Presented By

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ICT 334 2.0 Project

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| 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 |

# ACKNOWLEDGEMENT

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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

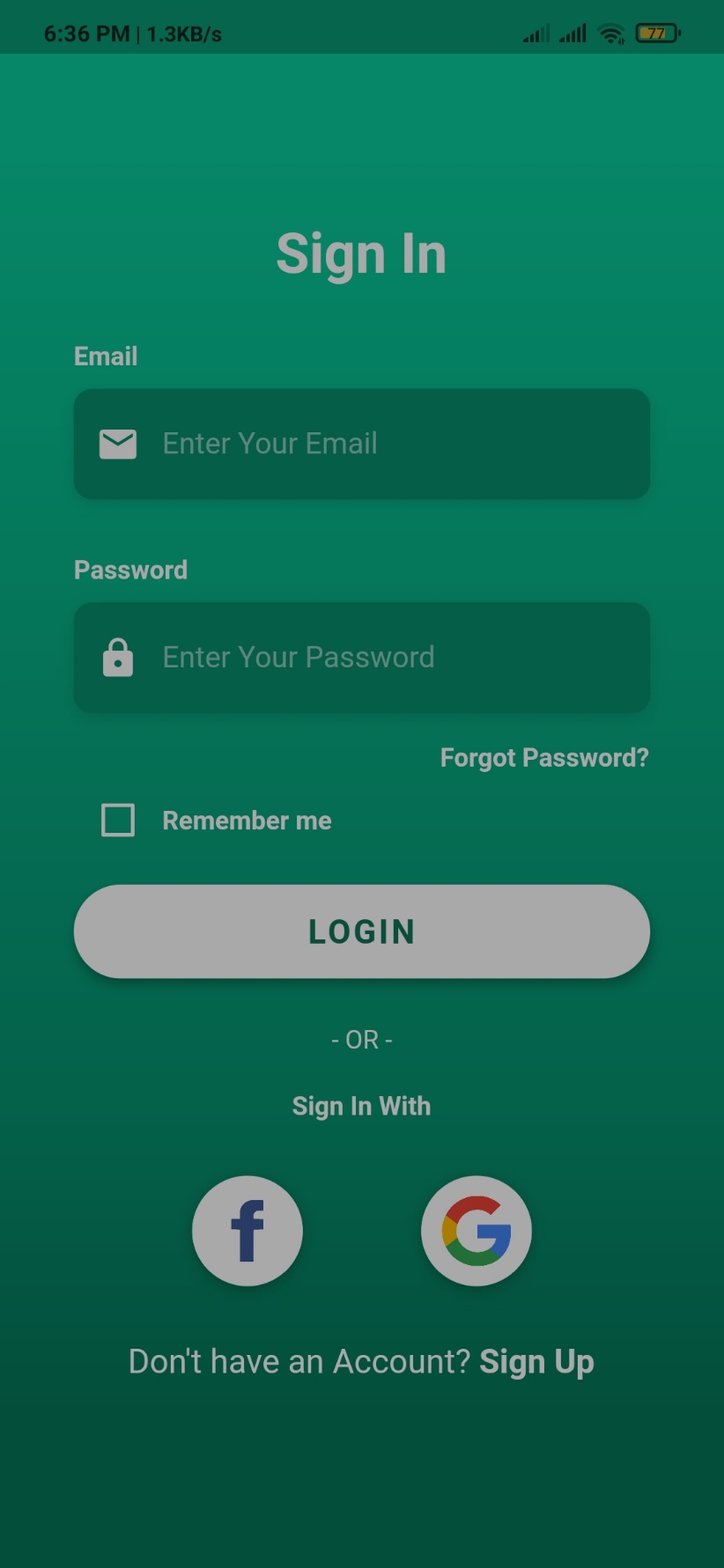


Figure 2 - Sign in Screen

## Sing Up Screen

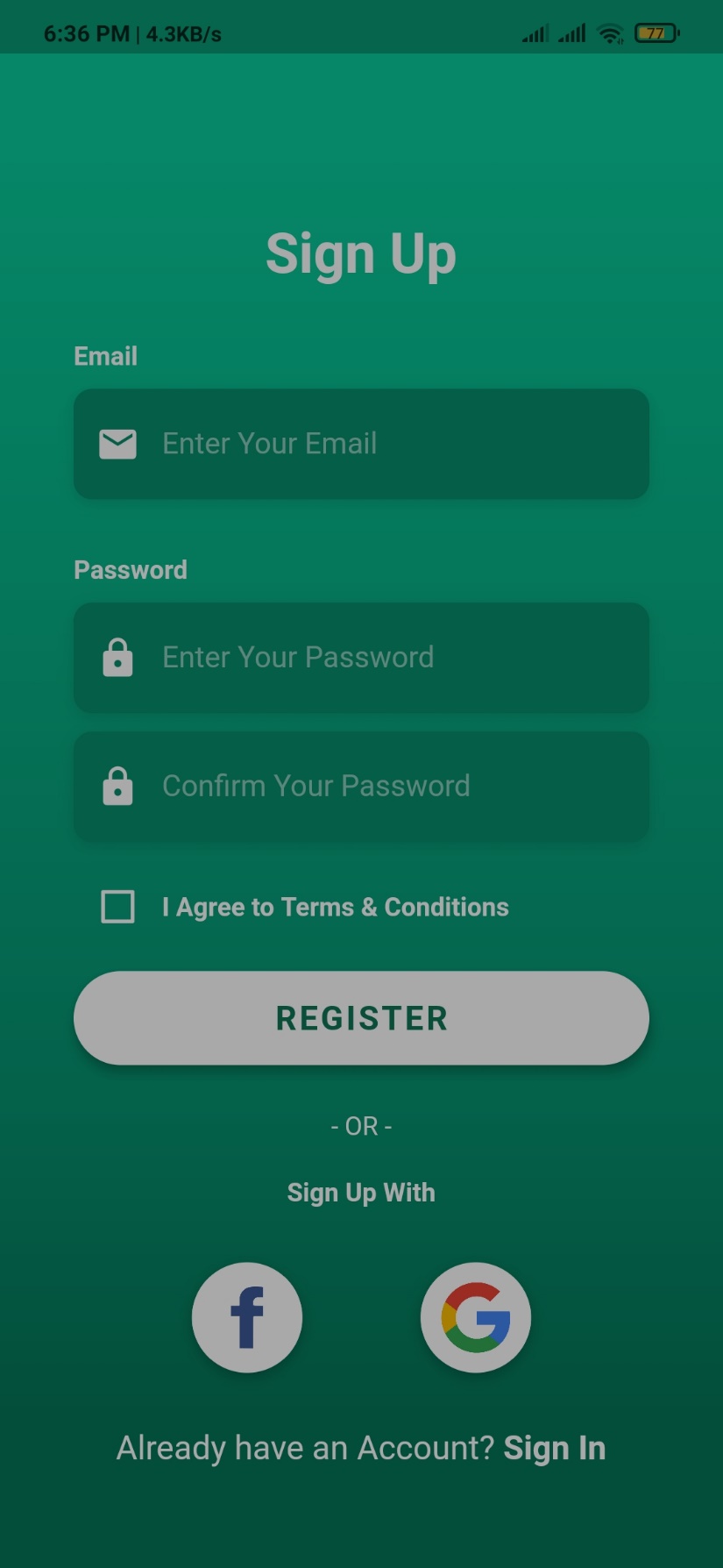


Figure 3 - Sign Up Screen

## Password Recovery Screen

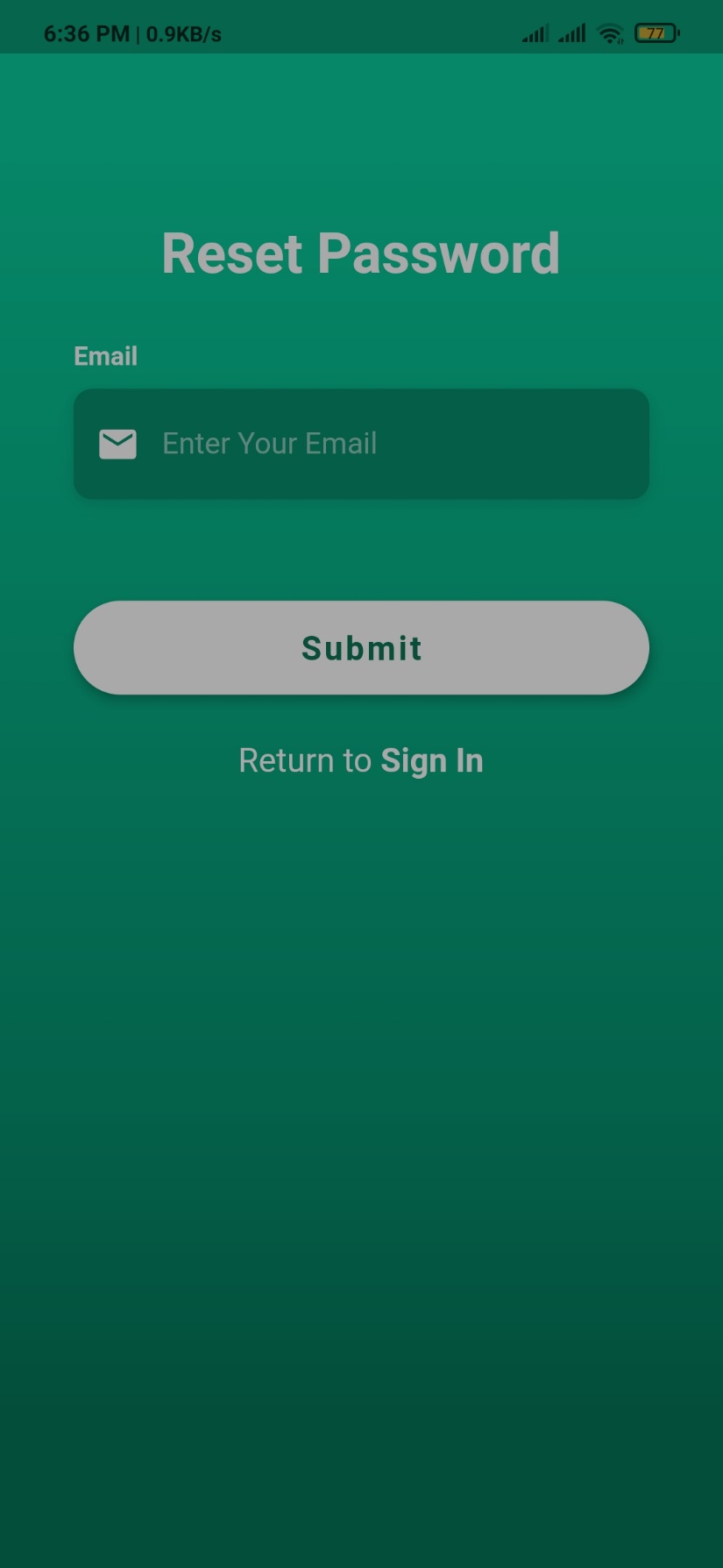


Figure 4 - Password Reset Screen

## Gmail Sing In

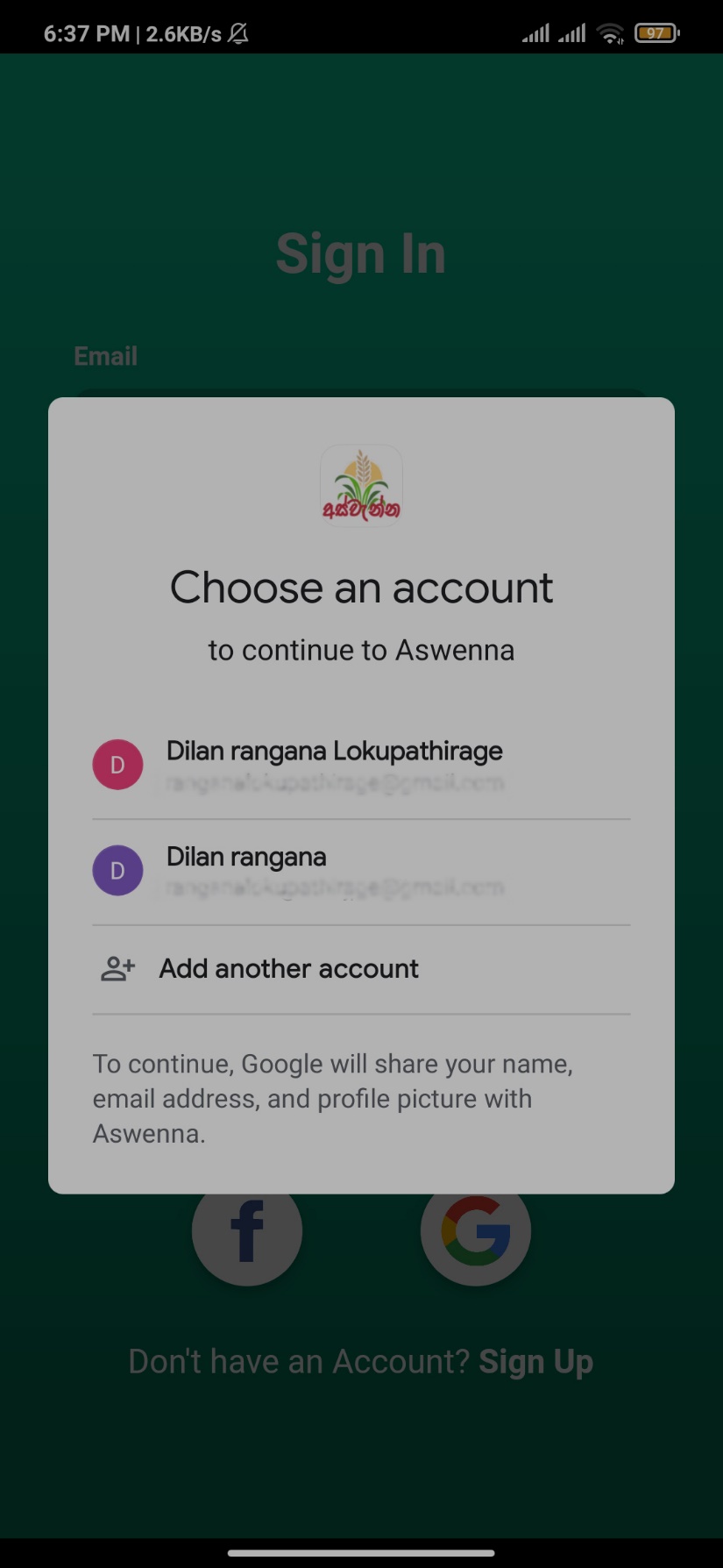


Figure 5 - Gmail Sign in Screen

## Facebook Sign In

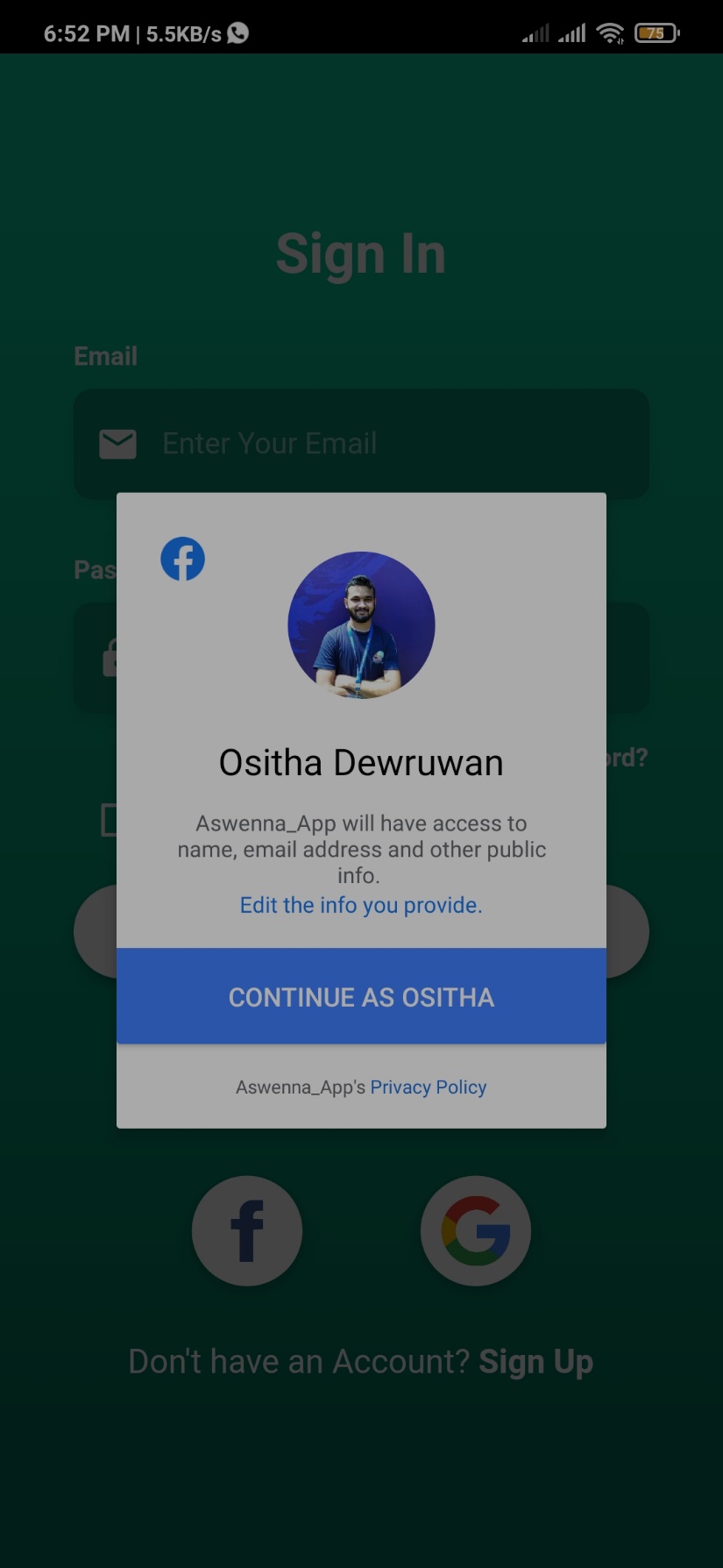


Figure 6 - Facebook Sign in Screen

## Collect User Data Screens

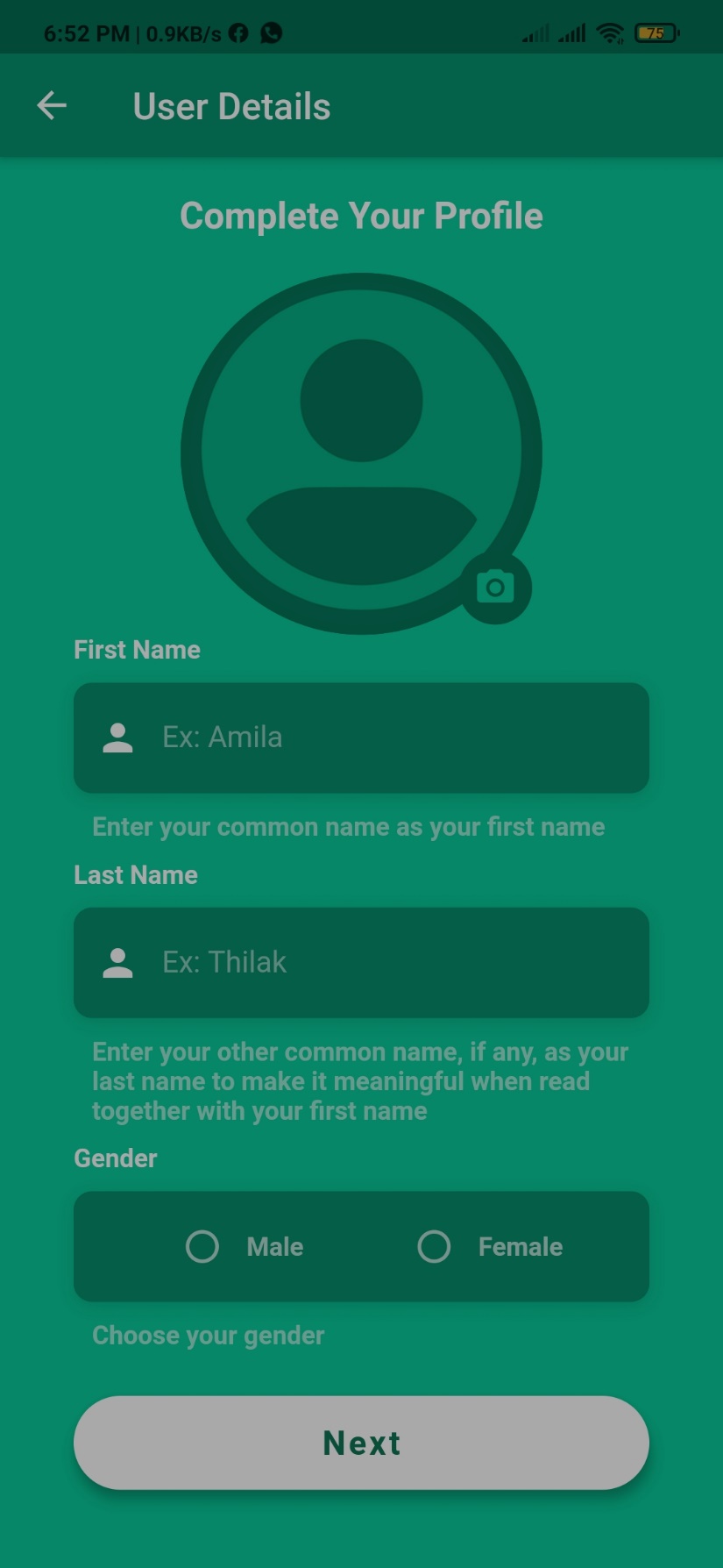


Figure 7 - Collect User Data Screen 01

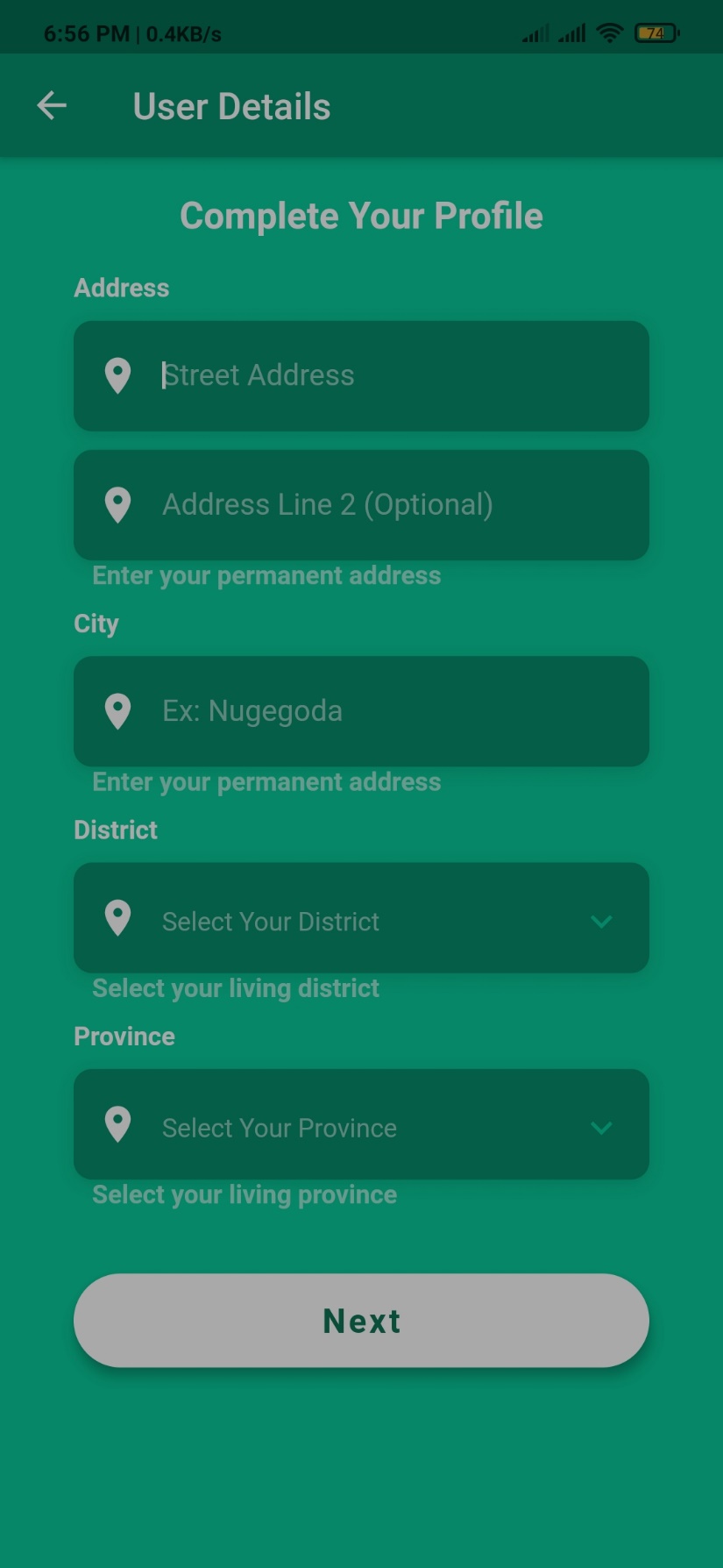


Figure 8 - Collect User Data Screen 02

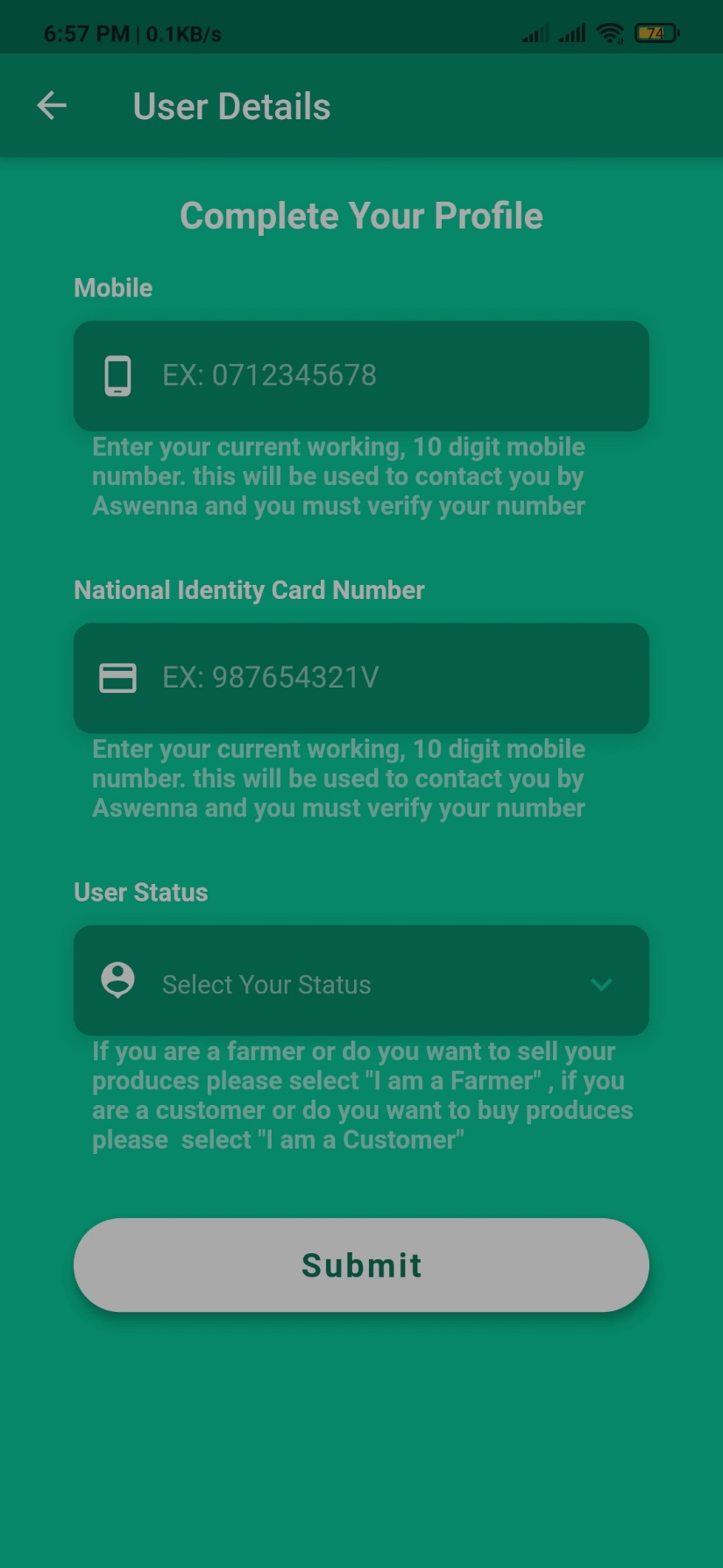


Figure 9 - Collect User Data Screen 03

## Customers Dashboard Screen

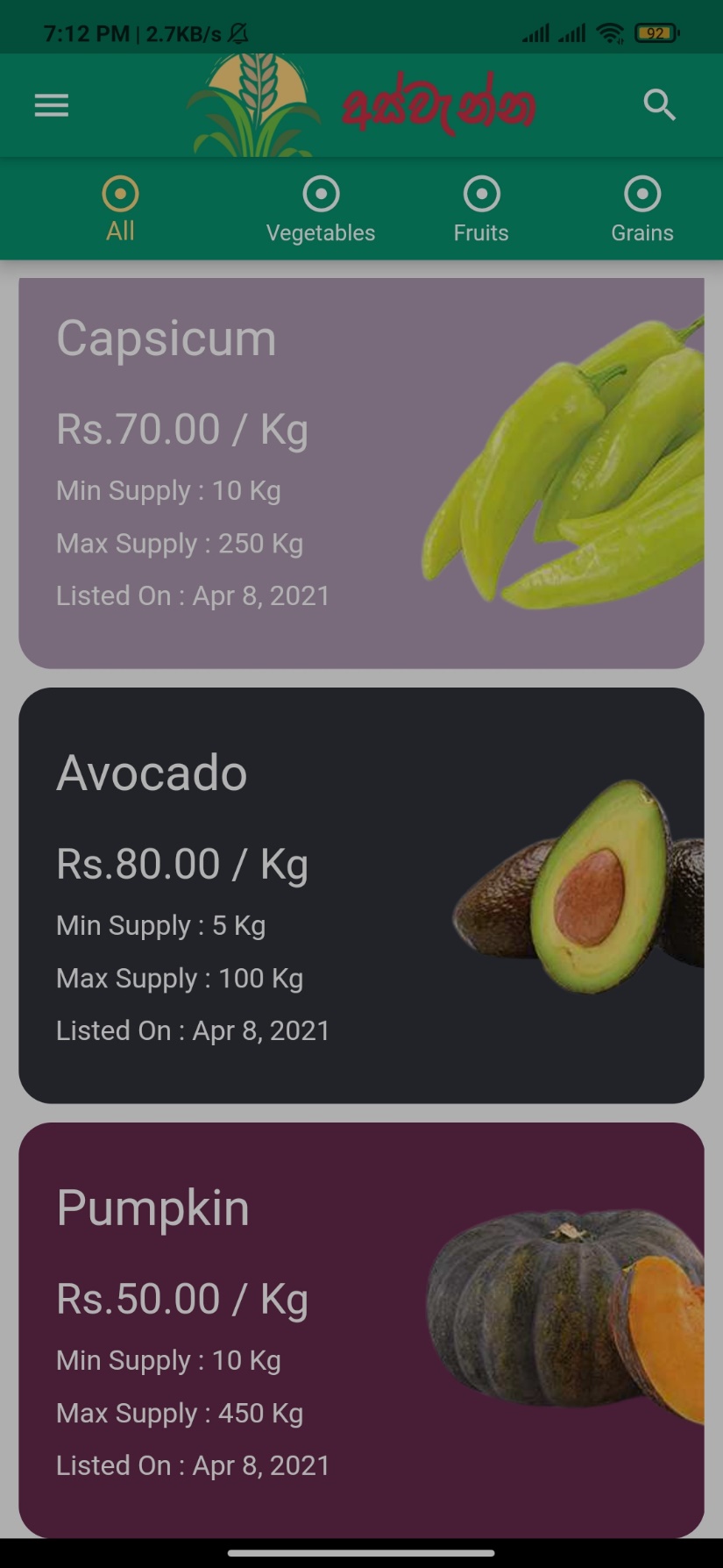


Figure 10 - Customer Dashboard All

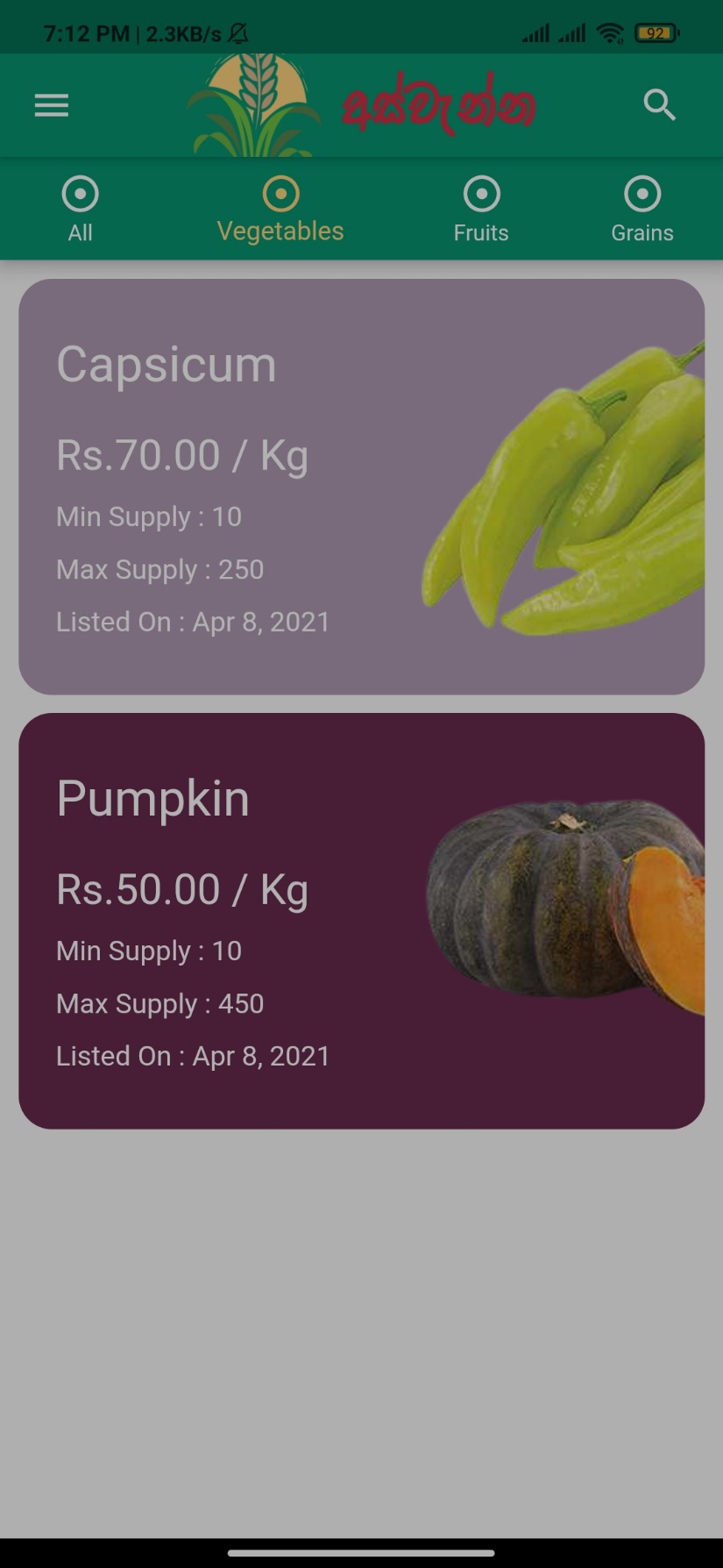


Figure 11 - Customer Dashboard Vegetables

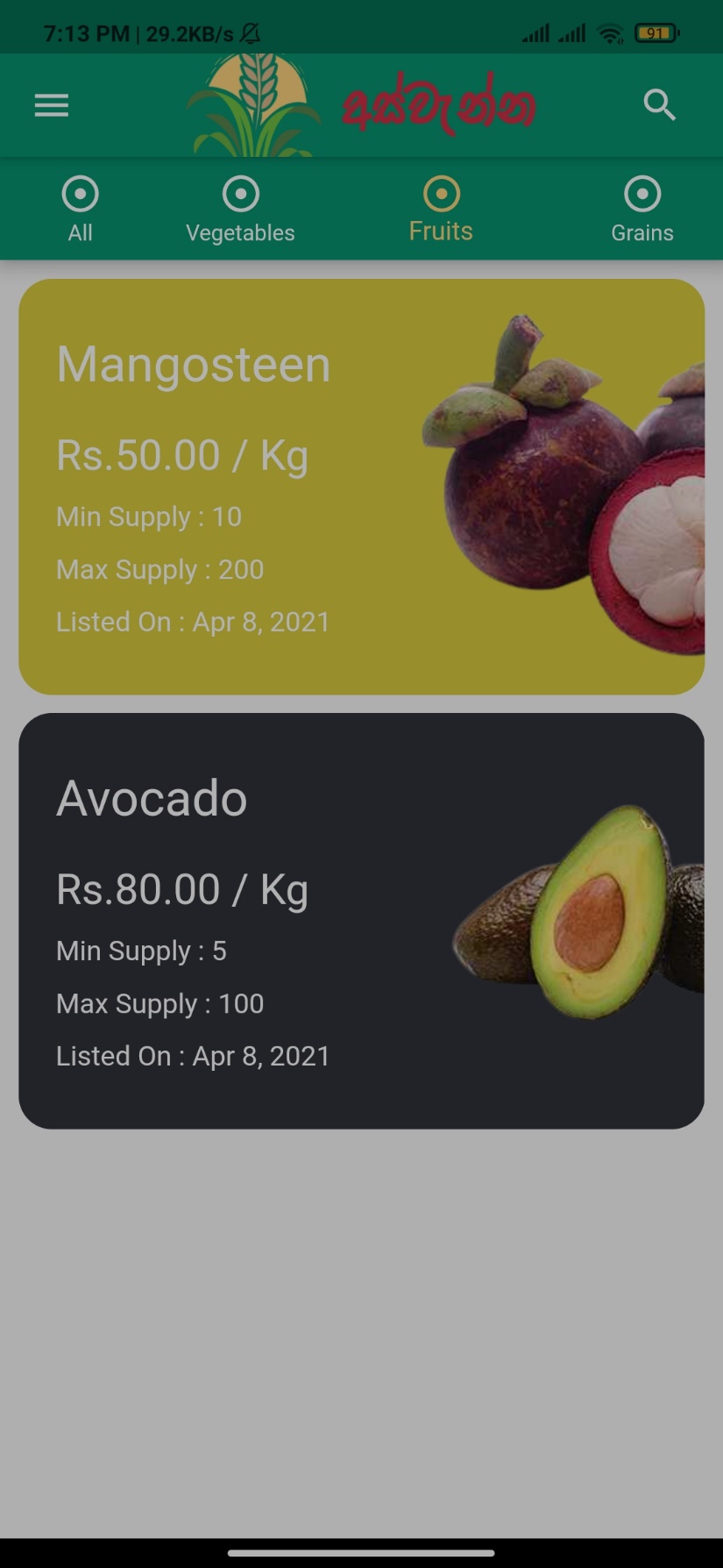


Figure 12 - Customer Dashboard Fruits

## Farmers Dashboard Screen

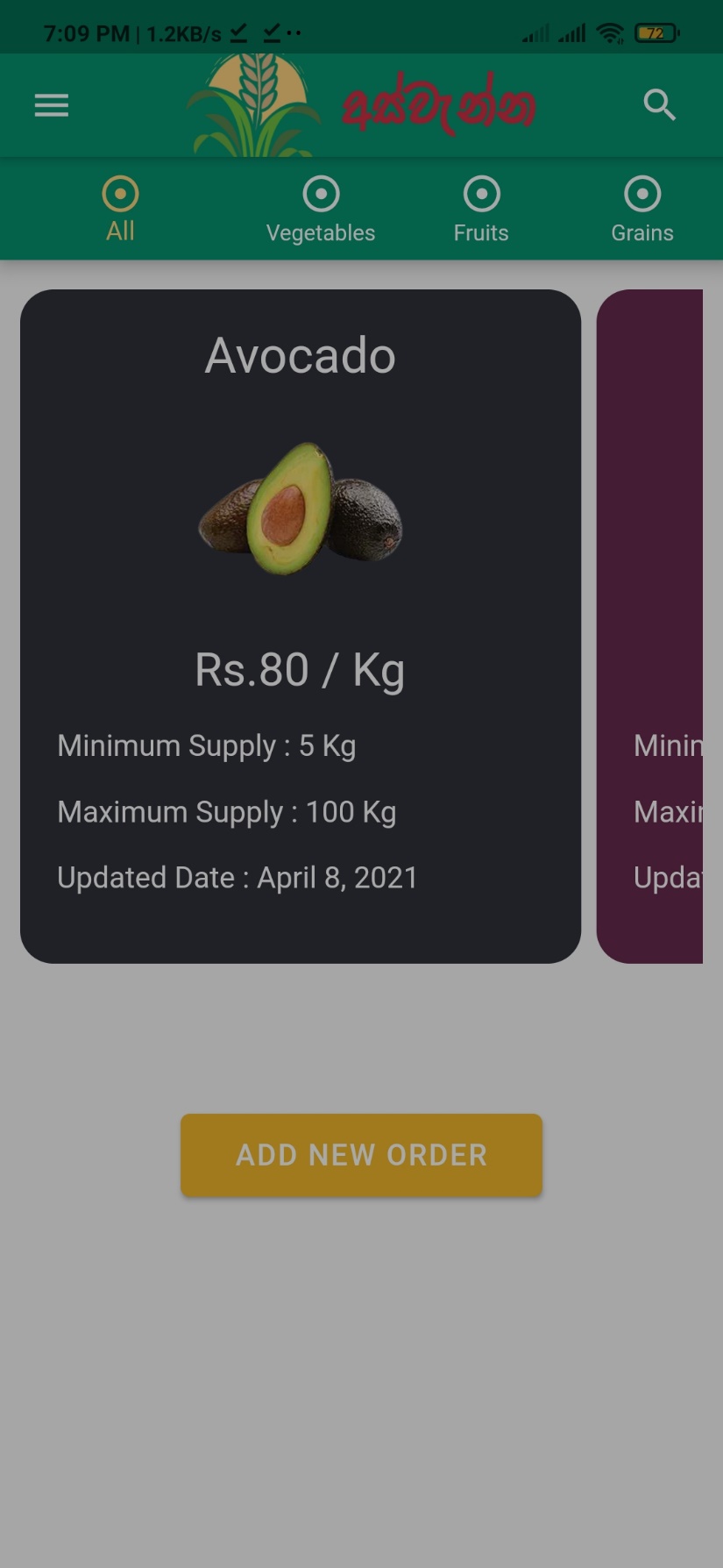


Figure 13 - Farmer Dashboard All



Figure 14 - Farmer Dashboard Vegetables

## Customer Product Details Screen

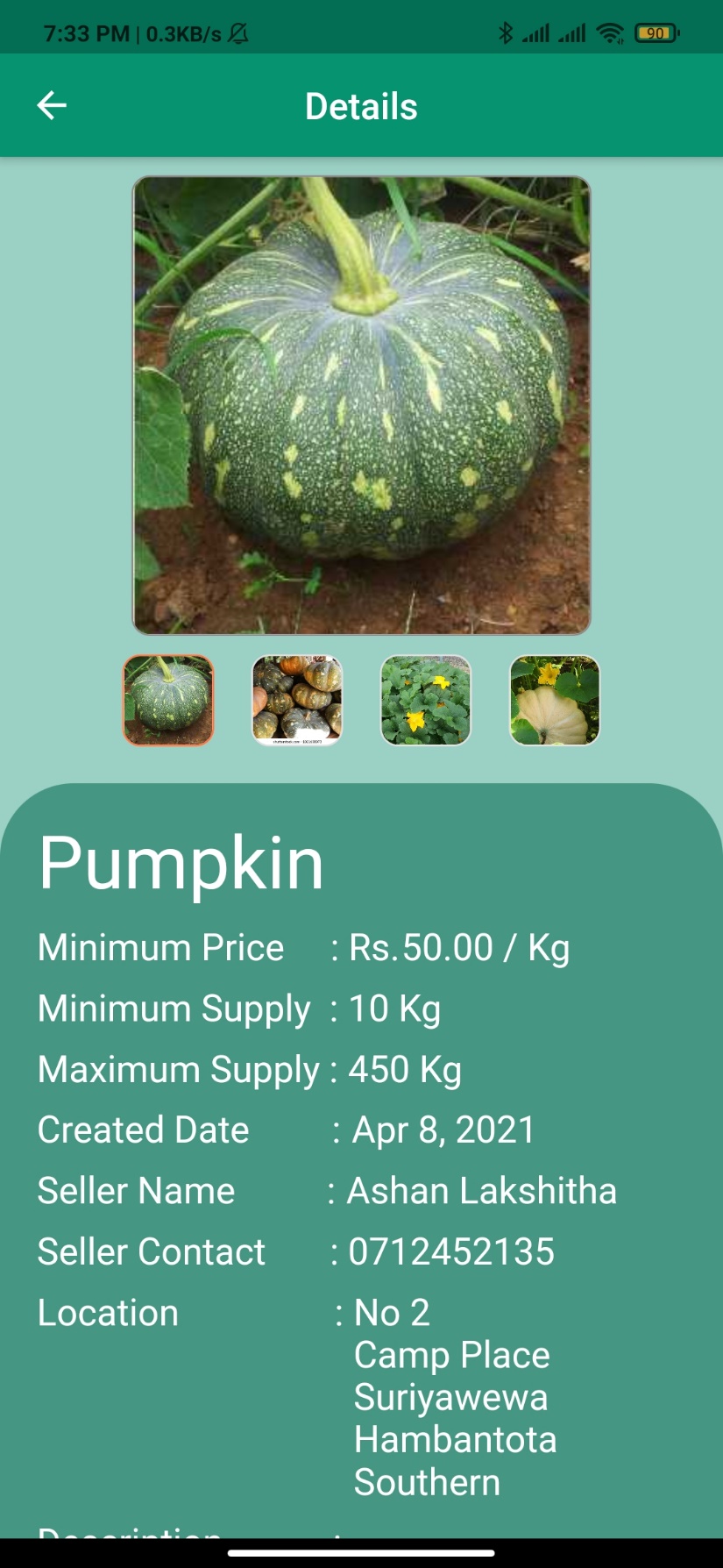


Figure 15 - Customer Product Detail Screen

## Farmer Product Detail Screen



Figure 16 - Farmer Product Detail Screen

## Edit Product Option

Figure 17 - Product Edit Option



## Edit Product Screen

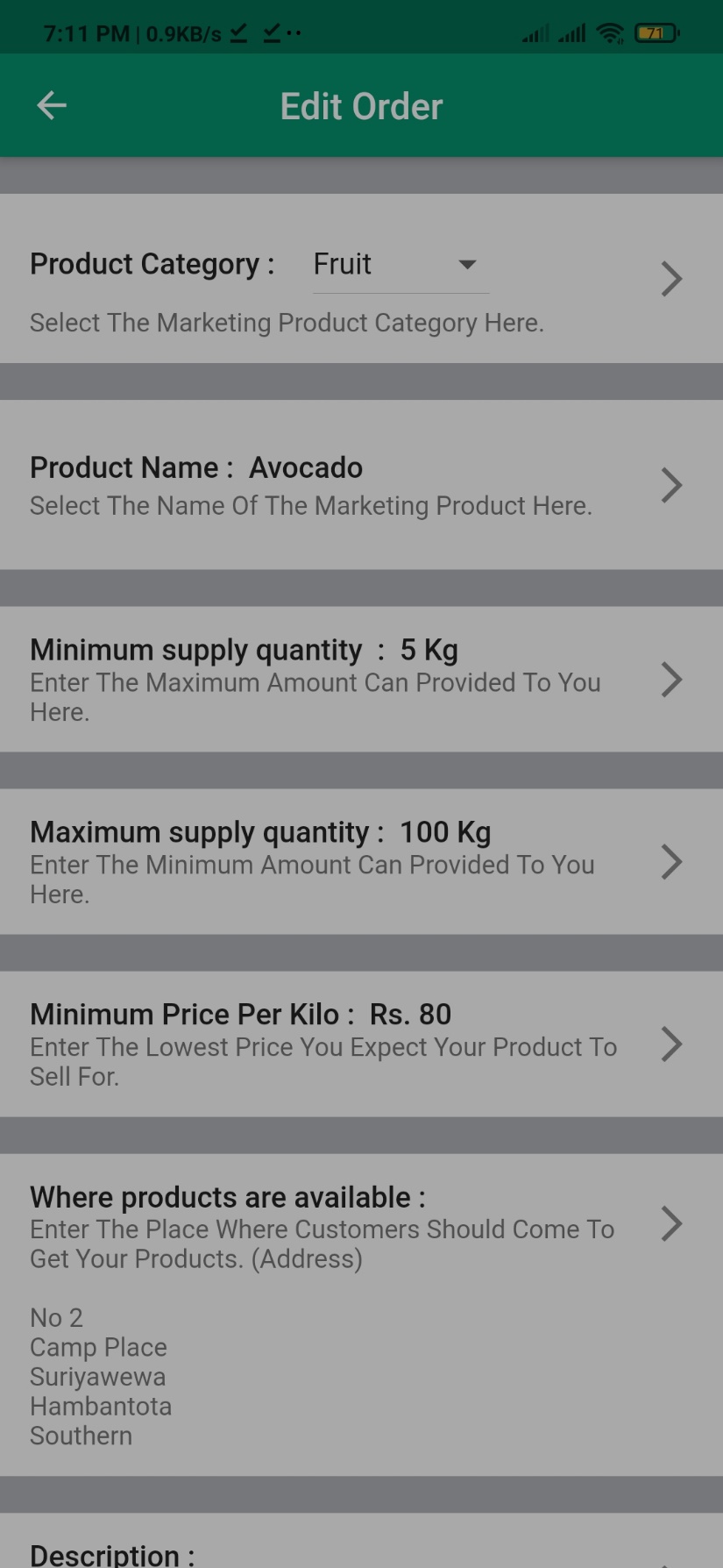


Figure 18 - Product Edit Screen 01

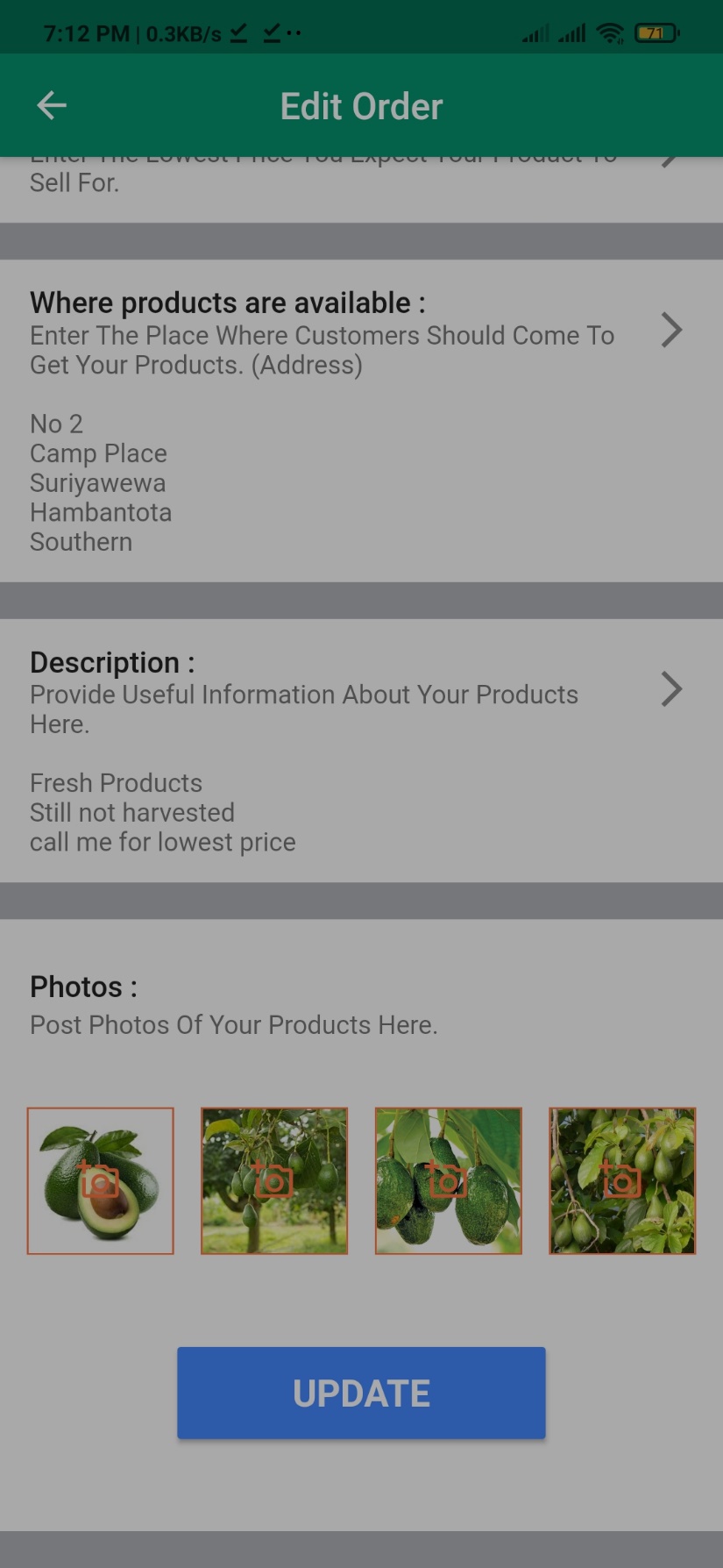


Figure 19 - Product Edit Screen 02

## Delete Product Option

Figure 20 - Product Delete Option



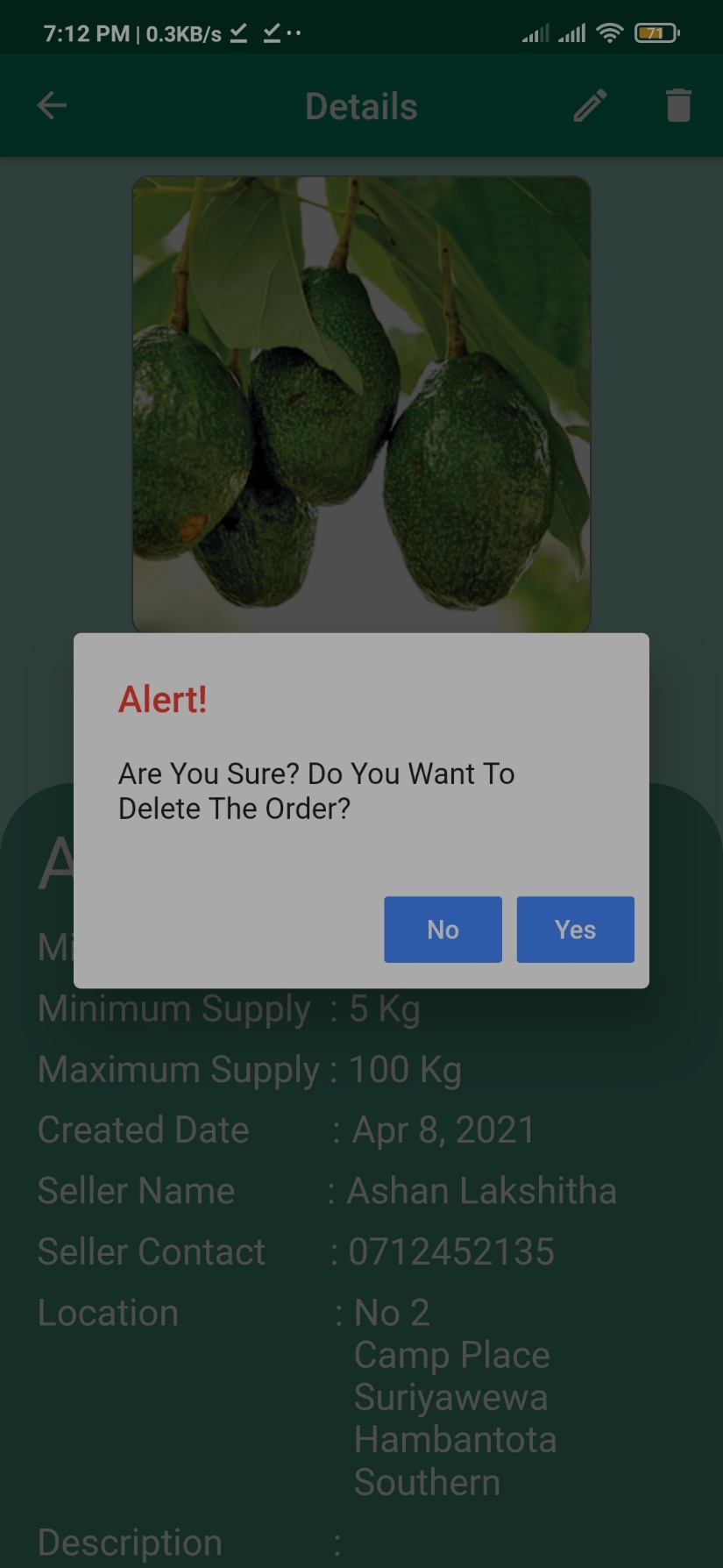


Figure 21 - Product Delete Confirmation

## Add Product Screen

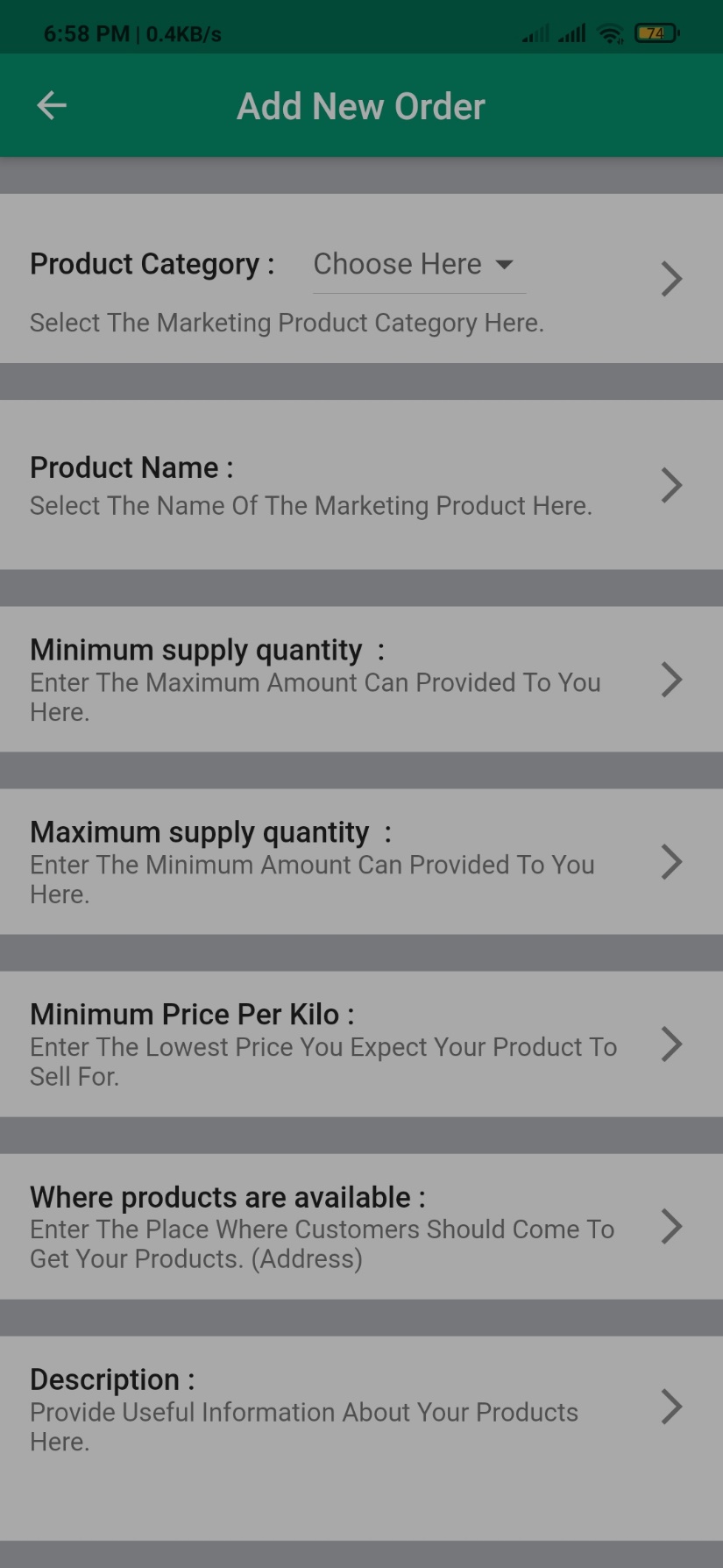


Figure 22 - Add New Product Screen 01



Figure 23 - Add New Product Screen 02

## Image Upload Screen

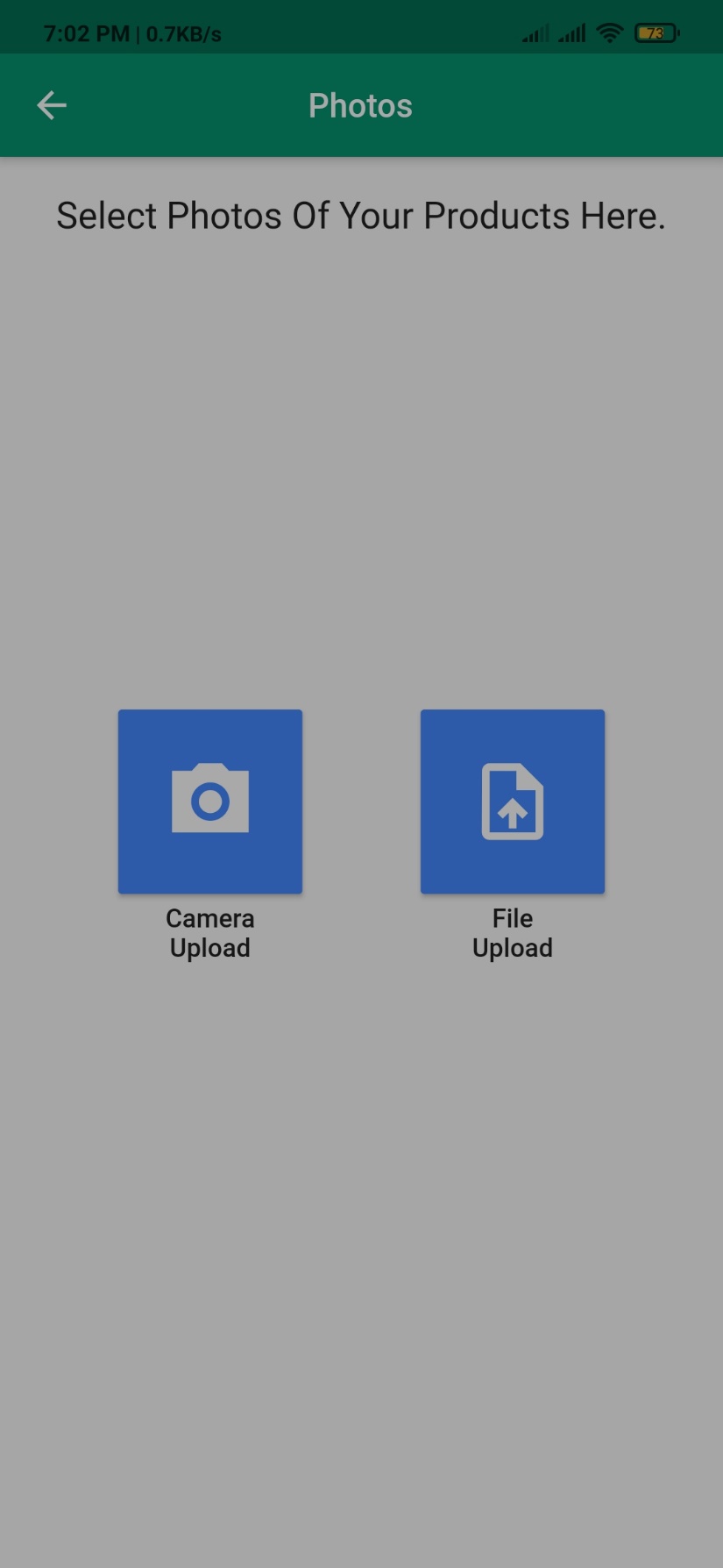


Figure 24 - Image Upload Screen

## Some Other Screens and Windows.

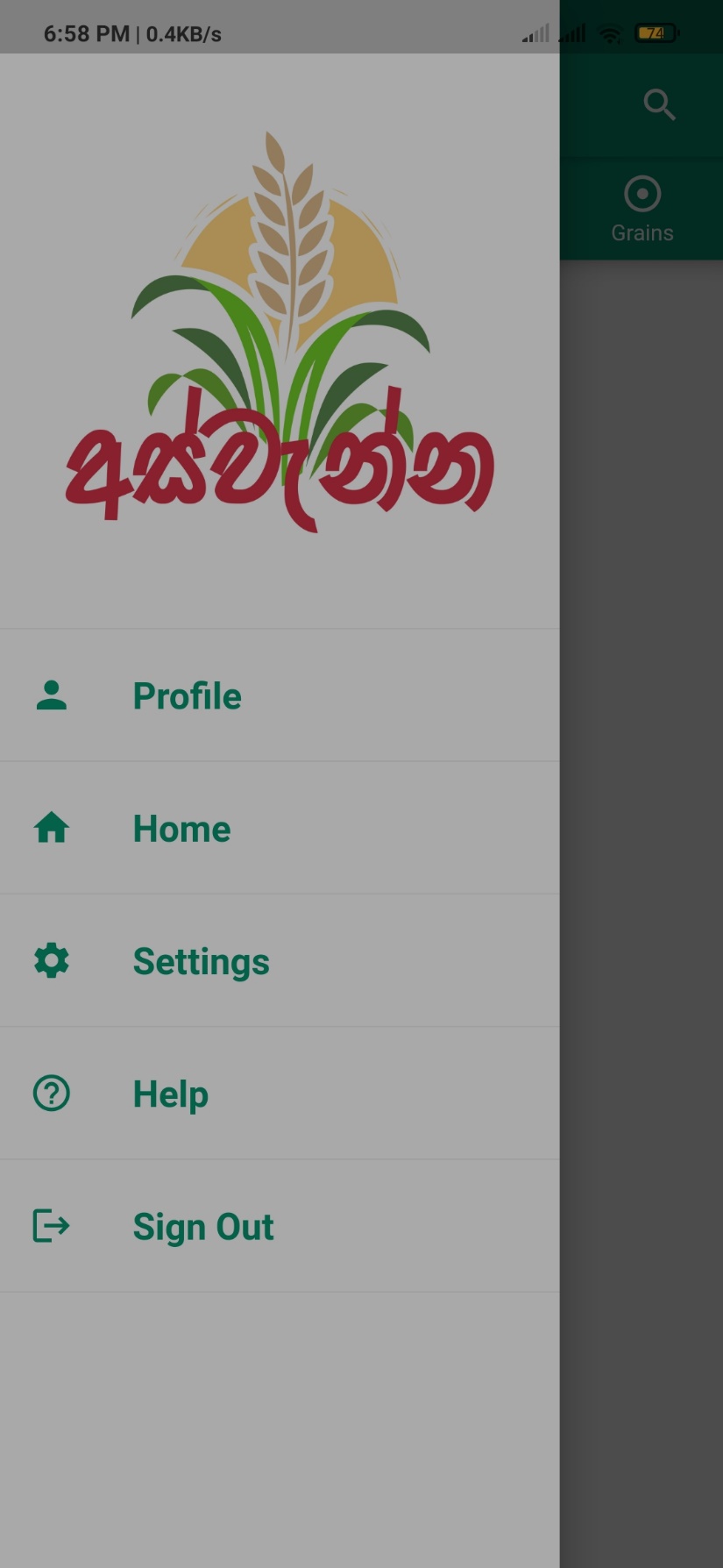


Figure 25 - App Drawer



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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