

Project Design Phase-I – Problem Solution

Project Title: FERTILIZER RECOMMENDATION USING DISEASE PREDICTION

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	1. CUSTOMER SEGMENTS Farmers are the main clients for problems with selecting the proper fertilisers.	5. AVAILABLE SOLUTIONS The deep learning algorithm will solve the current issues and produce superior outcomes.	8. CHANNELS OF BEHAVIOUR Online Early dataset recognition using deep learning algorithms Offline It increases the yield of their crops and cuts down on losses.	
	2. JOBS TO BE DONE / PROBLEM It recommends beneficial nutrients for their herbs and foresees plant diseases that may impact their plants.	6. CUSTOMER CONSTRAINTS This is essentially a web application that is compatible with all devices, and the resolution to their issue will take one minute.	9. PROBLEM ROOT CAUSE Farmers want to enhance productivity quickly and cheaply, but the traditional method is quite expensive.	
	3. TRIGGERS People will believe that we offer a variety of affordable, valuable services. 4. EMOTIONS: BEFORE / AFTER It reduces the burden, stress, expense, and time placed on farmers.	7. BEHAVIOUR <ul style="list-style-type: none">• The use of this programme allows farmers to simply afford a professional.• It boosts their field growth and speeds up their processes while saving time.• It guarantees the causes beforehand and offers remedies before the damage occurs.	10. YOUR SOLUTION Apply deep learning algorithms to categorise various illnesses as caused by bacteria, fungus, or viruses. Afterward, depending on measurements, suggest nutrients to the damaged plants.	