

Vegetable Market Management System for Farmers using E-Platform

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Abstract: In our day to day life we consume food and our survival is based on mainly food. A considerable amount of our food is coming from farms and other means too. These farmers do their hard work for growing and serving many lives across the country, which pays for their source of income. But due to intermediates in the selling of their final products the farmers are unable to make their profit and mostly live poor. By this project we will be able to connect farmers directly to the customer so that direct dealing of products can be accomplished. This will result in a significant decrease in the prices of the products currently available in the market as well as the profit will directly reach the farmers pocket. We are surrounded by technology but there are many people who are still unaware of the benefits of this technology or its use, by the help of this project and the support for the awareness of the projects many farmers will be able to use as well as will be taught how to use this application with its benefits.

Keywords: Android, MySql, Smart phone, Market Rates, Vegetables.

I. INTRODUCTION

As we step forward into the modern era of technology, we may find many engineering related applications very beneficial for improvements into the society. This is the world of technology where people use smart phones for completing their daily tasks like shopping, paying bills, managing work and much more. The idea of this project is to add its features into the lives of the people so that the food which they buy can be bought directly from the farm so that the profit can reach directly to the farmers. Because in India we follow a supply chain of farm product making things too much indirect for the farmers due to which the farmer still remaining poor and the intermediates are gaining profit which ultimately makes them rich. So in order to break that supply chain of indirect sales, we can make use of this application so that the farmer can be connected directly to the customer and the selling can be done accordingly. Since the farmer will be dealing with the customer directly so the prices of the products offered by the farmer to the customer will also be affordable to customer, which will help both the farmer and the customer where the customer can save some money and the farmer will gain extra profit that he deserved.

II. PROBLEM STATEMENT

India is the world largest producer of many fruits and vegetables but there still exist huge gap between per capita demand and supply due to enormous waste during post-harvest storage and handling caused by improper bagging without crating, lack of temperature controlled vehicles, unavailability of cold chain facilities in various parts of country for preserving the produce, along with significant processing of the agricultural produce which results in immense losses to the nation. Hence a proper supply chain management in fruits and vegetables has to be improved in all the stages of the supply by adopting best global practices in storage, packaging, handling, transportation, value added service etc to meet the country's demand of fruits and vegetables.

III. LITERATURE SURVEY

[1] MahaFarm- An Android Based Solution For Remunerative Agriculture. This paper talks about Information and International Research Journal of Engineering and Communication Technology (ICT) in agriculture is an emerging field focusing on the enhancement of agricultural and rural development in India. Using innovation could be a key live within the rural domain. The advancement of ICT may be used for providing correct and timely relevant info and services to the farmers, thereby facilitating an environment for remunerative agriculture. This paper describes a mobile based application for farmers which would exhaustively help them in their farming activities. We propose an android based mobile application – 'MahaFarm' which would include agro-based crop information, weather updates, daily market prices and news/loan informational updates. The application has been designed taking Maharashtra into consideration.

[2] E-Agro Android Application this paper talks about software application is basically for sustainable development of farmers. Many times farmer is confused to take decisions regarding selection of fertilizer, pesticide and time to do particular farming actions. So to avoid this problem this application is very useful. Fertilizer schedule of every form of crop can get registered. Based on sowing date of crop, farmer will get reminders about application of fertilizer, herbicide as per schedule, pesticide for diseases and weather alerts if particular crop exceeds its favorable temperature range. Crop suggestion are given supported Soil kind, geographical location. Farmer will get real time national level crop rates to get more benefit. This system combines fashionable net and mobile

communication systems with GPS for economical and sleek farming. This review paper presents the introduction, theories and analysis of DBMS, use of Smartphone in agriculture. This papers developed on brief study of some common problems faced by the farmers across the nation.

[3] Agriculture Based Android Application. This paper talks about AgriCom is a android based application which provides information to farmers regarding different crops and farming practices and other agricultural products. It is dynamic and interactive to take in the feedback and other input from the end users and can guide people regarding the different procedures that need to be adopted. This project shows a simulation of live environment which takes different aspects into consideration like market - demandand-supply, production forecast, fertilizer preferences etc.

[4] Online Vegetables Pricing System in Android This paper talks about Online Vegetables Pricing System is to manage the price details of the vegetables through online. The purpose of this project is to automate the existing manual system by the help of computerized equipment's and software's. Vegetables worth info may be transfer within the info. Information retrieving and managing is also easy in this Application. Day to Day, the vegetables price information is updated periodically.

IV. PROPOSED SYSTEM

A. Description

Farmer End G.U.I:

- Here the seller will be uploading his products after getting registered to the portal through a registration process.

Customer End G.U.I:

- At the customer end we have the basic customer registration and customer login for the customer to purchase any product from the portal.

NGO End G.U.I:

- Here NGO is the help to the small children to provide the freely food to the all. Here check users remains food from function and collect from them before wastage.

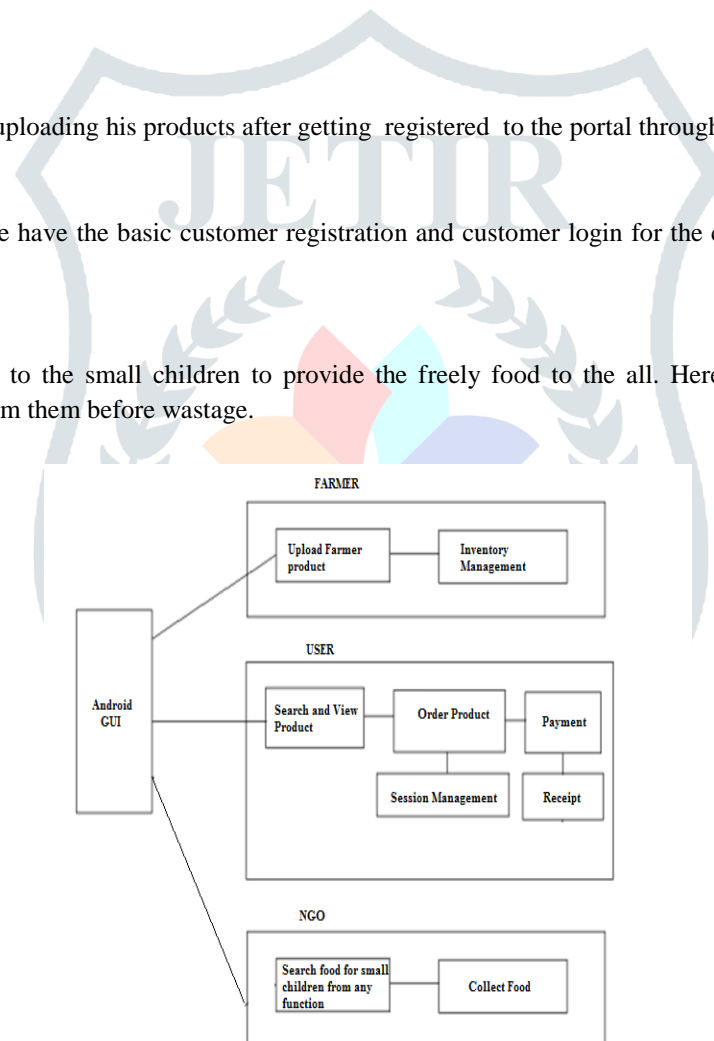


Fig 1. System architecture

B. Algorithm

The algorithm flow:

Step 1:- Start.

Step 2: User Search Farmer fruits, vegetable area wise.

Step 3:- Algorithm will check for the farmer vegetable records in database.

Step 4:- If any record is found in database having all or any of the input record match then the entry that record is added to result array.

Step 5:- Again next records are searched from database for an of the match this records are entered in result array set.

Step 6:- Same procedure is followed throughout until complete database is scanned.

Step 7:- The result string now contain the entire Farmers product available, to the end user.

Step 8: Order Farmer vegetable and fruit.

Step 9: User(NGO) also Check the users vegetable and fruit available any location before wastage that to the small children.

Step 10: If available list then collect form end user.

Step 11: Stop

C. Mathematical Model:

$S = \{s, e, i, o, \text{functions}, DD, NDD, \text{Success}, \text{Failure}\}$

Where,

S = System

s = initial state = Give input farmer food details

e = end state = food and vegetable search, minimize wastage

i = Input = data, Training data

o = output= food and vegetable Area wise search

Functions = {f1, f2, f3}

f1 = Taking food data

f2 = Give inputs Image, Training data

f3= food Category

f4= Using miming food search

Deterministic data = same output from a given condition and return the same result every time

Non deterministic data = result will vary every time for given input

NP Complete: Set of I/O are limited.

Success condition = According to proper inputs

Failure condition = Wrong inputs and wrong output

V. RESULT

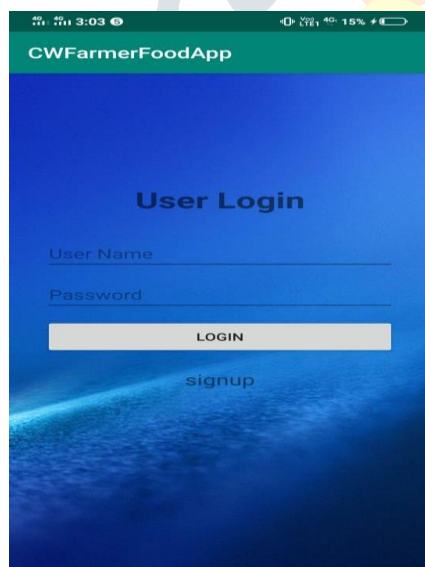


Fig 1. Login Page

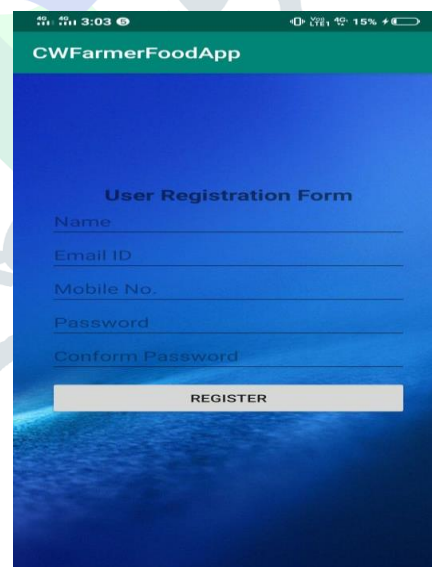


Fig 2. Registration Page

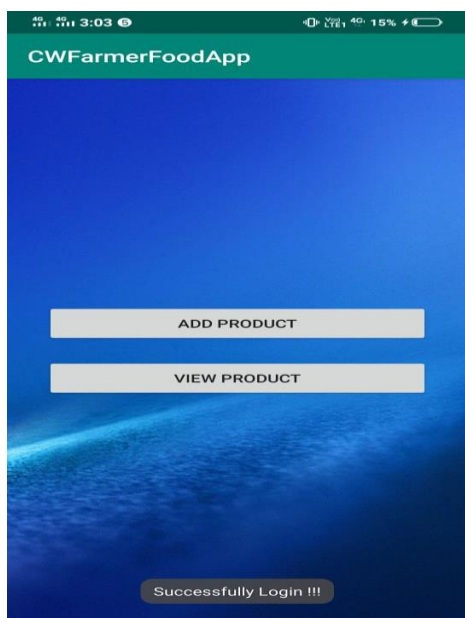


Fig 3. Add/View Product

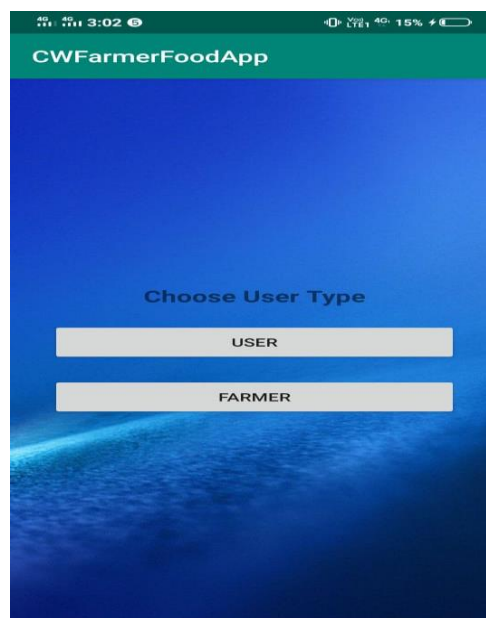


Fig 4. Choose Option User Type

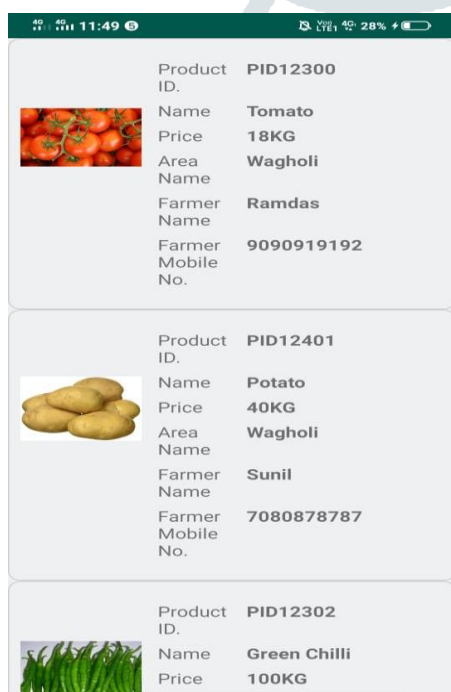


Fig 5. Product Views Details

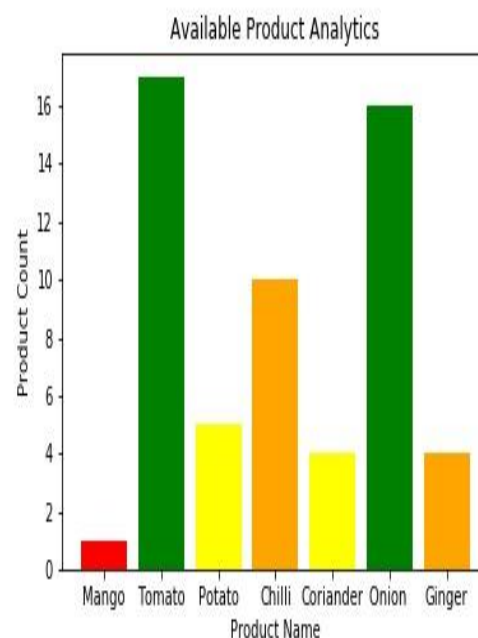


Fig 6. Analysis Graph

VI. CONCLUSION

The proposed system in which we took the idea that will make every farmer reach the homes in there nearby locality or cities by the medium of this android application. In this we have used some simple database. Finally we achieve the farmer profit to directly connect to the end user.

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