A

Synopsis

on

Design and Implementation of Web based Application on Clever Farming

In the Discipline of

Computer Technology Engineering

Submitted by

Ritika M. Rai (CT18113)
Tanmay B. Dhawale (CT18105)
Pranali Shyamkuwar (CT18001)
Vinay V. Reddy (CT18111)
Himani W. Rokade (CT17049)

Under the Guidance of

Ms. Vaishali Malekar

Department of Computer Technology Engineering

Kavikulguru Institute of Technology and Science, Ramtek

2020-21

Problem Statement

Implementation of Clever Farming Using HTML, CSS, JAVA, JavaScript, and MySQL.

Problem Objectives

The specific objectives of project include,

- Registration for farmers to receive information.
- Ask a Question Interface.
- Buying the essential products online required for better farming such as seeds, pesticides and fertilizers.
- The article and information related to the desired crop will help farmers to improve their productivity and profitability.

Introduction

Clever Farming is a web application for the farmers. Helping the farmers in terms of crop suggestions, precautions based on the Meteorological department forecast of rainfall/weather, potential pest, attacks, weather warning etc. System that provides details to farmer on weather patterns that could impact the crop, possible pest attacks, weather warning. Helping the farmer to be well prepared if there is a pest, insect attack. Buying the essential products online required for better farming such as tools, equipment, fertilizers, seeds, and pesticides from everywhere through internet connectivity.

The main feature of the system includes information retrieval facilities for users from anywhere in the form of obtaining statistical information about fertilizers, research institutes and researches, land availability, diseases. This provides individual information about inter crops related to main crops.

Farmers will get all the new ideas to improve their productivity, and they can buy and sell their products online.

Literature Survey

- HTML

The Hypertext Markup Language, or HTML(Hypertext Markup Language) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

- JavaScript

JavaScript is a dynamic computer programing language. It is lightweight and most commonly used as a part of web pages, whose implementation allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

- CSS

CSS is the acronym of "Cascading Style Sheets". CSS is a computer language for laying out and structuring web pages (HTML or XML). This language contains coding element and is composed of these "cascading style sheets" which are equally called CSS files.

- MySQL

MySQL is an open-source, fast reliable, and flexible relational database management system. MySQL is a database system used for developing web-based software applications. A large number of web developers worldwide are using MySQL to develop web application.

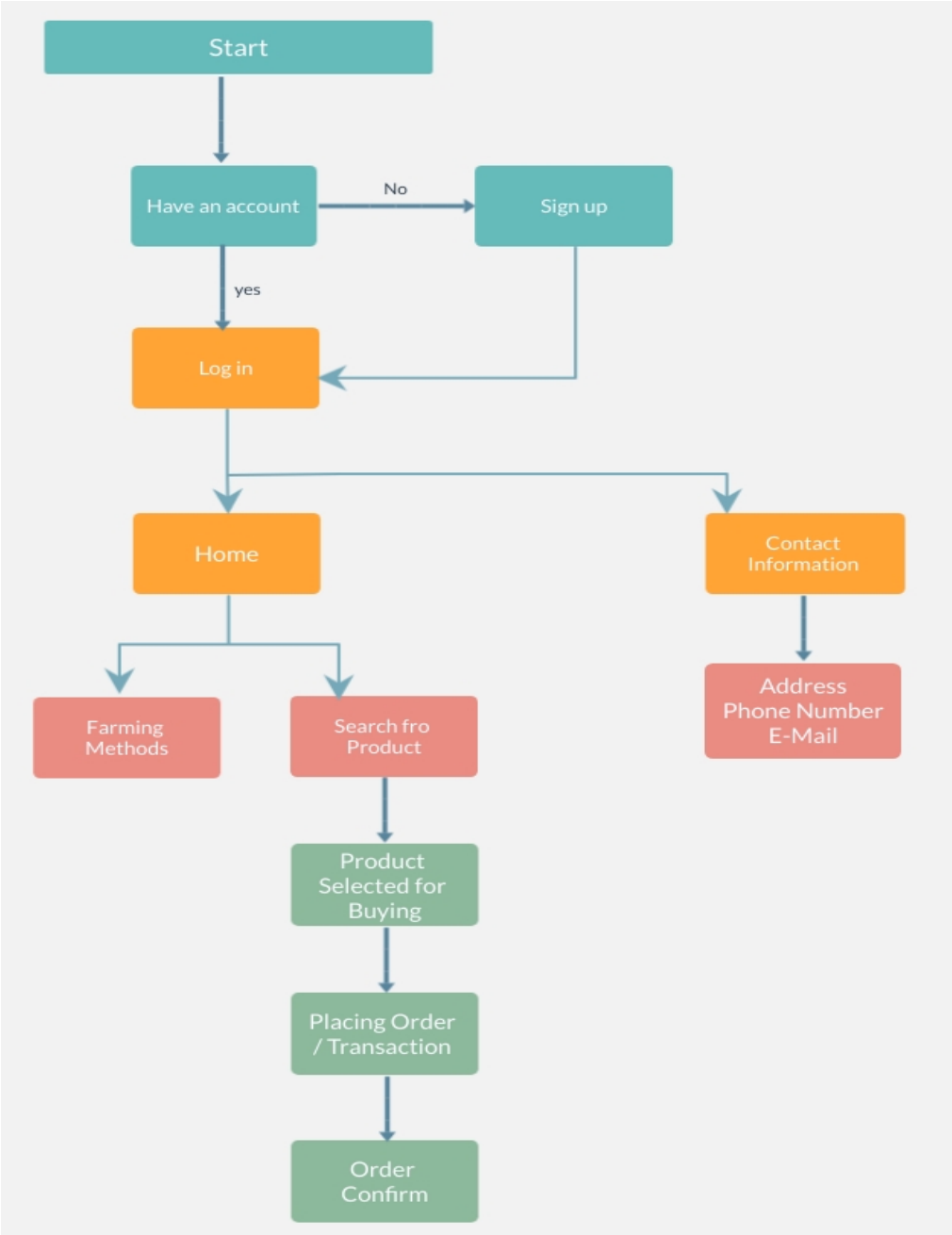
- JAVA

Java is popular and is used in web development by web developers. One of the biggest reasons why Java is so popular is the platform independence. Programs can run on several different types of computer; as long as the computer has a Java Runtime Environment (JRE) installed, a Java program can run on it.

- Eclipse

Eclipse is an integrated development environment (IDE) used in the computer programming. It contains a base workspace and an extensible plug-in system for customizing the environment. Eclipse is written mostly in Java and its primary use is for developing Java applications, but it may also be used to develop application in other programming languages via plug-ins.

Flowchart



Plan of Implementation

- Understanding the project- 1st April to 3rd April 2021
- Gathering information and learning about the project- 4th April to 5th April 2021
- Getting started and birth of the program- 5th April to 12th April 2021
- Making intent and integrating entities- 12th April to 20th April 2021
- Building program functions- 20th April to 24th April 2021
- Integration and other stuff- 24th April to 27th April 2021
- Updating and other stuff- 27th April to 28thApril 2021
- Finishing- 28th April to 30th April 2021

Tools and Technologies

While creating this Clever Farming Project the following technologies are used: -

Front end: - HTML, CSS

Back end: - Java, JavaScript

Database: - MySQL

Reference

- https://www.plugandplaytechcenter.com/resources/new-agriculture-technology-modern-farming/
- https://www.w3schools.com/
- https://en.wikipedia.org/wiki/HTML
- https://www.geeksforgeeks.org/css-tutorials/
- https://en.wikipedia.org/wiki/Eclipse_(software)/