

THE UNIVERSITY OF AZAD JAMMU AND KASHMIR, MUZAFARABAD

Project Proposal

Farming Management System

Submitted By: Group #02

Department: BS Software Engineering

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Semester: 2nd Semester

Course: Object-Oriented Programming (OOP)

Date of Submission: August 8, 2025

Department of Software Engineering

1. Introduction:

Agriculture is the backbone of many economies. Farmers often struggle with managing land, crops, equipment, and resources efficiently. This project aims to provide a simple yet powerful farming management system to help farmers track and manage their farming activities using object-oriented principles.

2. Objectives:

- To create a system that manages plots, crops, and farming equipment.
- To apply OOP principles like encapsulation, inheritance, polymorphism, and abstraction.
- To provide an easy interface for assigning crops to land and tracking their growth.
- To manage inventory items like seeds and fertilizers.
- To improve productivity and planning in farming operations.

3. Scope of the Project:

The system will allow a farmer to:

- Add and manage multiple land plots
- Assign crops to plots and monitor their status
- Manage farming equipment and inventory
- View weather conditions (basic mockup logic)
- Track sowing and harvesting dates



4. Modules / Functionalities:

Module	Description
Farmer Management	Add/view farmers' basic info
Land Management	Manage land plots, assign crops
Crop Management	Add crops, view growth/harvest status
Equipment Management	Assign tools/equipment to land
Inventory Module	Track and use farming items (seeds, fertilizer)
Weather Module (Optional)	Show simple weather info for sowing help

UML Diagram for Farming Management System -userID : int -name: string +login(): string +viewProfile(): void -farmerID : int -name: string $\hbox{-contactInfo}: string$ +addFarmer(): void +viewFarmer(): void Equipment LandPlot -equipmentID: int -plotID : int -name: string -size : double -status : string -location: string $\hbox{-type}: \hbox{string}$ +assignCrop() : void +assignToPlot(): void +viewStatus(): void +viewEquipment(): string Inventory Crop -cropID : int $\hbox{-itemID}: int\\$ -itemName: string -name: string -quantity : int -growthStage : string -type : string -harvestDate : Date +addItem(): void +harvestCrop(): void +addCrop(): void +useItem(): bool +viewInventory(): string +viewCrop() : string weatherModule -temprature : double -rainfall : double -forecast: string +showWeather(): string

5. Tool & Technology:

Programming Language: C++

• **IDE:** - Dev C++

• Modeling Tool: - UML diagrams (Class Diagram)

• Database: - File Handling

OOP Concepts Used:

- Classes and Objects
- Inheritance
- Polymorphism
- Encapsulation
- Abstraction

6. Benefits of the System:

- Makes farming tasks easier to plan and organize.
- Helps track crops and equipment usage.
- Improves decision-making with record-keeping.
- Demonstrates real-world application of OOP concepts.

7. Conclusion:

This project will not only serve as a helpful tool for managing farming operations but also enhance the understanding and practical application of object-oriented programming principles in real-world scenarios.