# **BLOCK CHAIN PROJECT**

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PROJECT NAME	AGRICULTURE DOCS CHAIN

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# **CONTENTS:**

SI.NO	TITLE	PAGE.NO
1.	INTRODUCTION	3
2.	LITERATURE SURVEY	4
3.	IDEATION & PROPOSED	5
	SOLUTION	
4.	REQUIREMENTS ANALYSIS	8
5.	PROJECT DESIGN	9
6.	PROJECT PLANNING &	11
	SCHEDULING	
7.	CODING & SOLUTIONING	12
8.	PERFORMANCE TESTING	13
9.	RESULTS	14
10.	ADVANTAGES &	14
	DISADVANTAGES	
11.	CONCLUSION	15
12.	FUTURE SCOPE	15
13.	APPENDIX	16

### **AGRICULTURE DOCS CHAIN**

SI.NO	INTRODUCTION
1.	PROECT OVERVIEW
2.	PURPOSE

#### 1.1 PROJECT OVERVIEW

As a new generation of information technology, block chain plays an important role in business and industrial innovation. The employment of block chain technologies in industry has increased transparency, security and traceability, improved efficiency, and reduced costs of production activities.

### 1.2 PURPOSE

Using block chain for agriculture has enabled farmers to earn more returns as compared to traditional approaches. In the future, the implementation of block chain technology offers a promising solution to create a safer, more reliable, sustainable, and more efficient system.

### 2.LITERATURE SURVEY

#### 2.1 EXISTING PROBLEM

Block chain technologies can track all types of information about plants, such as seed quality, and crop growth, and even generate a record of the journey of the plant after it leaves the farm.

#### 2.2 REFERENCES

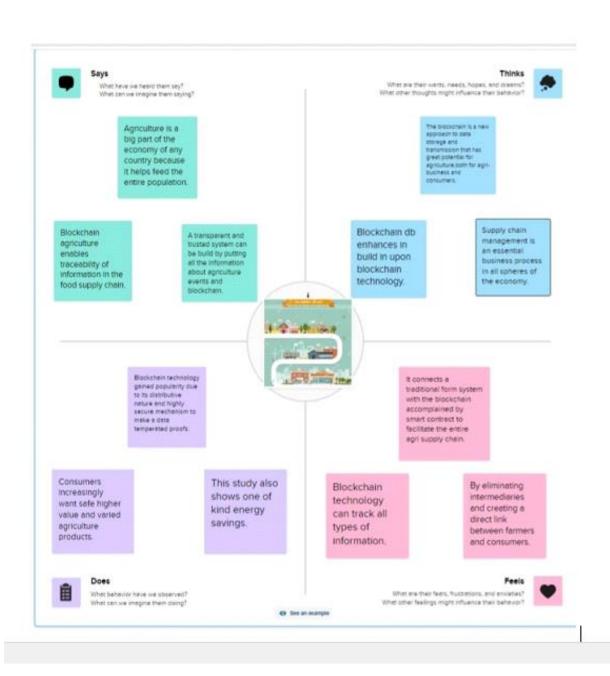
Smart contracts on the block chain can automate transactions, payments, and other processes, reducing the need for intermediaries and cutting transaction costs. For example, block chain can enable farmers to sell their crops directly to consumers or retailers, bypassing traditional middlemen and reducing costs,

### 2.3 PROBLEM STATEMENT / DEFINITION

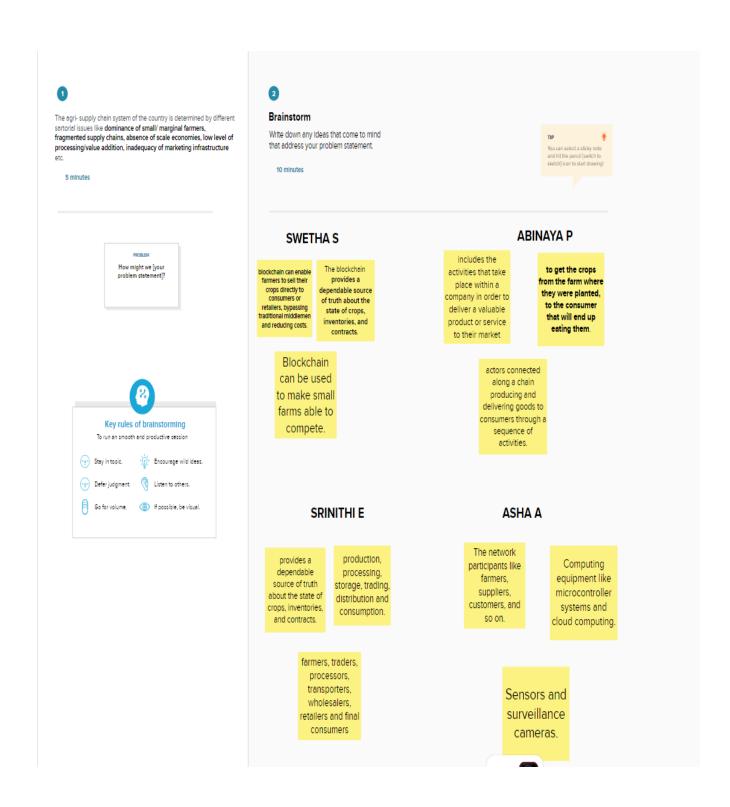
Block chain technologies can track all types of information about plants, such as seed quality, and crop growth, and even generate a record of the journey of the plant after it leaves the farm.

### 3.IDEATION & PROPOSED SOLUTION

### 3.1 EMPATHY MAP



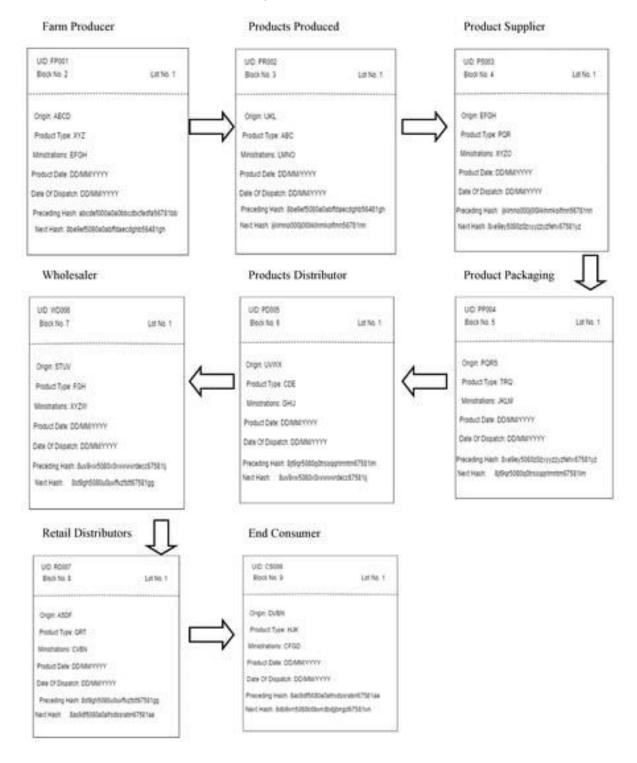
### 3.2 IDEATION & BRAINSTORMING





### **4.REQUIREMENT ANALYSIS**

## **4.1 FUNCTIONAL REQUIREMENT**

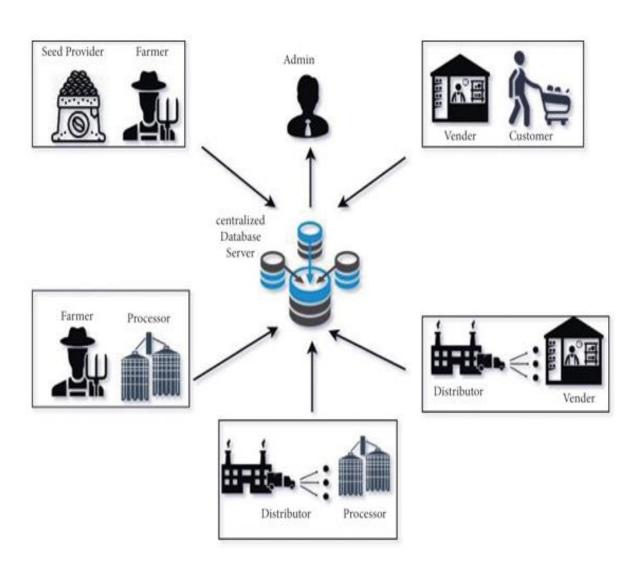


## **4.2 NON – FUNCTIONAL REQUIREMENT**

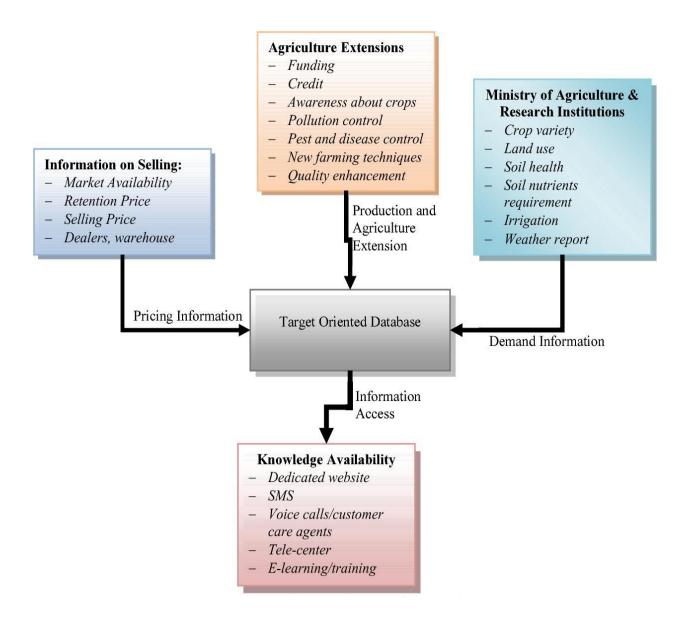
Non-functional requirements are product constraint or the features the system provides. They include constraints on timing, technology limits, and limitations imposed by standards

### **5.PROJECT DESIGN:**

### **5.1 DATA FLOW DIAGRAMS & USER STORIES**

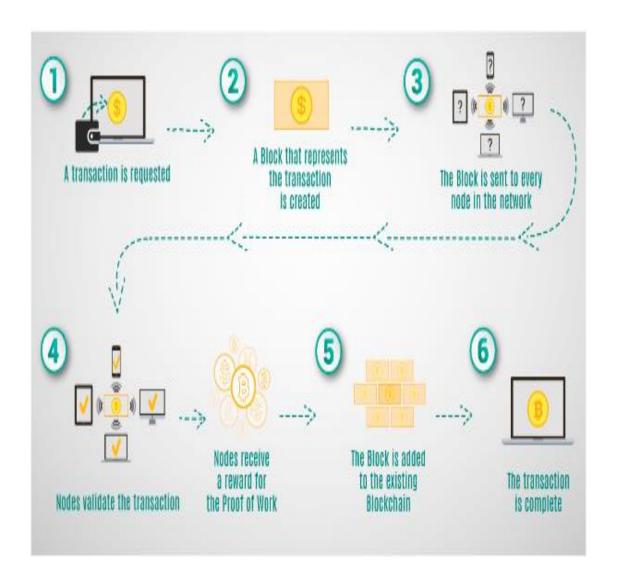


### **5.2 SOLUTION ARCHITECTURE**



## **6.PROJECT PLANNING & SCHEDULING**

## **6.1 TECHNICAL ARCHITECTURE**



### 7.CODE & SOLUTIONING:

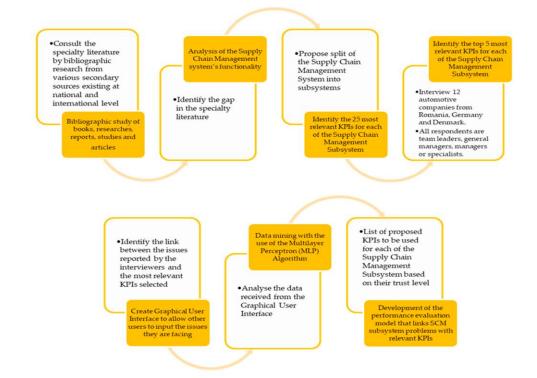
#### 7.1 FEATURES

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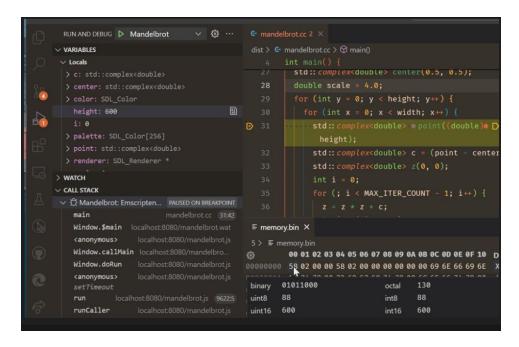
### **8.PERFORMANCE TESTING:**

### **8.1 PERFORMANCE METRICS**



### 9.RESULTS:

### **9.1 OUTPUT**



### **10.ADVANTAGES & DISADVANTAGES:**

### **ADVANTAGES**

Some important advantages are: Reduction of product losses in transportation and storage. Increasing of sales. Dissemination of technology, advanced techniques, capital and knowledge among the chain partners.

### **DISADVANTAGES**

Modern farming methods have overused the natural resource base. Increased use of fertilizers has led to the loss of soil fertility. The use of groundwater for tube well irrigation has led to water depletion. Modern farming methods require a great deal of capital.

#### 11.CONCLUSION:

Using block chain for agriculture has enabled farmers to earn more returns as compared to traditional approaches. In the future, the implementation of block chain technology offers a promising solution to create a safer, more reliable, sustainable, and more efficient agri-food system.

#### **12.FUTURE SCOPE:**

Using blockchain for agriculture has enabled farmers to earn more returns as compared to traditional approaches. In the future, the implementation of blockchain technology offers a promising solution to create a safer, more reliable, sustainable, and more efficient agri-food system.

With blockchain, supply chain companies can document production updates to a single shared ledger, which provides complete data visibility and a single source of truth. Because transactions are always timestamped and up to date, companies can query a product's status and location at any point in time.

# 13.APPENDIX:

#### **SOURCE CODE**

```
Dyscode
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                                                                                                                                                                                  18 layout.ts
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                                                                                                                      Copyright (c) Microsoft Corporation. All rights reserved
                15 part.ts src\vs\werkbench\browser
                18 layoutts src\w\workbench\browser
          × in actions.ts srcvolworkbench/browser

    ∨ vscoot

                                                                                                                    import ( IAction ) from 'vs/base/common/actions';
                                                                                                                    import ( Disposable, DisposableStore, IDisposable ) from 'vs/base/common/lifecycle';
        ∨ src
                                                                                                                    import { Emitter, Event } from 'vs/base/common/event';
          > typings
                                                                                                                    import ( MenuId, IMenuService, IMenu, SubmenuItemAction, IMenuActionOptions ) from 'vs/pla
           V W
                                                                                                                    import { IContextKeyService } from 'vs/platform/contextkey/common/contextkey';
            ) base
                                                                                                                    import { createAndFillInActionBarActions } from 'vs/platform/actions/browser/menuEntryActi
             > code
                                                                                                                    class MenuActions extends Disposable (
             > editor
             > platform
                                                                                                                              private readonly menu: IMenu;

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∨ browser

                  > actions
                                                                                                                              private _secondaryActions: [Action[] = [];
                                                                                                                              get secondaryActions() { return this._secondaryActions; }
                  ) media
                 ) parts
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                                                 dist > @ mandelbrotcc > @ main()

∨ VARIABLES

 ∨ Locals
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  > center: std::complex<double>
                                                   28
                                                           for (int y = 0; y < height; y++) {
  > color: SDL_Color
                                           height: 600
                                                              for (int x = 0; x < width; x \leftrightarrow)
    i: 0
                                               0
                                                               std::complex<double> = point((double) |
  > palette: SDL_Color[256]
                                                                 height);
  > point: std::complex<double>
                                                                std::complex<double> c = (point -
  > renderer: SDL_Renderer *
                                                                std::complex<double> z(0, 0);
) WATCH
                                                                int i = 0;
V CALL STACK
                                                                for (; i < MAX_ITER_COUNT - 1; i++) {

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    Window.Smain
    <anonymous>
                                                5 > 

memory.bin
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    Window.doRun
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                                                                                  octal
    setTimeout
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                                                uint8
                                                                                  int8
    runCaller
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    $ 11 labels.ts srowtworkbendribrowser
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   ¥ #0
    > typings
    YW.
                                                     private registerLayoutListeners(): void {
     ) base
     ) code
     ) editor
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     > platform
                                                              if (!this.isVisible(Parts.EDITOR_PART)) (
                                                                  this.toggleMaximizedPanel();
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       ) actions
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                                                         this.editorGroupService.whenRestored.then(() => {
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       15 actions.ts
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       15 codeedforts
                                                              this._register(this.editorGroupService.onDidActivateGroup(showEditorIfHidden)
       TN composite.ts
```

Settings editor search adjustments

**GITHUB LINK:** <a href="https://github.com/P-">https://github.com/P-</a>

ABINAY/NM2023TMID01235

PROJECT DEMO LINK: <a href="https://youtu.be/MDqemcrLlj4?si=z-">https://youtu.be/MDqemcrLlj4?si=z-</a>

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