PROJECT REPORT

Project Name: Smartfarmer-IoT enabled smart

Farming application

Team ID : PNT2022TMID06254

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Team Members: ABDUL AJEEZ S.B

Team Members: DATCHANA MOORTHI T

Team Members : KANNAN T

SMART FARMER – IoT ENABLED SMART FARMING APPLICATION

1. INTRODUCTION

1.1 PROJECT OVERVIEW

IOT is a system that is built for monitoring the crop field with the help of sensors (light, humidity, temperature, soil moisture, crop health etc..) and automating the irrigation system. The farmers can monitor the field condition from anywhere. The IOT in farming where we used in this project is used to collect the data from various components like sensors. Then the user can change the system of behavior of supply water which will help to increase the production of farming.

1.2 PURPOSE

IoT-based agriculture system helps the farmer in monitoring different parameters of his field like soil moisture, Temperature, humidity using some sensors. Farmers can monitor all the sensor parameters by using a web or mobile application even if the farmer is not near his field. Watering the crop is one of the important tasks for the farmers. They can make the decision whether to water the crop or postpone it by monitoring the sensor parameters and controlling the motor pumps from the mobile application itself. IoT based Smart Farming **improves the entire Agriculture system by monitoring the field in real-time**. With the help of sensors and interconnectivity, the Internet of Things in Agriculture has not only saved the time of the farmers but has also reduced the extravagant use of resources such as Water and Electricity.

2. LITERATURE SURVEY

2.1 EXISTING PROBLEM

Deploying a huge number of IoT devices for smart agriculture can cause interference to different network systems, especially some IoT networks using short spectrum bands such as ZigBee, Wi-Fi, Sigfox, and LoRa. Interference can degrade system performance as well as reduce the reliability of IoT ecosystems. IoT networks that use cognitive technology to reuse unlicensed spectra increase the cost of the device. In our opinion, the advent of the 6G network will allow a huge number of devices to connect to the Internet with an extremely high access speed and extremely large bandwidth. The full interference problem of IoT networks will be solved. Security and Privacy: One of the most important problems of applying IoT in smart agriculture is the security problem, including the protection of data and systems from attacks on the Internet. In regard to system security, IoT devices' limited capacity and ability led to complex encryption algorithms that are impossible to implement on IoT devices. As a result, IoT systems can be attacked using the Internet to gain system control rights; IoT gateways are also attacked via denial of service. In addition, cloud servers can be attacked by data spoofing to perform unauthorized tasks that affect the autonomous farming processes of farms. Cloud infrastructures can also be controlled by attackers. Several issues of detailed IoT data privacy and security measures have been discussed. According to Neshenko et al., the IoT data security issue is one of the biggest problems slowing down IoT adoption in smart agriculture. Regarding data security, the obtained information from IoT systems in farms is collected, processed, and commercially exploited by service providers to varying degrees. Therefore, one of the most important problems of policies regards the validity and legal status of farm data. In reality, these data are of great value when aggregated and analyzed for large-scale agricultural activities. Consequently, without policies, the data privacy and security of farms can affect the competitive advantage of farmers/farm owners. In our opinion, using cryptography coupled with access keys is a possible solution to solve this problem.

In our opinion, the security problems of IoT systems will be an exciting research topic and garner attention for both academia and industry research. An in-depth survey of threats and solutions to improve robustness, trust, and privacy for future IoT systems is presented.

2.2 REFERENCES

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- [14] F. J. Ferrández-Pastor, J. M. García-Chamizo, M. Nieto-Hidalgo and J. Mora-Martínez, "Precision Agriculture Design Method Using a Distributed Computing Architecture on Internet of Things Context", Sensors, vol. 18, no. 6, pp. 1731, 2018.

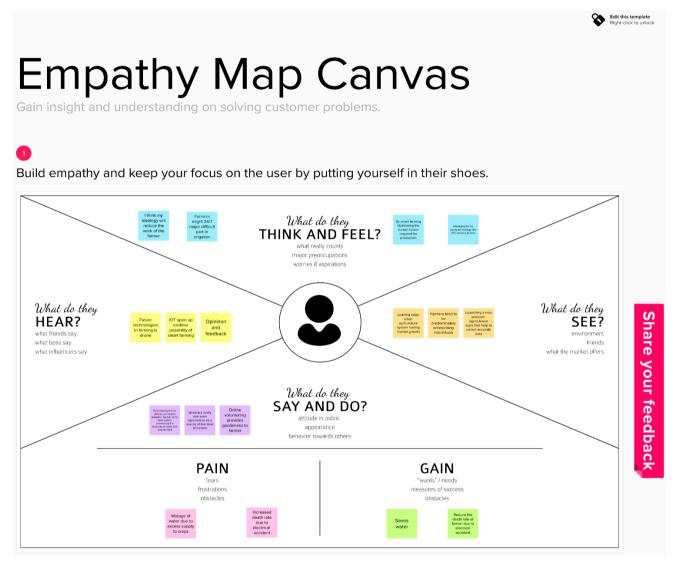
2.3 PROBLEM STATEMENT DEFINITION

The traditional agriculture and allied sector cannot meet the requirements of modern agriculture which requires high-yield, high quality and efficient output. Thus, it is very important to turn towards modernization of existing methods and using the information technology and data over a certain period to predict the best possible productivity and crop suitable on the very particular land. The adoptions of access to high-speed internet, mobile devices, and reliable, low-cost satellites (for imagery and positioning) are few key technologies characterizing the precision agriculture trend. Precision agriculture is one of the most famous applications of IoT in the agricultural sector and numerous organizations are leveraging this technique around the world.

3.IDEATION AND PROPOSED SOLUTION

3.1 EMPATHY MAP CANVAS

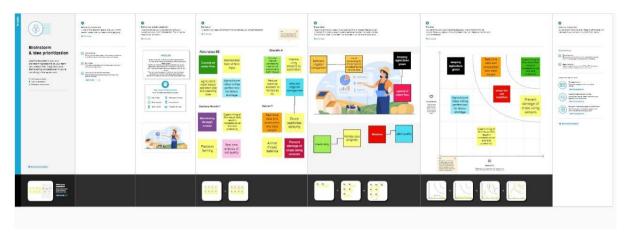
An empathy map is a collaborative tool teams can use to gain a deeper insight into their customers. Much like a user persona, an empathy map can represent a group of users, such as a customer segment. The empathy map was originally created by Dave Gray and has gained much popularity within the agile community.



3.2 IDEATION AND BRAINSTROMING

Brainstorming is one of the primary methods employed during the Ideation stage of a typical Design Thinking process. Brainstorming is a great way to

generate many ideas by leveraging the collective thinking of the group, engaging with each other, listening, and building on other ideas.



3.3 PROPOSED SOLUTION

In this activity we are expected to prepare the proposed solution document, which includes the novelty, feasibility of idea, business model, social impact, scalability of solution, etc.

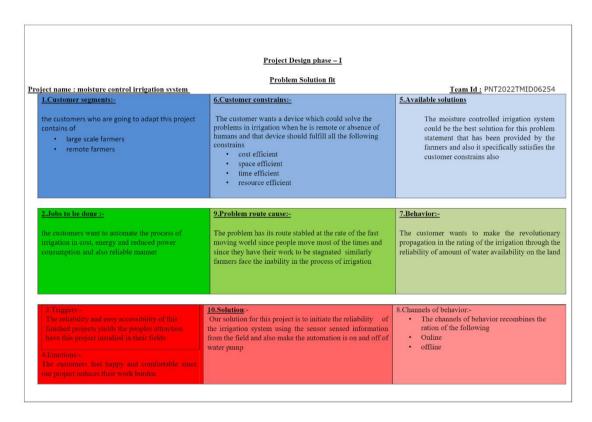
Project team shall fill the following information in proposed solution template.

S.No	Parameter	Description
•		
1.	Problem Statement	Factors such as climate changes,
	(Problem to be solved)	Population growth, Food security
		concerns should be protected and improve crop yield.
2.	Idea / Solution description	Farmers can monitor the crops
		from the analytical dashboard
		and take actions on
		insights using IoT Based remote
		sensing.
3.	Novelty / Uniqueness	All the required features along with
		the
		CAMERA facility which enables
		us to monitor the crops virtually in
		a more precise way.
4.	Social Impact / Customer	Doubles the Farmer income, Higher
	Satisfaction	Production, Food safety

5.	Business Model (Revenue Model)	Government Driven Models, Contract farming models.
6.	Scalability of the Solution	Reliable with increased
		Performance and Efficiency and
		affordable cost

3.4 PROBLEM SOLUTION FIT

Problem-Solution Fit - this occurs when you have evidence that customers care about certain jobs, pains, and gains. At this stage you've proved the existence of a problem and have designed a value proposition that addresses your customers' jobs, pains and gains.



4. REQUIREMENT ANALYSIS

4.1 FUNCTIONAL REQUIREMENT

Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Registration	Registration through Form Registration through Gmail
		Registration through LinkedIN
FR-2	User Confirmation	Confirmation via
		Email Confirmation
		via OTP
FR-3	Data base management	Datas are collected in IBM
		Cloud Stored in the database
FR-4	Functionality	Designed for farmers with all standard requirements
FR-5	User Interface	System is provided with easy enabling via App
FR-6	Purpose	Control and Improve crop yield

4.2 NON-FUNCTIONAL REQUIREMENTS

Following are the non-functional requirements of the proposed solution.

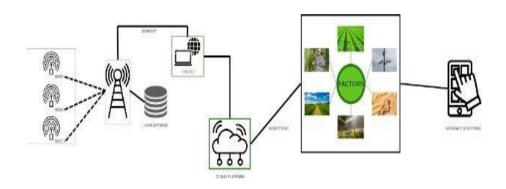
FR No.	Non-Functional Requirement	Description
NFR-1	Usability	This application can be used by the farmers who seek for better solution in farming
NFR-2	Security	Every nodes and its data will be protected.
NFR-3	Reliability	Large number of services will be provided with trusted end to end connection to all the farmers
NFR-4	Performance	Optimized based on time and space complexity
NFR-5	Availability	For Farmers who have passion towards improving the good quality yield
NFR-6	Scalability	Scaled using microservice architecture

5.PROJECT DESIGN

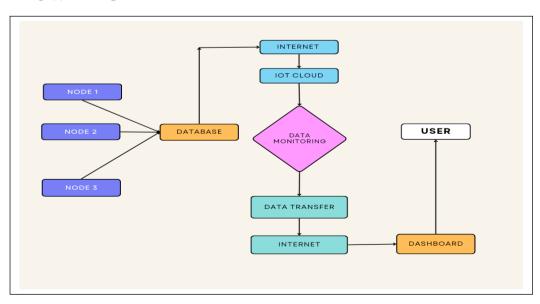
5.1 DATA FLOW DIAGRAM

A data flow diagram (DFD) is a graphical or visual representation using a standardized set of symbols and notations to describe a business's operations through data movement. They are often elements of a formal methodology such as Structured Systems Analysis and Design Method (SSADM).

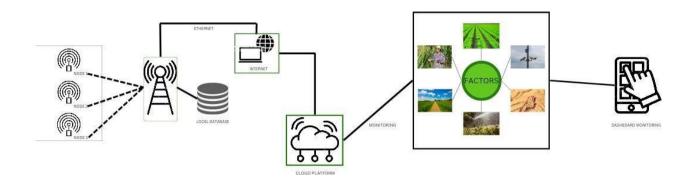
SMART FARMER-ARCHITECTURE



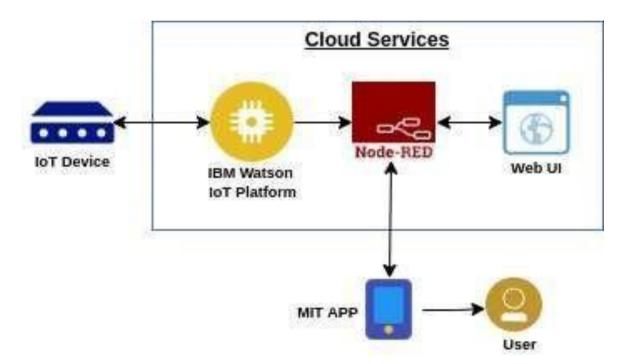
FLOW DIAGRAM



5.2 SOLUTION AND TECHNICAL ARCHITECTURE SOLUTION ARCHITECTURE



TECHNICAL ARCHITECTURE



COMPONENTS AND TECHNOLOGIES

S.No	Component	Description	Technology
1.	User Interface	How user interacts with	Python, IBM Cloud ,IBM IoT Platform,I BM
		application e.g. Web UI,	Nodered, IBM Cloudant
		Mobile App	DB
2.	Application Logic-1	Logic for a process in the application	Python
3.	Application Logic-2	Logic for a process in the application	IBM IoT platform
4.	Application Logic-3	Logic for a process in the application	IBM Nodered , MIT App
5.	Database	Data Type, Configurations etc.	Python
6.	Cloud Database	Database Service on Cloud	IBM Cloud, IBM Cloudant DB.
7.	File Storage	File storage requirements	IBM Block Storage or Other Storage Service or Local Filesystem
8.	External API	Purpose of External API used in the application	IBM Weather API, etc.
9.	Machine Learning Model	Purpose of Machine Learning Model	Object Recognition Model, etc.
10.	Infrastructure (Server / Cloud)	Application Deployment on Local System / Cloud Local Server Configuration: Cloud Server Configuration:	Local, Cloud Foundry, Kubernetes, etc.

5.3 USER STORIES

User stories act as the common language between all participants in the development process: product owners, architects, designers, and developers must share a common understanding of stories. You can achieve this common language by focusing on the value that each story provides to users.

User Type	Functional Requirement (Epic)	User Story Numbe r	User Story / Task	Acceptance criteria	Priority	Release
Custome r (Mobile user)	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	I can access my account / dashboard	High	Sprint-1
		USN-2	As a user, I will receive confirmation email once I have registered for the application	I can receive confirmation email & click confirm	High	Sprint-1
		USN-3	As a user, I can register for the application through Facebook	I can register & access the dashboard with Facebook Login	Low	Sprint-2
		USN-4	As a user, I can register for the application through Gmail		Medium	Sprint-1
	Login	USN-5	As a user, I can log into the application by entering email & password	I can login successfully	High	Sprint-1
	Dashboard	USN-5	As a user ,I can access my dashboard after sign in	I can access my dashb oard	High	Sprint-2
Customer (Web user)	Access	USN-6	As a user, I can register for the website by entering my email, password, and confirming my password and sign in anytime	I can access the account	High	Sprint-2
Customer Care Executive	Alert	USN-7	As a User, I get alerts and notifications	I can view alerts and notification s	Medium	Sprint-2
Administrato r	Maintainance	USN-8	As a admin, I can view the progress of the application	I can modify application behaviour	Medium	Sprint-2

6.PROJECT PLANNING AND SCHEDULING

6.1 SPRINT PLANNING AND ESTIMATION

The purpose of sprint planning is **for the team to commit to complete a collection of stories that add new functionality to the product by the end of the sprint**. The team plans and estimates, and then decides how much work can fit into the sprint.

Pre - Requisites	
Project Objectiv	Software Create An Account in Fast2smsDashboard
	Abstract Brainstorming
Create and Con	figure IBM Cloud Services
	Create IBM Watson IOT Platform and Device Create Node- RED Service
Develop the Pyth	hon Script and Subscribe to IBM IOTPlatform
	Develop A Python code
Develop a Web	Application Using Node - RED Service
	Develop The Web Application Using Node - RED
Develop a Mobi	le Application
Ideation Phase	Develop a Mobile Application
	Literature Survey on The Selected Project & Information Gathering Prepare Empathy Map Ideation
Project Design I	Phase - 1 □ Proposed Solution □ Prepare Solution Fit □ Solution Architecture

	Customer Journey
	Functional Requirement
	Data Flow Diagram
	Technology Architecture
Project Planning P	hase
	Prepare Milestones & Activity List
	Sprint Delivery Plan
Project Developme	nt Phase
	Project Development - Delivery of Sprint - 1
	Project Development - Delivery of Sprint - 2
	Project Development - Delivery of Sprint - 3

6.2 SPRINT DELIVERY SCHEDULE

The deliverables of a sprint aren't as predictable as they are for other projects. Sprint participants have produced **sketches and drawings**, **writing**, **photographs**, **comic strips**, **videos and fully coded working prototypes**. The answer is whatever's right to answer the problem.

Sprint	Functional Requirement (Epic)	User story number	User Story / Task	Priority	Team Members
Sprint – 1	Creating Hardware Simulation	USN - 1	Connect Sensors and Wi - Fi modules by using Python code	High	Bharath A Abdul ajeez SB Datchana moorthi T Kannan T
Sprint – 2	Using Software	USN - 2	Creating device in the IBM Watson IOT platform, to making workflow of IOT scenarios using Node - RED service	High	Bharath A Abdul ajeez SB Datchana moorthi T Kannan T
Sprint - 3	MIT App Inventor	USN - 3	Develop a mobile application for the Smart Farmer project using MIT App Inventor	High	Bharath A Abdul ajeez SB Datchana moorthi T Kannan T
Sprint - 4	Web UI	USN - 4	To make the user to interact with software	High	Bharath A Abdul ajeez SB Datchana moorthi T Kannan T

6.3 REPORTS FROM JIRA

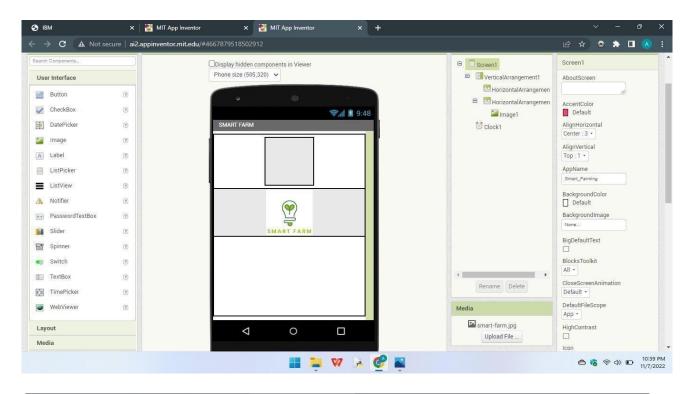
JIRA is integrated with IBM Control Desk and using IBM Control Desk capabilities, it is easier to manage the software projects and issues. Jira helps teams plan, assign, track, report, and manage work and brings teams together for everything from agile software development and customer support to start-ups and enterprises. Software teams build better with Jira Software, the #1 tool for agile teams. Document Generation is a reporting app for Jira that supports templates. Features: Templates in DOC, DOCX, RTF or ODT files. Single and multiple issue export to PDF, DOC, and PNG. Jira Software is an agile project management tool that

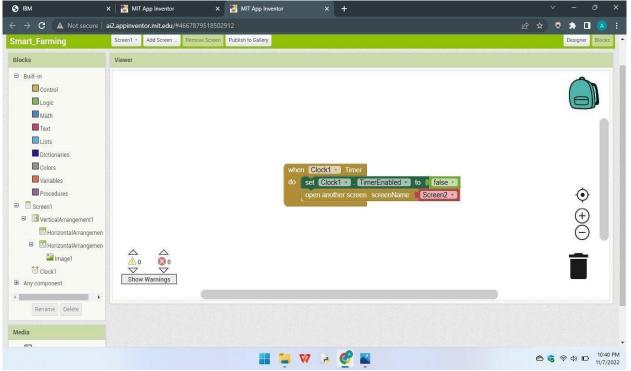
supports any agile methodology, be it scrum, kanban, or your own unique flavor. From agile boards, backlogs, roadmaps, reports, to integrations and add-ons you can plan, track, and manage all your agile software development projects from a single tool.

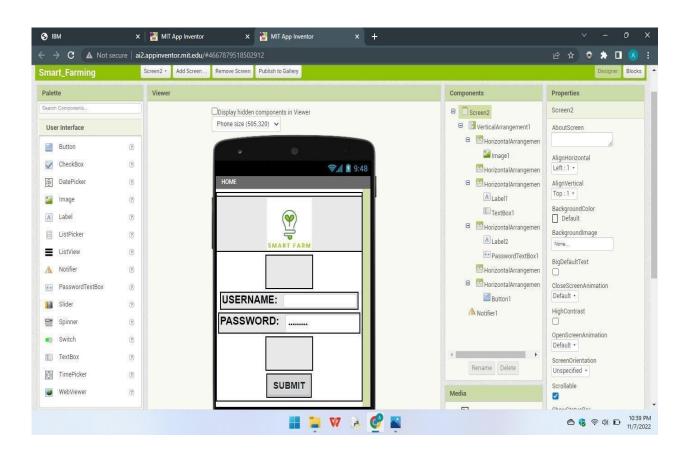
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SMAR 1 Sprint 1 - UI design	DONE	
SMAR-2 Sprint 2 - Model creation	DONE	
SMAR 3 Sprint 3 - Web application	DONE	
SMAR-4 Sprint 4 - Mobile application	DONE	

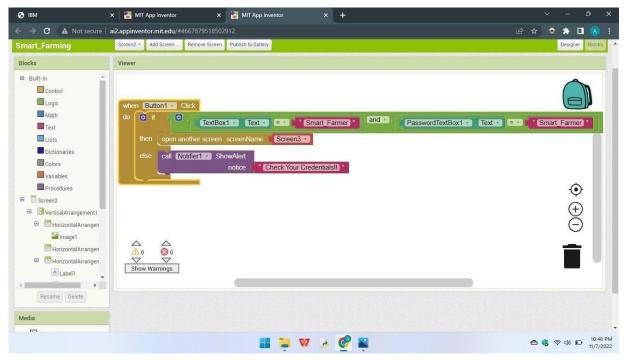
7.CODING AND SOLUTIONING

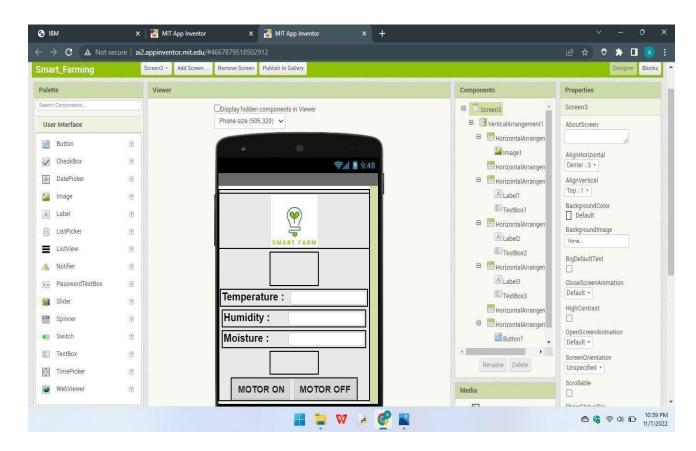
7.1Features - Development of Sprint-1 (User Interface Design)

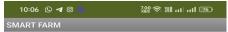






















USERNAME:	Smart_Farmer
PASSWORD:	

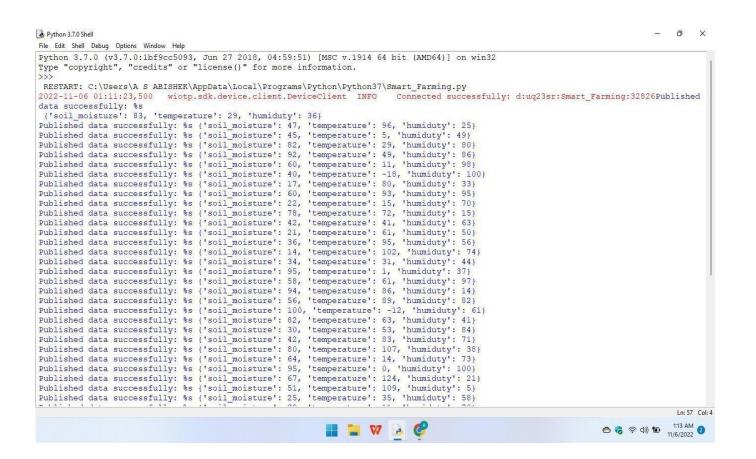
Temperature :	
Humidity :	
Moisture :	

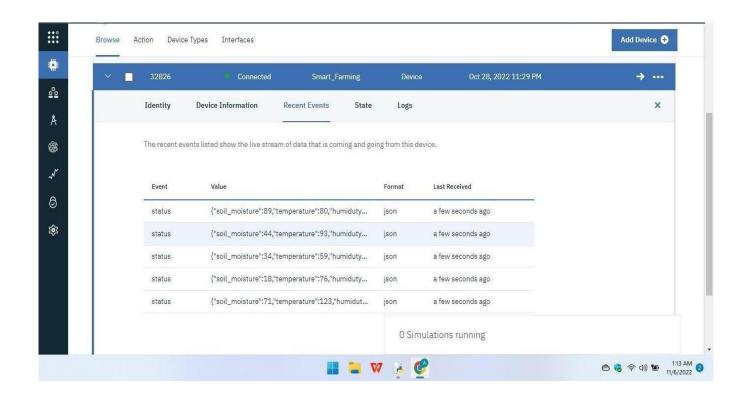
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SUBMIT

Development of Sprint-2 (Python Code for Publish & Subscribe)

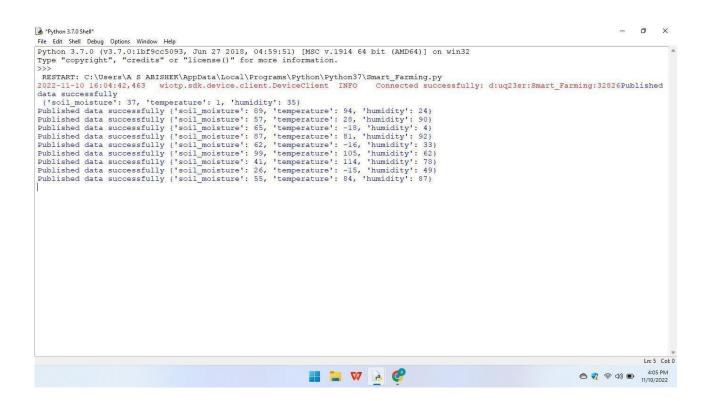
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Smart_Farming.py - C:\Users\A S ABISHEK\AppData\Local\Programs\Python\Python37\Smart_Farming.py (3.7.0)
 File Edit Format Run Options Window Help
            wiotp.sdk.device
 import os
import datetime
            random
myConfig={
            lentity":{
   "orgId":"uq23sr",
   "typeId":"Smart_Farming",
   "deviceId":"32826"
                token": "3wNLT001g8VpEJEpsq"
client=wiotp.sdk.device.DeviceClient(config=myConfig, logHandlers=None)
client.connect()
def myCommandCallback(cmd):
       m=cmd.data['command'])
m=cmd.data['command'])
      m=cmd.data['command']
if (m=="motoron"):
    print("Motor is switched ON")
elif (m=='motoroff"):
    print("Motor is switched OFF")
print(" ")
 whil
       soil=random.randint(0,100)
       myData={'soil_moisture':soil,'temperature':temp,'humiduty':hum}
client.publishEvent(eventId="status",msgFormat="json",data=myData,qos=0,onPublish=None)
print("Published data successfully: %s",myData)
time.sleep(2)
client.communications
       client.commandCallback=mvCommandCallback
 client.disconnect()
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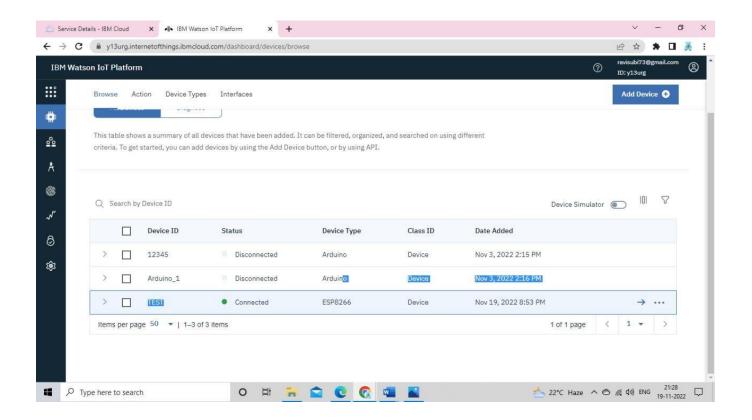


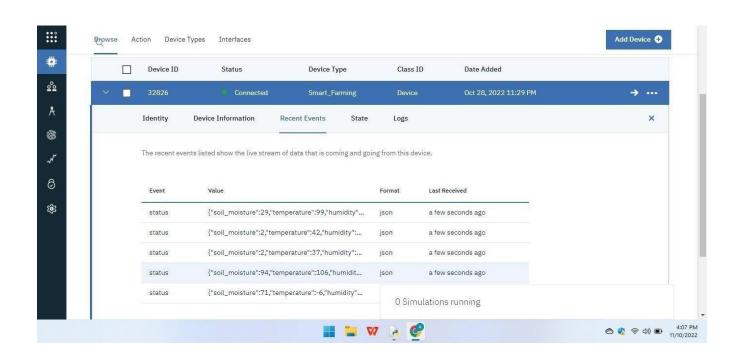


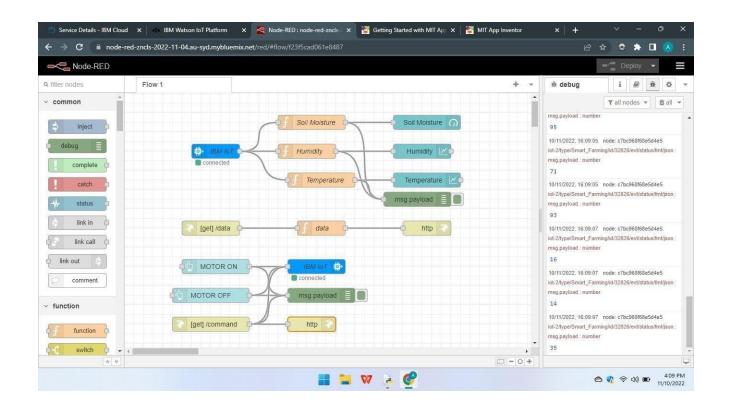
Development of Sprint-3 (Web Application Using Node-Red)

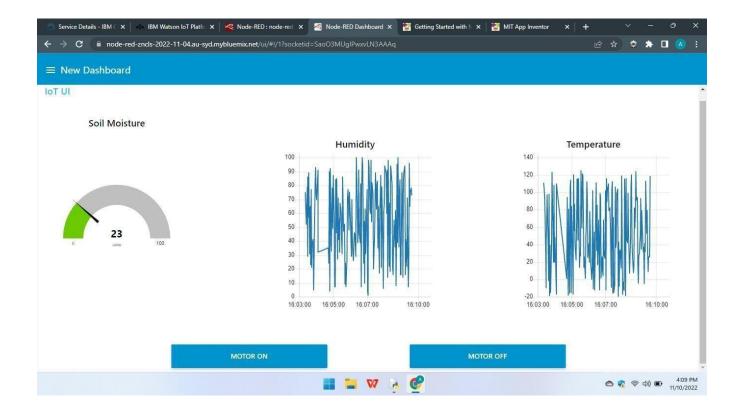
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 import wiotp.sdk.device
 import os
 import datetime
          random
myConfig={
    "identity":{
        "orgId":"uq23sr",
        "typeId":"Smart_Farming",
        "22826"
            "deviceId":"32826"
      },
"auth": {
    "token":"3wNLT001g8VpEJEpsq"
.
client=wiotp.sdk.device.DeviceClient(config=myConfig, logHandlers=None)
client.connect()
def myCommandCallback(cmd):
    print("Message received from IBM IoT Platform: %s" % cmd.data['command'])
    m=cmd.data['command']
      if (m=="motoron"):
    print("Motor is switched ON")
elif (m=="motoroff"):
      print("Motor is switched OFF")
print(" ")
while True:
      soil=random.randint(0,100)
temp=random.randint(-20,125)
      hum-random.randint(0,100)
myData={'soil_moisture':soil,'temperature':temp,'humidity':hum}
client.publishEvent(eventId="status",msgFormat="json",data=myData,qos=0,onPublish=None)
       print("Published data successfully",myData)
       time.sleep(2)
       client.commandCallback=myCommandCallback
client.disconnect()
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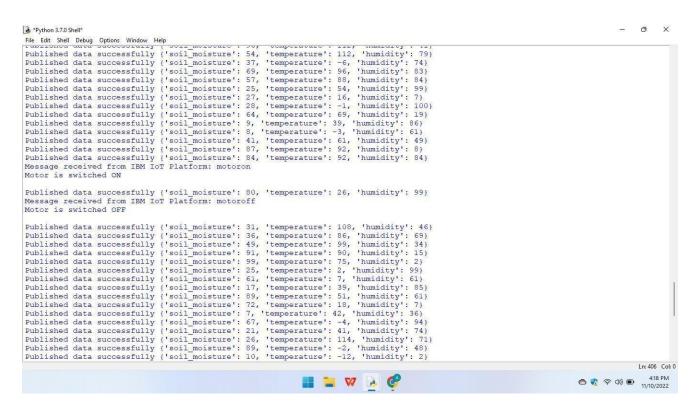


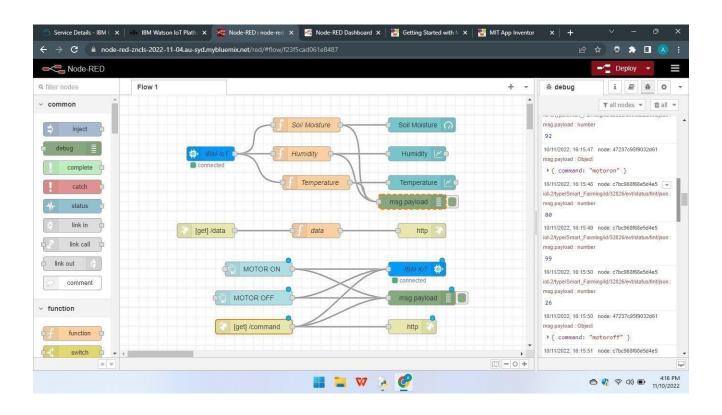






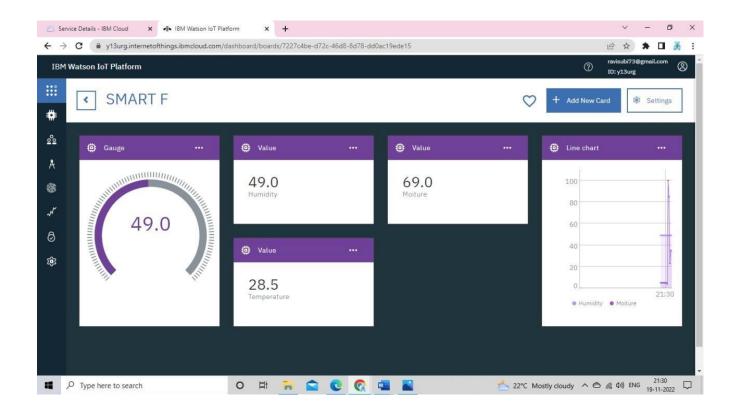




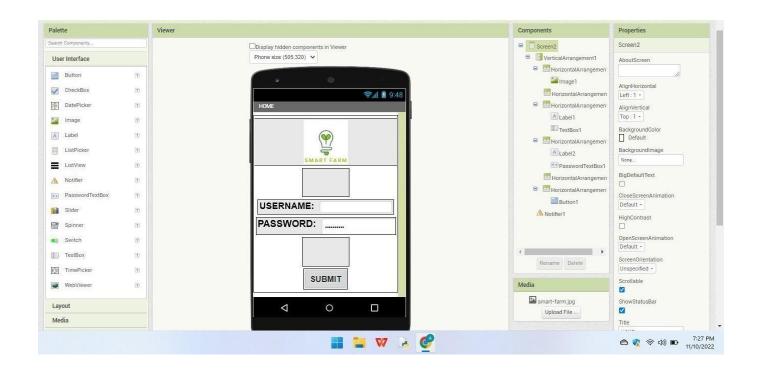


Development of Sprint-4 (MIT Application and its Execution)

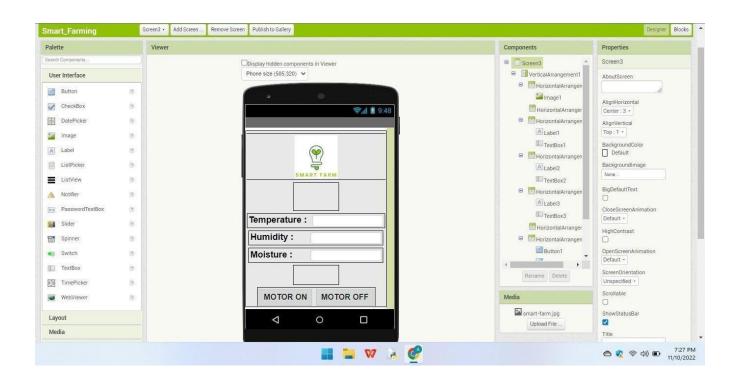
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Smart_Farming.py - C:\Users\A S ABISHEK\AppData\Local\Programs\Python\Python37\Smart_Farming.py (3.7.0)
    File Edit Format Run Options Window Help
   import wiotp.sdk.device
import time
    import datetime
import randimport randimport
                },
"auth": {
    "token":"3wNLT001g8VpEJEpsq"
  client=wiotp.sdk.device.DeviceClient(config=myConfig, logHandlers=None)
client.connect()
def myCommandCallback(cmd):
               mycommencealidack(cmd):
print("Message received from IBM IoT Platform: %s" % cmd.data['command'])
m=cmd.data['command']
if (m=="motoron"):
    print("Motor is switched ON")
elif (m=="motoroff"):
               print("Motor is switched OFF")
print(" ")
  myData=('soil_moisture':soil, 'temperature':temp, 'humidity':hum)
client.publishEvent(eventId="status", msgFormat="json", data=myData, qos=0, onPublish=None)
print("Published data successfully|", myData)
time.sleep(2)
client_command(")
                 client.commandCallback=myCommandCallback
   client.disconnect()
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      RESTART: C:\Users\A S ABISHEK\AppData\Local\Programs\Python\Python37\Smart_Farming.py
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  data successfully
{'soil_moisture': 37, 'temperature': 1, 'humidity': 35}
Published data successfully {'soil_moisture': 89, 'temperature': 94, 'humidity': 24}
Published data successfully {'soil_moisture': 57, 'temperature': 28, 'humidity': 90}
  Published data successfully {'soil_moisture': 65, 'temperature': -18, 'humidity': 4} Published data successfully {'soil_moisture': 87, 'temperature': 81, 'humidity': 92}
  Published data successfully ('soil_moisture': 87, 'temperature': 81, 'numidity': 92)
Published data successfully ('soil_moisture': 62, 'temperature': -16, 'humidity': 83)
Published data successfully ('soil_moisture': 99, 'temperature': 105, 'humidity': 82)
Published data successfully ('soil_moisture': 41, 'temperature': 114, 'humidity': 78)
Published data successfully ('soil_moisture': 26, 'temperature': -15, 'humidity': 49)
Published data successfully ('soil_moisture': 55, 'temperature': 84, 'humidity': 87)
                                                                                                                                                                                                                                                                                                                                                                                                                                                              Ln: 5 Col: 0
                                                                                                                                                                                                        🔡 🐚 🗸 🚱
                                                                                                                                                                                                                                                                                                                                                                                                               ♠ <sup>4:03</sup> PM
★ 11/10/2022
```



















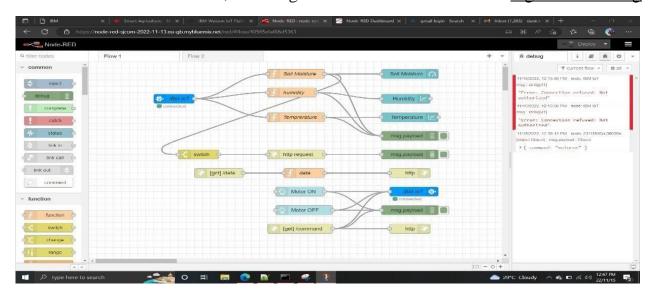
USERNAME:	Smart_Farmer
PASSWORD:	

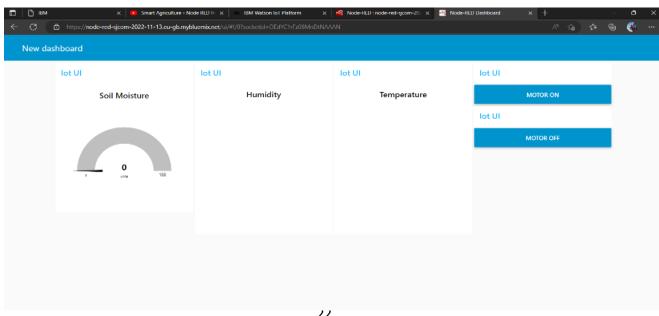
SUBMIT

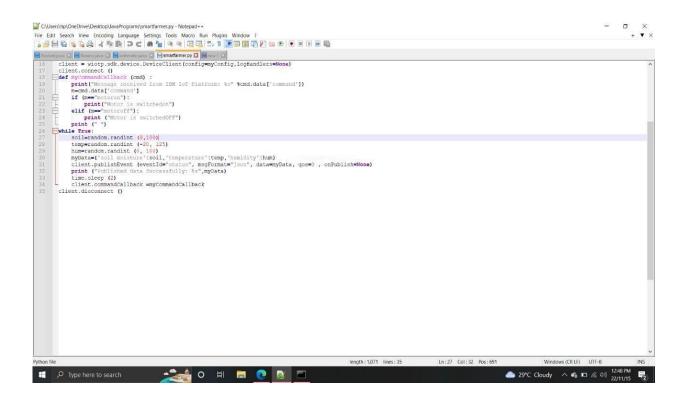
8.TESTING

8.1 TEST CASES

In software engineering, a **test case** is a specification of the inputs, execution conditions, testing procedure, and expected results that define a single test to be executed to achieve a particular <u>software testing</u> objective, such as to exercise a particular program path or to verify compliance with a specific requirement. Test cases underlie testing that is methodical rather than haphazard. A battery of test cases can be built to produce the desired coverage of the software being tested. Formally defined test cases allow the same tests to be run repeatedly against successive versions of the software, allowing for effective and consistent <u>regression testing</u>.

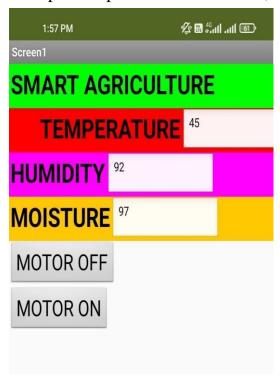






8.2 USER ACCEPTANCE TESTING

User acceptance testing (UAT), also called application testing *or* end-user testing, is a phase of software development in which the software is tested in the real world by its intended audience. UAT is often the last phase of the <u>software testing</u> process and is performed before the tested software is released to its intended market. The goal of UAT is to ensure software can handle real-world tasks and perform up to development specifications. In UAT, users are given the opportunity

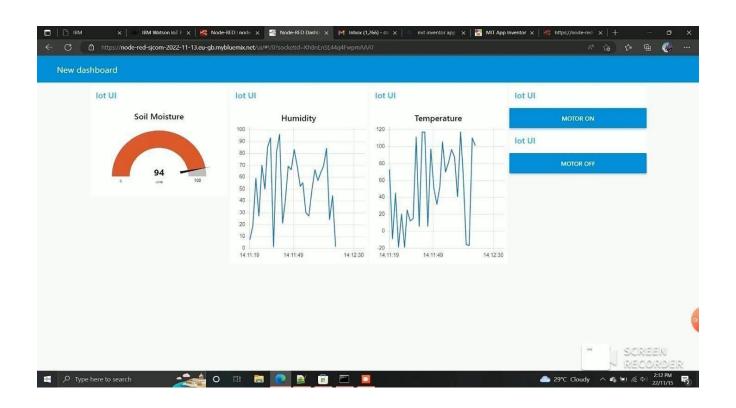


to interact with the software before its official release to see if any features have been overlooked or if it contains any <u>bugs</u>. UAT can be done in-house with volunteers, by paid test subjects using the software or by making the test version available for download as a free trial. The results from the early testers are forwarded to the developers, who make final changes before releasing the software commercially.

9.RESULTS

9.1 PERFORMANCE METRICS

You can monitor system performance using metrics in IBM® Cognos® Administration, which allows you to diagnose and fix problems quickly. For example, you may want to know if there are more than 50 items in a queue or if any item has been waiting in a queue for longer than a specified amount of time. You must have the required permissions to access **IBM Cognos Administration** Capabilities. Using metrics, you can assess the status of the system as a whole, along with the status of individual servers, dispatchers, and services. You can view the attributes for each metric score, set the threshold values that are used to calculate metric scores, and reset metrics. You may want to refresh report service connections if a PowerCube has been rebuilt. You can also perform functions such as starting and stopping dispatchers or services Stopping and starting dispatchers and services, and unregistering dispatchers Removing dispatchers from the environment. You can use log files to analyze long-range performance and usage Setting up logging. You can create a metric dump file for troubleshooting purposes.



10. ADVANTAGES AND DISADVANTAGES

ADVANTAGES

- A remote control system can help in working irrigation system valves dependent on schedule. Irrigating remote farm properties can be exceptionally troublesome and labor- intensive. It gets hard to comprehend when the valves were started and whether the ideal measure of water was distributed.
- For situations where a quick reaction is required, manual valve actuation may not be conceivable constantly. Thus, remote observing and control of irrigation systems, generators or wind machines or some other motor-driven hardware become the next logical step.
- Various solutions are available to monitor engine statistics and starting or stopping the engine. When the client chooses to begin or stop the motor, the program transmits a sign to the unit within seconds by means of a mobile phone system.
- Submersible weight sensors or ultrasonic sensors can screen the degree of tanks, lakes, wells and different kinds of fluid stockpiling like fuel and compost. The product figures volume dependent on the tank or lake geometry after some time.
 It conveys alarms dependent on various conditions.

DISADVANTAGES

 One huge disadvantage of smart farming is that it requires an unlimited or continuous internet connection to be successful. This means that in rural communities, especially in the developing countries where we have mass crop production, it is completely impossible to operate this farming method.

- In places where internet connections are frustratingly slow, smart farming will be an impossibility. As pointed out earlier, smart farming makes use of high techs that require technical skill and precision to make it a success.
- It requires an understanding of robotics and ICT. However, many farmers do not have these skills. Even finding someone with this technical ability is difficult or even expensive to come by, at most. And, this can be a discouraging factor hindering a lot of promising farmers from adopting it.
- The smart agriculture needs availability of internet continuously. Rural part of most of the developing countries do not fulfil this requirement. Moreover internet connection is slower.
- The smart farming based equipment require farmers to understand and learn the use of technology. This is major challenge in adopting smart agriculture farming at large scale across the countries

11.CONCLUSION

Farmers can benefit greatly from an IoT-based smart agriculture system. As a result of the lack of irrigation, agriculture suffers. Climate factors such as humidity, temperature, and moisture can be adjusted dependent on the local environmental variables. This technology also detects animal invasions, which are a major cause of crop loss. This technology aids in the scheduling of irrigation based on present data from the field and records from a climate source. It helps in deciding the farmer to whether to do irrigation or not to do. Continuous internet connectivity is required for continuous monitoring of data from sensors. This also can be overcome by using GSM unit as an alternative of mobile app. By GSM, SMS can be sent to farmers phone.

12. FUTURE SCOPE

- In the current project we have implemented the project that can protect and maintain the the crop. In this project the farmer monitor and control the field remotely. In future we can add or update few more things to this project
- We can create few more models of the same project ,so that the farmer can have information of a entire.
- We can update the this project by using solar power mechanism. So that the power supply from electric poles can be replaced with solar panels. It reduces the power line cost. It will be a one time investment. We can add solar fencing technology to this project.
- We can use GSM technology to this project so that the farmers can get the information directly to his home through SMS. This helps the farmer to get information if there is a internet issues.
- We can add camera feature so that the farmer can monitor his field in real time.
 This helps in avoiding thefts.

13.APPENDIX

SOURCE CODE

```
Import wiotp.sdk.device
import time
import os import
datetime import
random myConfig
={
  "identity": {
     "orgId": "Ohzydu",
    "typeId": "NodeMCU",
    "deviceId": "12345"
  },
  "auth": {
    "token": "12345678"
  }
}
client =
wiotp.sdk.device.DeviceClient(config=myConfig,logHandlers=None)
client.connect()
def myCommandCallback (cmd):
  print("Message received from IBM IoT Platform: %s"
 %cmd.data['command']) m=cmd.data['command']
 if (m=="motoron"):
   print("Motor is switchedon")
  elif (m=="motoroff"):
   print ("Motor is switchedOFF")
 print (" ")
while True:
  moist =random.randint (0,100)
  temp=random.randint (-20, 125)
  hum=random.randint (0, 100)
```

GITHUB LINK

https://github.com/IBM-EPBL/IBM-Project-1293-1658383415

DEMO VIDEO LINK

https://drive.google.com/file/d/1PhOKYFKBQ1M3w-KYf5aoCf2VztyCZo3_/view?usp=drivesdk