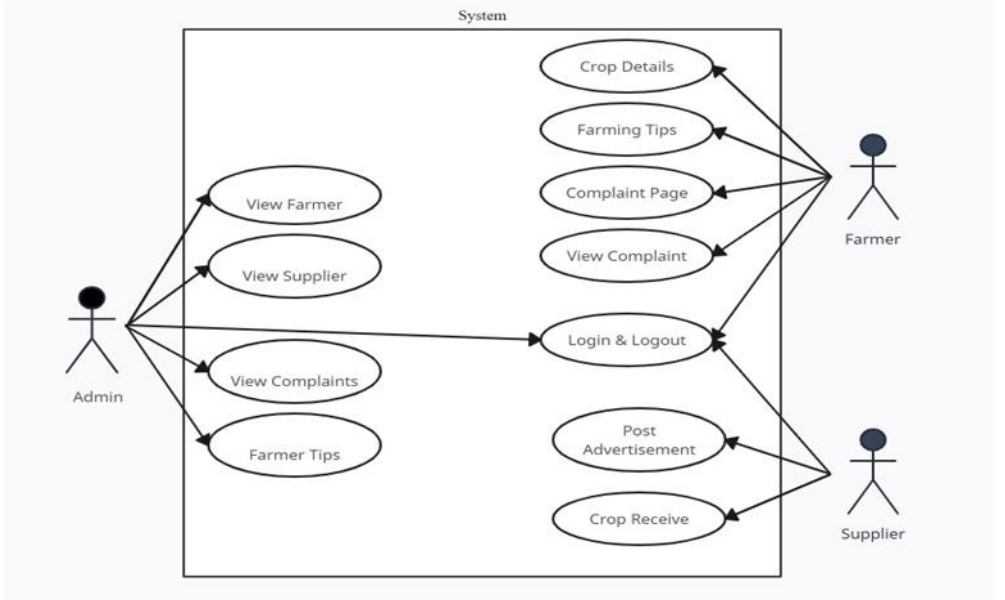




Post Graduate Diploma in Advanced Computing (PG-DAC)

March 2023 Batch

Group Number	Group - 8
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Title	E-Farming
Objective	1. To provide a platform for smooth flow of food grain resources management. 2. To provide a user-friendly and accessible interface for both farmer and wholesaler. 3. The ultimate objective is to get the prediction for future food grain resource which will try to match the supply with demand of population. 4. Keep a track on wholesaler about from where is he going to buy the resources at an appropriate cost. 5. Also keep track on stock piling from market.

<p>Abstract</p>	<p>E-Farming is a web application developed for farmers. This application gives suppose to the village farmers who want to use this facility and who want to learn how is it possible and how they can use e-farming to sell their products.</p> <p>If the farmers have knowledge of computer, then they can directly register in the site and sell their product otherwise they can contact company's computer professional who will schedule classes to teach the basics of computers and internet. They can know how they can open this site and register with it and sell their products online etc.</p> <p>In this project It has a facility for admin login through which the admin can monitor the whole system. The facility for the sellers can update the product and set the prices of products. The facility for the buyers can check the products and buy the products with availability of the stock.</p>
<p>Project Architecture</p>	 <pre> graph LR subgraph System Admin((Admin)) Farmer((Farmer)) Supplier((Supplier)) ViewFarmer([View Farmer]) ViewSupplier([View Supplier]) ViewComplaints([View Complaints]) FarmerTips([Farmer Tips]) CropDetails([Crop Details]) FarmingTips([Farming Tips]) ComplaintPage([Complaint Page]) ViewComplaint([View Complaint]) LoginLogout([Login & Logout]) PostAd([Post Advertisement]) CropReceive([Crop Receive]) end Admin --> ViewFarmer Admin --> ViewSupplier Admin --> ViewComplaints Admin --> FarmerTips Admin --> LoginLogout Farmer --> CropDetails Farmer --> FarmingTips Farmer --> ComplaintPage Farmer --> ViewComplaint Farmer --> LoginLogout Supplier --> PostAd Supplier --> CropReceive </pre> <p>The diagram illustrates the project architecture of the E-Farming system. It features three main actors: Admin, Farmer, and Supplier. The Admin actor interacts with five use cases: View Farmer, View Supplier, View Complaints, Farmer Tips, and Login & Logout. The Farmer actor interacts with five use cases: Crop Details, Farming Tips, Complaint Page, View Complaint, and Login & Logout. The Supplier actor interacts with two use cases: Post Advertisement and Crop Receive. All use cases are contained within a rectangular boundary labeled 'System'.</p>
<p>Scope of work</p>	<ol style="list-style-type: none"> 1. In future we can update and delete the products by the farmers. 2. The admin can access the products and can make changes if any relevant data to added. 3. Individual Authentication system with photo ID for login of Farmer module and Buyer module login. 4. Can be shifted to mobile website.

Technologies used	<p>Front End: HTML5, CSS3, Bootstrap5, JavaScript</p> <p>Back End: JSP, Servlet,JDBC</p> <p>Database: MYSQL/Workbench</p> <p>IDE : Eclipse</p>
Application	<ol style="list-style-type: none"> 1. It provides a user-friendly interface which is easy to use. 2. Requirement of products information becomes easier by seller. 3. The buyer can check the list of products available accordingly he will buy the product. 4. Supply and demand of resources be easy.
Project Timelines (Total:120 hours)	<p>Time plan of the Project:</p> <ol style="list-style-type: none"> 1. Abstract 2. ER Diagram and Database 3. Coding 4. Code Testing 5. Project Report