

AGRI GUIDE

ABSTRACT

Agri Guide is a C++ project. The main objective was to make us understand how simple it is to convert a real life problem into a program, using all the object oriented programming concepts.

The purpose of having a project like Agri Guide is to make the process of selecting a crop easier for layman.

If we input the land size, it gives us a list of all suitable crops along with additional requirements.

This project doesn't introduce any new technology or invention. It simply digitises a small concept.

SCOPE

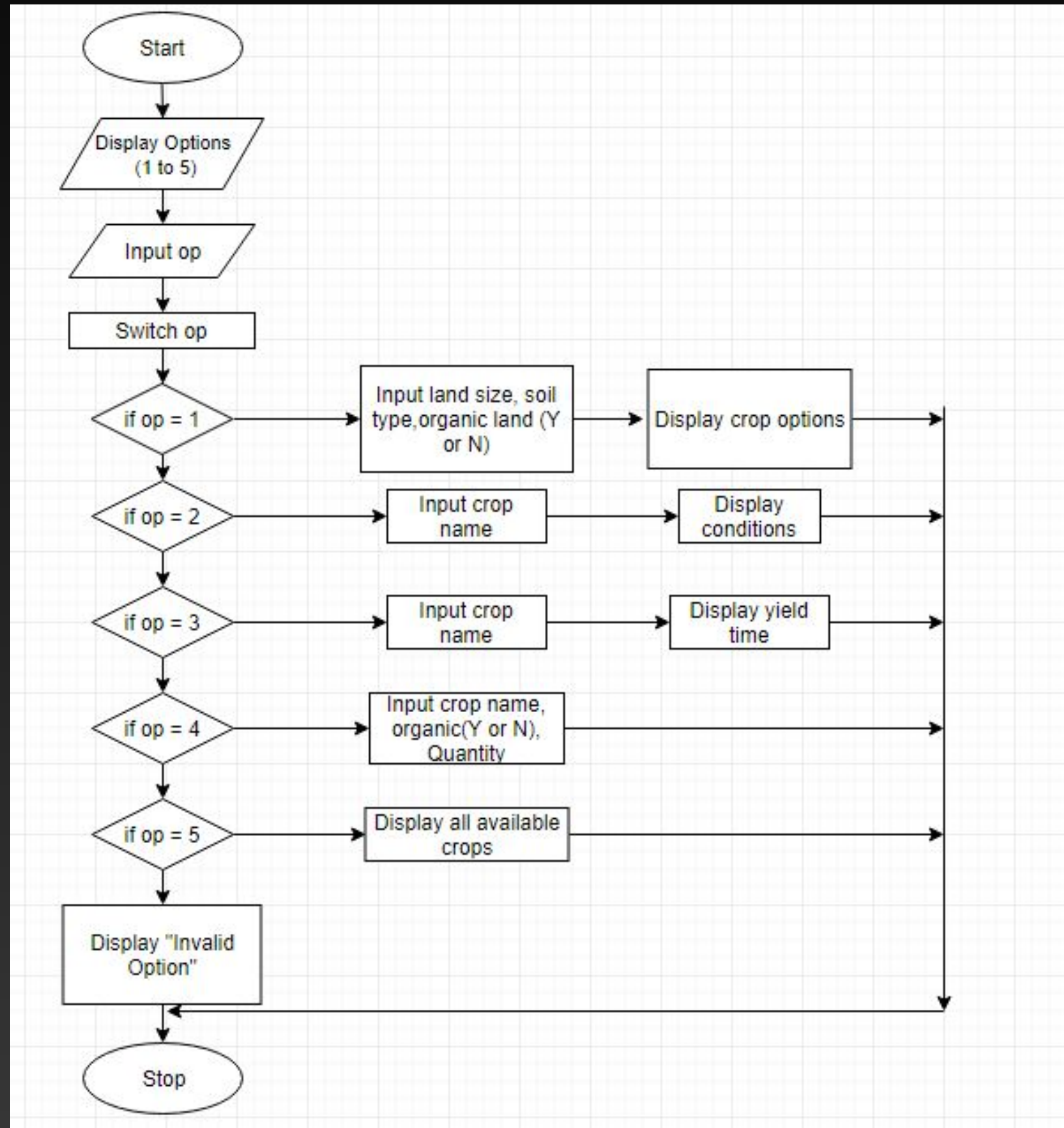
Scope is one of the most important aspects when it comes to a project or a business.

If we choose to take this further, we can add more functionalities such as,

- a marketplace where farmers or regular users can buy or sell their yield,
- a page with pesticide/fertiliser details (pros/cons),
- a marketplace for farming accessories,
- a page with advantages of organic farming,

Though there aren't any complexities in this motivating us to take it further, in my understanding this has a huge scope as a blog or as a agro specific e-commerce page.

FLOWCHART



PROJECT OBJECTIVES

- Make selection of crop easy
- Make it understandable to layman
- Easy to use
- Understand all the concepts of OOP

REQUIREMENTS

HARDWARE

- Processor : Intel i3 core and above
- Speed : 3.20Ghz to 3.60GHz
- RAM : 512 MB and above

SOFTWARE

- User Interface : Java
- IDE : Eclipse IDE 2019-12
- Database : MySQL
- Operating System : Windows 10

FUNCTIONALITY

ADMIN

- Can add a new crop
- View all crops

USER

- Input his/her land size and get the list
- View Yield time of crops
- Buy
- Sell

OUTPUT SNIPPETS

```
Enter the 4 digit password : pass
1. Login as Admin
  2. Login as User
  1
Enter the number of crops available : 1
Enter crop name : Rice
Enter crop code : 100
Enter minimum land size required : 10
Enter yield time : 10
Ideal Temperature : 32
```

```
Enter the 4 digit password : pass
1. Login as Admin
  2. Login as User
  2
Enter the option you'd like to perform :
  1. Crop suggestion
  2. Favourable Conditions
  3. Yield Time
  4. Sell a crop
  5. Buy a crop
  1
Enter your land size : 10
Possible options for your land are :
```


CONCLUSION

With the help of this project, I have clearly understood how easy it is to cover real life problems into programs with the help of Object Oriented Programming.

The process of selecting a crop is filled with doubt. No farmer without prior knowledge can predict the outcome of a crop.

This project aims at making the selection of the crop easy for farmers. Which in return will increase the yield.

Thank You