**Introduction**

* Agriculture is the art and science of cultivating the soil, growing crops and raising livestock. It includes the preparation of plant and animal products for people to use and their distribution to markets, agriculture provides most of the world’s food and fabrics. Cotton, wool, and leather are all agricultural products. Agriculture also provides wood for construction and paper products.
* The main goal of the project is to solve the agriculture problem using an internet data based graphical where by an information about agriculture can be accessed in data center by all farmers. The system will be simple to design, and user-friendly system, which can receive and display information in a particular manner with respect to date and time so that the user can easily access or know the latest news about different factors for a successful agriculture activities.

**Problem statement**

* The system which exists and used by most farmers so as to get information about agriculture sector and how to cultivate more crops did not provide much details to them and hence got some challenges. The information provided by most of this system are not very friendly to people to understand since farmers did not give a chance to ask any kind of questions and share ideas with other farmers and some information are outdated this means did not based much on how agriculture improve now days and keep those details so as farmers can be aware of what they are doing.

**General Objectives**

The main objective of this project is to develop an Agriculture collaboration Data Center System