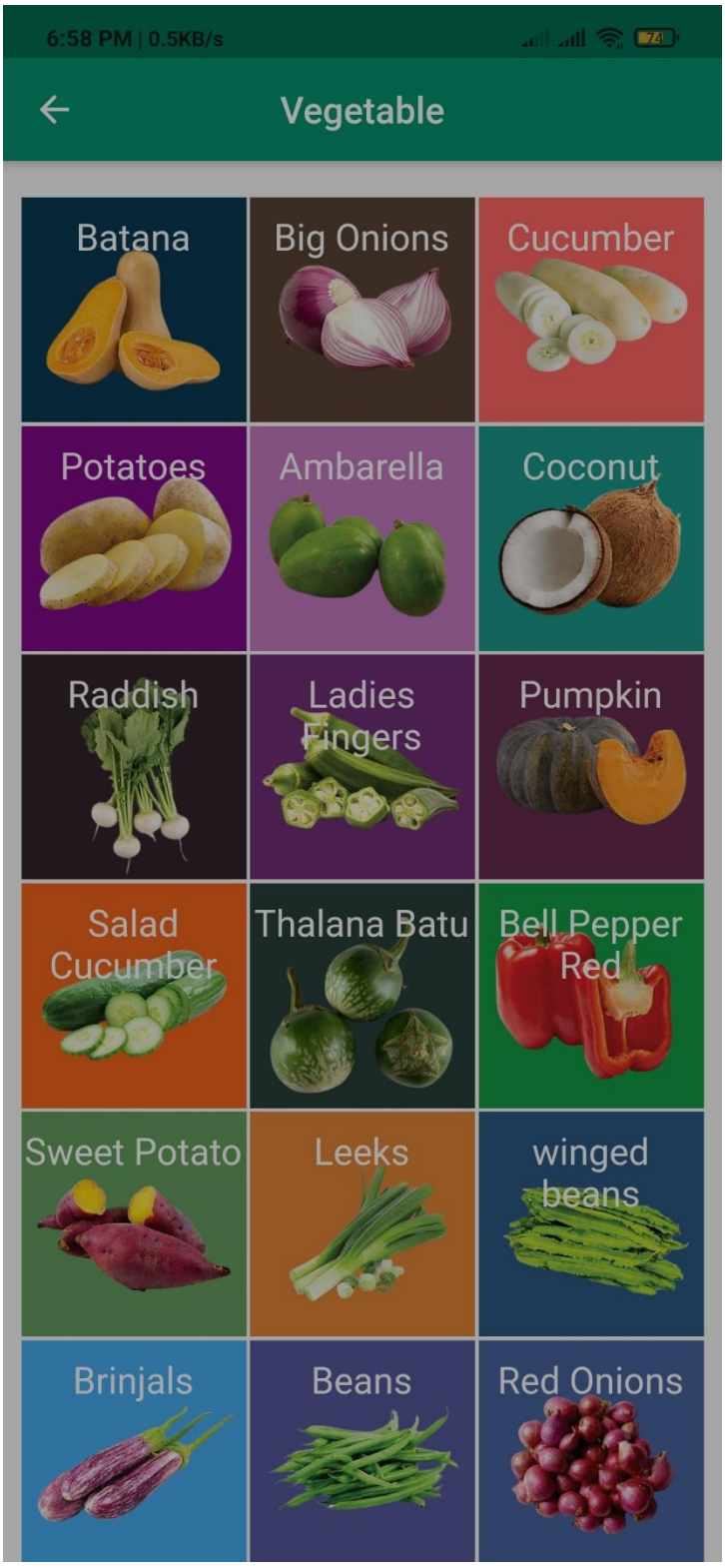

Figure 26 - Product Selection Screen Vegetable

Figure 27 - Product Selection Screen Fruit

Discussion

In this project, I used Flutter Framework and Dart language with Firebase Firestore, Firebase Authentication, and Firebase Storage Services. before I start to develop this application, I did simple research about interfaces and codding methods. I developed this application while self-studying about mobile app development and new technologies. I tried to design the application at the professional level. while I developing the app I got ideas and feedbacks from my friends I study other apps to get more ideas and knowledge. sometimes I faced some problems in interface designing. so I fixed those problems with the help of the "StackOverflow" knowledge-sharing community. the main problem I faced was handling Firebase Services. but finally, I could understand those problems and fix those. In the future, I expect to publish this project for the common society. also, I hope to combine transport service with this application and give a production delivery service for buyers through this app. and also I expect to give more knowledge about farming through this app. besides I try to communicate with government related departments and deliver their agricultural support to the farmers directly through this app.

Conclusion

This project consists of a mobile application. The project's goal is to reduce the wastage of agricultural products and establish a market for farmers without brokers. The mobile application (Aswenna) focuses on place an order of agricultural products before harvesting and makes direct interconnection among farmers and buyers.

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