



## THE UNIVERSITY OF AZAD JAMMU AND KASHMIR, MUZAFARABAD

### **Project Proposal**

#### **Farming Management System**

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**Course:** Object-Oriented Programming (OOP)  
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**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:

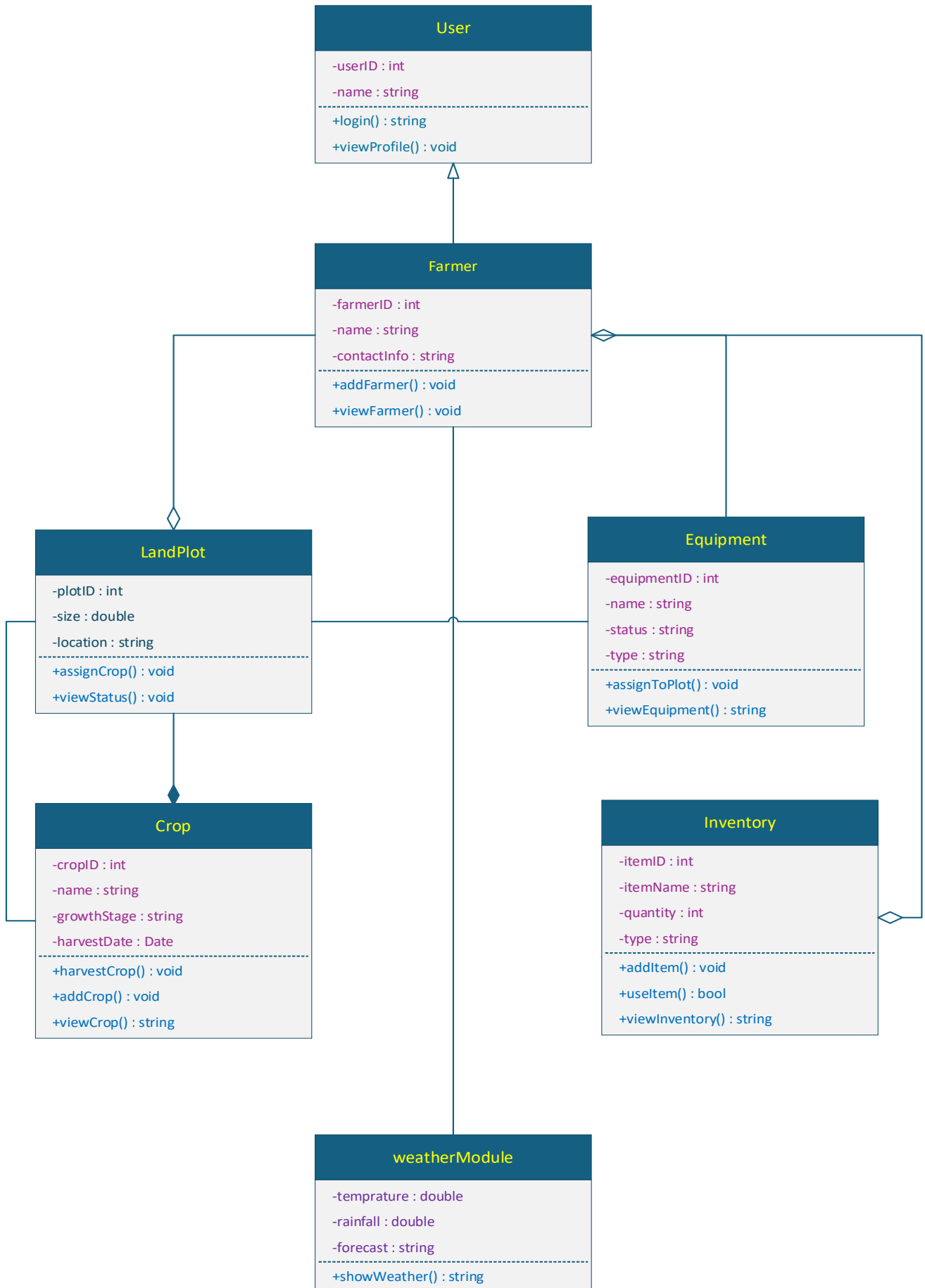
- Add and manage multiple land plots
- Assign crops to plots and monitor their status
- Manage farming equipment and inventory
- View weather conditions (basic mockup logic)
- Track sowing and harvesting dates



## 4. Modules / Functionalities:

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

# UML Diagram for Farming Management System



## 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.