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E-FARMING SYSTEM.

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ABSTRACT

E-Farming System in PHP is developed using HTML, CSS, JavaScript, PHP and MYSQL. E-Farming System is an e-commerce platform where farmers can simply rent and rent out farming machinery in addition to buying and selling seeds, fertilizers, pesticides, and other farming supplies. The project has an admin side where we can keep track of all the tools and equipment details. In the administration of this system, the administrator is crucial. The administrator in this project has total access to the network. The agricultural system known as e-farming allows users to both buy and rent machinery. In addition to selling his goods, the vendor also offers machine rental services. It assists knowledgeable farmers in becoming even more knowledgeable. As a result, partnerships are formed with both suppliers and purchasers. To guarantee high-quality products, the E-Farming System will improve communication between farmers and retailers.

KEY WORDS : E-Commerce , Hiring ,Tools and equipments ,Farming products etc.

INTRODUCTION

The farmers can buy farming tools and equipment with the aid of the e-farming system. Renting harvesters and other farming equipment is also beneficial to them. E-farming is a web program that will assist farmers in carrying out agro-marketing, resulting in success and an improvement in their standard of living. With the use of the marketing facility, farmers would be able to see the invoices that were generated and the associated data in their accounts. Farmers and agents will be given a unique ID to use when accessing their accounts, enabling safe access.

1. OBJECTIVES

A prime example of a tool and equipment inventory website is "E- Farming." The buying and selling of farming tools and equipment is made simple for users and farmers by this website. This automated inventory system for farming tools and equipment is designed to make it simple to manage and find each item of equipment and tool. This application may help the farmers to get the equipment in rent.

3. SYSTEM REQUIRMENT

HARDWARE AND SOFTWARE REQUIREMENTS

SOFTWARE REQUIREMENTS:

- ❖ OS : windows 10.
- ❖ DATABASE : MYSQL.
- ❖ FRONT END : HTML,CSS AND JAVASCRIPT.
- ❖ BACK END : MYSQL

HARDWARE REQUIREMENTS:

- ❖ PROCESSOR : Any processor above 500 MHZ.
- ❖ RAM :4 GB.
- ❖ HARD DISK :2 GB free space.
- ❖ INPUT DEVICE : Keyboard, Mouse.
- ❖ OUTPUT DEVICE : Monitor.
- ❖ SYSTEM TYPE :32-bit or 64-bit operating system

4. EXISTING SYSTEM

The process of buying used farming equipment and obtaining it for rental purposes is not computerized. The brand of agricultural tools and equipment that customers prefer to use is hard to locate. To offer his produce to a representative at the moment, the farmer travels to the neighborhood market. Because the agent receives commission, he is unaware of the true price of his product. His existing system does not allow him to make the most money.

5. PROPOSED SYSTEM

He can use this website to make reservations for rental equipment and use the suggested method to make purchases of farming tools and equipment. Farmers can simply sell their products to consumers directly and to others. The farmer can quickly buy the tools and equipment needed for farming with the aid of this program. In this system, farmers can purchase seeds, fertilizer, and pesticides.

6. FRONT END – BACK END

6.1 HTML

The Internet's foundational language is HTML. Hypertext Markup Language is what HTML stands for. Developers can build the fundamental framework of a website using this very straightforward language. HTML is the foundation of even the most complicated websites. A recent Stack Overflow study also found that it is the second-most popular programming language among developers. It's possible that you're wondering why HTML is referred to as a "markup language." This is why HTML (and other markup languages) use tags to annotate, or "mark up," various types of content on a web page and identify the functions each one serves to the page's overall design rather than using a programming language to carry out the desired functional design rather than using a programming language to carry out the desired functions. More often than you may realize, you probably come across HTML snippets. In HTML, "elements," also known as tags, are used to indicate things like the start of a paragraph, the bolding of a font, or the addition of a photo caption. This gives it power over a webpage's appearance, the way that text is divided up and displayed, and what the user sees. HTML is a fantastic starting point for folks who have never used programming languages before.

6.2 CSS

The language used to describe how Web pages are presented, including their colors, design, and fonts, is called CSS. It enables the presentation to be adjusted for use on many sorts of devices, including printers, tiny screens, and huge screens. CSS can be used with any XML-based markup language and is not dependent on HTML. It is simpler to maintain websites, share style sheets across pages, and adapt pages to various contexts because of the separation of HTML and CSS. The separation of structure (or content) and display is what is meant by this.

6.3 PHP

PHP is a general-purpose scripting language geared toward web development. It was originally created by Danish-Canadian programmer Rasmus Lerdorf in 1993 and released in 1995. The PHP reference implementation is now produced by The PHP Group. PHP was originally an abbreviation of Personal Home Page, but it now stands for the recursive initialism PHP: HypertextPreprocessor. The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on a variety of operating systems and platforms.

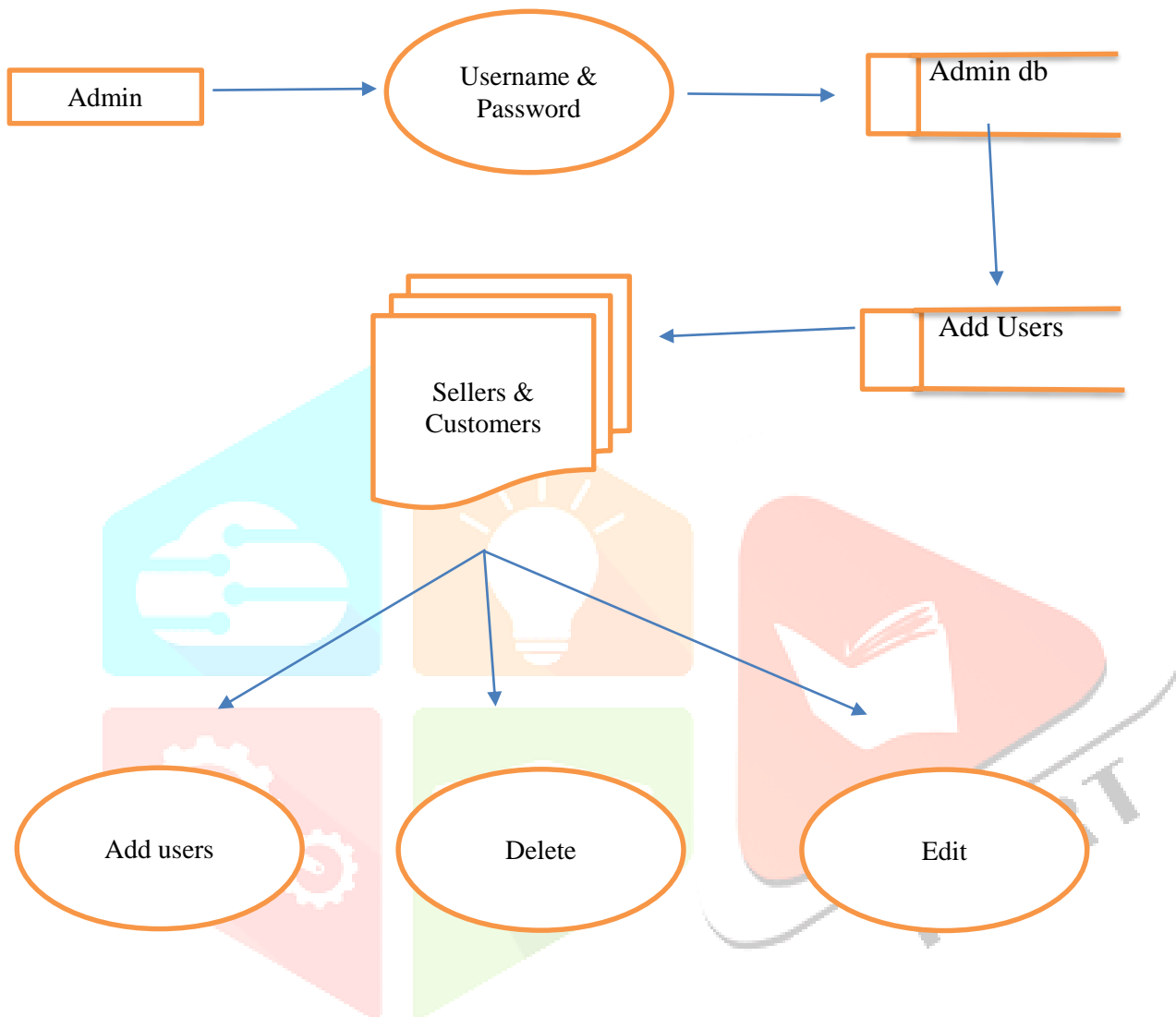
7 DATA FLOW DIAGRAM

Data flow diagram is a graphical representation that depicts information flow and the transforms that are applied as data move from input to output. A data flow diagram may be used to represent a system or software at any level of abstraction. DFD's can be partitioned into levels that represent increasing information flow and functional details.

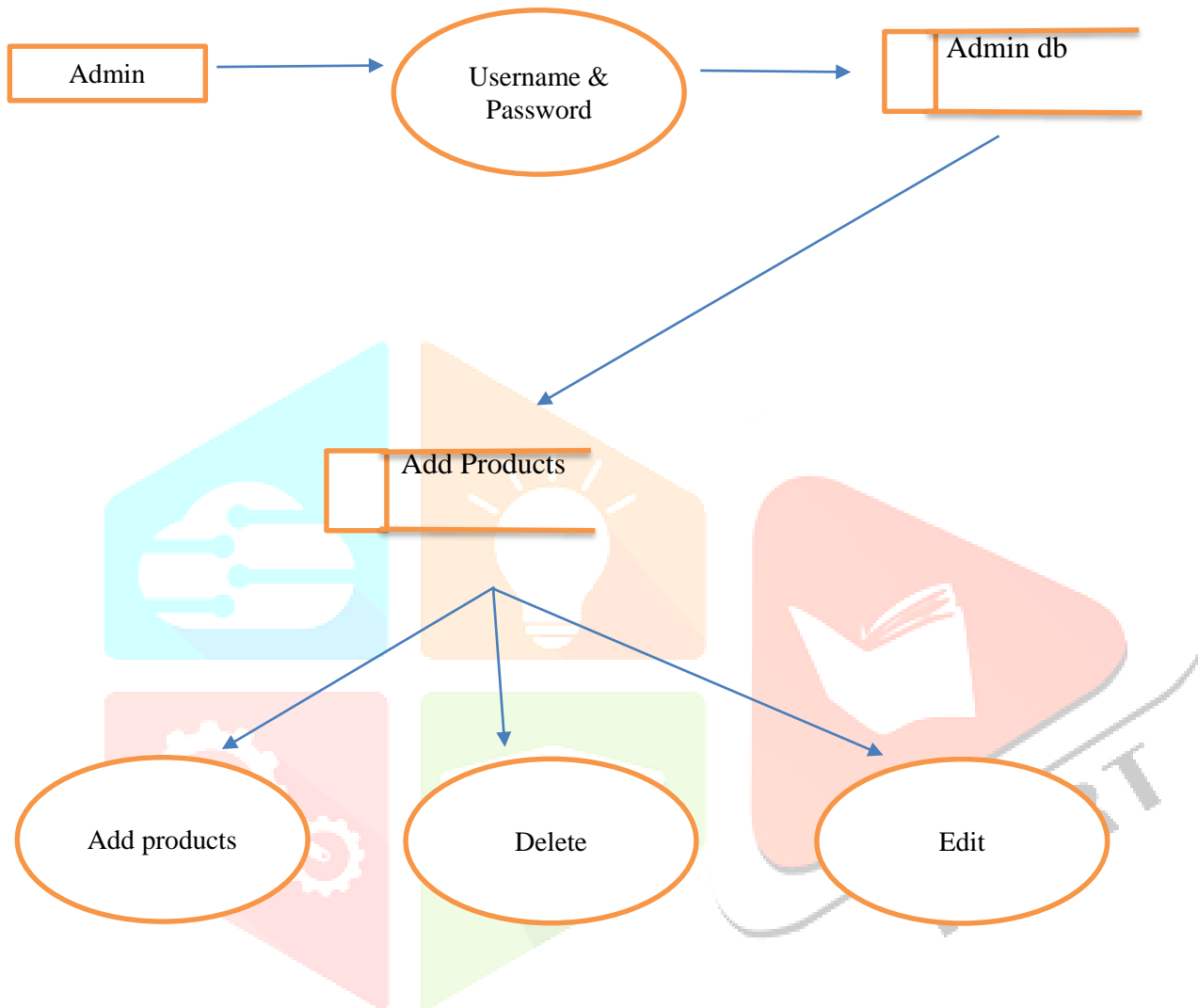
Level – 0 :



LEVEL: 1



LEVEL: 2



8. SYSTEM TESTING

Software and hardware system testing is done on a complete, integrated system to see whether the system complies with the requirements. System testing falls under the purview of black-box testing and, as such, shouldn't necessitate any understanding of the inner workings of the logic or code. System testing typically uses the entire set of "integrated" software parts that have passed integration testing as well as the software system itself that has been integrated with any relevant hardware system(s) as input. Integration testing is used to find any discrepancies between software assemblages, which are groups of integrated software units, or between any one of the assemblages and the hardware. System testing is a more limited type of testing; it seeks to detect defects both within the "inter-assemblages" and also within the system as a whole.

LEVELS FOR BLACK-BOX AND WHITE-BOX

8.1 Unit testing:

Unit testing includes white-box testing, which verifies that the code is functioning as intended before it is integrated with previously tested code. In unit testing, white box testing identifies any early faults and helps fix any later ones that appear after the code has been integrated with the rest of the program, preventing any kind of mistakes in the future.

8.2 Integration testing:

The interactions between each interface are tested using white box testing at this stage. By using white box testing for any interactions of interfaces that the programmer is familiar with, integration testing checks whether the behaviour in an open environment is accurate. Unit level testing ensured that each piece of code was tested and functioning properly in an isolated environment.

9. SYSTEM IMPLEMENTATION AND MAINTAINING

9.1 SYSTEM IMPLEMENTATION

The system must then be translated from a designed state into actual code in order to satisfy the agreed-upon user criteria. End-user training is part of implementation. The program that has been implemented needs to be maintained for continued use. The technology was initially used in conjunction with a manual system. Data testing revealed that the system is both error-free and user-friendly. The end user received instruction on the software's capabilities.

9.2 SYSTEM MAINTENANCE

The software engineering tasks that take place after the software product is delivered to the client are referred to as "system maintenance." A software product's useful working life is represented by the maintenance phase of the software lifecycle. After software has been installed, maintenance refers to all actions taken to keep the system running. Software frequently has design flaws, as was already established. The two basic categories of maintenance work are corrective and adaptive maintenance.

10. CONCLUSION

It is found that the "E-FARMING SYSTEM" is a great deal faster, more dependable, and more user-friendly than the current system. The system was painstakingly designed, built, and put through successful testing. The system has been tested with every possible input combination, and the results have been found to match what was expected. An E-Commerce Site for Agricultural Products" is effectively designed and developed to satisfy the requirements of a farmer, as indicated in the analysis, such as the system's high degree of usability, form-level validation, and field-level validation's strong performance.

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