

FARMING STOCK TRADING APPLICATION USING ANDROID STUDIO

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Abstract - Farmer Trader Application is an android application developed for farmers/seller's and retailers. This application gives support to the village farmers who want to use this facility and who want to learn how it is possible and how they can use e-farming to sell their products.

Key Words: GPS(Global Positioning System), Wholeselling.

1. 1. INTRODUCTION

Farmer Trader Application is an android application developed for farmers/seller's and retailers. This application gives support to the village farmers who want to use this facility and who want to learn how it is possible and how they can use e-farming to sell their products.

If the farmers have knowledge of computer then they can directly register in the site and sell their product otherwise, they can contact company's computer professional who

will schedule classes to teach them basics of computers and internet. They can know how they can open this site, register with it, and sell their products online etc.

Farmer Trader Application is a project developed to build a website, which will help farmers from to sell their products to different cities through online. Farmers can use this facility and can learn how it is possible and how they can use e-farming to sell their products.

1.1 Objectives of the project:

The main objective of this project is build an application, which will help farmers from Indian villages to sell their products to different cities.

Here if suppose some village farmers want to use this facility and want to learn how is it possible and how they can use e-farming to sell

their products, If they have knowledge of android mobile then they can directly register in the application and sell their product otherwise.

Farmers will get unique interface where they can avail everything right from learning to the market information, they can perform marketing, get the current rates of market, can gather the knowledge of different schemes. This application will act as unique and secure way to perform agro-marketing.

1.2 Modules and their Description

The system comprises of 3 major modules with their sub-modules as follows:

1. Woman Section:

- a. **Registration:** Woman Section/Seller need to register with basic registration details and create their login credentials.
- b. **Login:** Seller need to login with valid login credentials.
- c. **Add/Update/Delete Product:** Seller adds new products that are handcrafted or eatables product with their details.
- d. **Products:** Can view the entire added products list by the seller itself.
- e. **Orders:** Can update the status if the retailer has selected for delivery mode.
- f. **Payments:** Can see list of payments with the total amount received.

- g. **Notification:** A seller will receive a notification on Android phone once the customer places the order.

2. Farmer:

- a. **Registration:** Every new farmer needs to register with basic registration details and need to create a valid login id and password.
- b. **Login:** Farmer need to login using valid login credentials.
- c. **Add/Update/Delete Product:** A Farmer can add products such as fruits, vegetables and grains with its details.
- d. **Products:** Can view the entire added products list by the seller itself.
- e. **Orders:** Can update the status if the retailer has selected for delivery mode.
- f. **Payments:** Can see list of payments with the total amount.
- g. **Notification:** Farmer will receive a notification on Android phone once the customer places the order.

3. Retailer:

- a. **Registration:** Retailer person need to register their personal details and create a valid login id and password.
- b. **Login:** After a successful registration, retailer can login using their credentials.

- c. **Home:** List of all the Product types, if he/she click on any goes to product listing.
- d. **Product Listing:** List of all the products based on their types, where the favorites farmer marked items will be shown first and then the rest can be filtered by name & price also. The product listing will also show the distance from my place and the farmer.
- e. **Cart:** When the retailer proceeds, with buying the products he can select whether he wants them delivered or he will pick it from the seller.
- f. **Orders:** All current orders, which are placed by the users, will be displayed.
- g. **Reviews:** Can give a rating once he has purchased any product, also mark any farmer as favorite or remove as favorite.
- h. **Notification:** Once the order status is changed, retailer will receive a notification on Android phone.

Helpline:

This module consists of websites and contact numbers related to the farming queries and development.

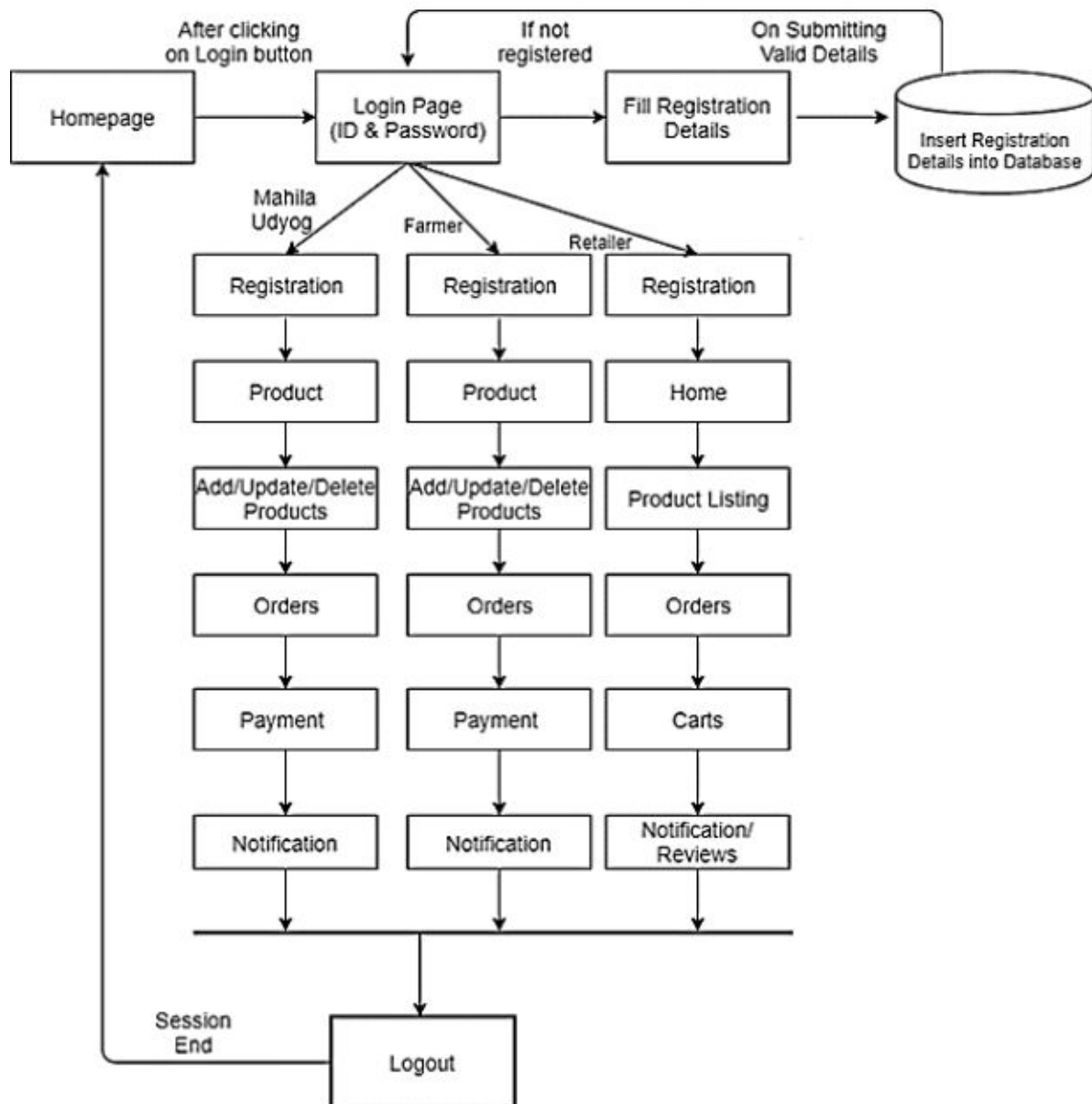
2.0 Problem with current scenario

There is no computerized system for the farmer to sell their product. Currently, the

farmer goes to nearest market handover his product to a particular agent, agent ask the farmer to visit the market after a specific time to collect the cash earned out of the sold product. Agent sells the product to another agent or a dealer at the cost of that market. Every Agent tries to cuts his commission out of that. There is no way for farmer to know about the deal and the exact amount at which their product was sold. There is no transparency. No facility is present for the farmers to know the product rates at different markets where they can sell their products for achieving high profits. Many times, farmers are not even aware of the schemes and compensation provided by government. In spite of all the opportunities banging the doors, the farmers are not able to benefit out of those. Current system does not provide the way of e-learning for farmer that will provide the knowledge of new techniques in farming. Therefore, he does not get the maximum profit through the current system.

- Farmer who grow crops need to sell it by visiting a marketplace where they could find buyers for their crop.
- Sometimes, grains may not get the expected price and may need to sell on a lower price margin.
- People or buyer may find tough to get the required grain in market.
- Farmer need to physically travel with their grains which may cost for travelling and need to find a place in the market to sell

3.0 System Architecture



4.0 ADVANTAGES OF PROJECT

- This application converts whole offline manual system to online.
- Seller (Woman Section) or Farmer can sell their product online with ease.
- Farmer/Seller will get the exact price from the buyer, which leads to good profit.
- Retailer will get all the products at one place and can purchase a product of their choice.
- This system reduces the search time to a great extent.
- The system allows placing order for more than one item.
- Language isn't a barrier as this application support multi-language.
- Emergency helpline where all 3 entities could find details such as contact numbers related to the farming queries and development.

5.0 CONCLUSION

This project will be helpful for farmers to know more about market information; will act as unique interface of schemes and compensation. Through this, they will be always in touch of new technique and trends of farming. But some extends, new user may feel some kind of stress about its use. Overall, this system is faster, secure and comfortable.

This was our project of System Design about **"Farmer Trader Application"** Android as well as web application based on Java language. The Development of this system takes a lot of efforts from us. We think this system gave a lot of satisfaction to all of us. Though every task is never said to be perfect in this development field even more improvement may be possible in this application. We learned so many things and gained a lot of knowledge about

development field. We hope this will prove fruitful to us.

6.0 REFERENCES

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