



### 3. TRIGGERS

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What triggers customers to act?

Seeing neighbor's farm which was fully health and didn't have any kind of diseases in their plant which makes farmer to get trigger and also farmer calculate his yield if this diseases is continued so they didn't even get their food for their life.

### 4. EMOTIONS: BEFORE / AFTER

EM

How do customers feel when they face a problem or a job and afterwards?

Before they lost hope ,feeling badly , some times they decide leave agriculture too. But now using our web application they feel very happy because all their problem related to their plant disease and Fertilizer recommendation are easy get by farmer.

### 10. YOUR SOLUTION

SL

First we want to download dataset in that data we want to upload the diseases fruit and vegetables affected leaves of plant and also fertilizer for those affected leaves of plant then train and load ,test it then using CNN Layer we got predict of which kind of diseases it was and recommend fertilizer for that diseases.

The costumer that means farmer wantsto open our website in that there is home and predict option if we choose predict button then the page will be open we want choose it was fruit or vegetables leaves then we want to upload the image of affected plant then click predict button and the result will telecast to the farmer which kind of diseases it was and give what kind of fertilizer to be recommended for that affected plant.

### 8. CHANNELS of BEHAVIOUR

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#### 8.1 ONLINE

What kind of actions do customers take online?

This website is fully depend on online and all action are down using online mode only.

#### 8.2 OFFLINE

What kind of actions do customers take offline ?

Customer can take screenshot from where they see details on online .

Using that they want go to fertilizer shop and buy that fertilizer and put it on to their farm and feel happy because their problems are going to end.