

Direct Delivery of Agriculture Product from Farmer to Consumer then Processed Food to the NGO using Data Science

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Abstract: Technological importance has been a great support for making decisions in various fields especially in farming. The main aim of this system is to accomplish farmer's primary needs and to make them financially independent. E-Agriculture is a stage for supporting marketing of agricultural products. This will help to all those farmers who need to get exact value to their agricultural products and end users need good précised rate of each product. This will help for the betterment of their day today lives along with these it used to support poor people to feed them who need it. Different government based NGO work for them for that they reach to those people who have extra food (which they used to waste previously) can share eatable food to NGO to fulfill their basic need and also to prevent food wastage. There is great potential for E-agriculture applications in developing countries however, E- agriculture applications such as precision agriculture and e-commerce in agriculture can only Work in an environment where there is a good ICT infrastructure. Precision agriculture requires expensive advanced technologies, which are only viable in intensive farming systems. Participation in e- commerce activities requires that both buyers and sellers have access to the Internet, and that they are able to use the required hardware and software effectively for the farmer, users (Hotels), poor People. The aim of system/application is to make such community in that we totally eliminate all brokers and estimated value directly goes to farmer from there agricultural selling products. And finally we use wastage food through NGO directly distribute in poor people.. Thus, this system can improve the end customer's confidence on products and establish a trust relationship between consumers and producers. And disposal wastage/extra of food in different functions the rest of the food is distributed to the poor, NGOs.

Keywords : agricultural product, food delivery, consumer, NGO, web application.

1. Introduction:

India is an agricultural based Country where mostly people tend to do farming. As a primary occupation there are lots of agricultural products yield every year on different places all over in India though we required food product as a primary need which all over come from farm and farmer's headwork being by that in today's date there is no such thing which is useful for their betterment is sad truth is Indian farmers are most ignored even if we called it as a country of farmers and to overcome this, technological importance has been a great support for making decisions in various fields especially in farming. The main aim of this system is to accomplish farmer's needs and make them fully independent in financial terms. E- Agriculture is a stage for supporting marketing of agricultural products. This will help to all those farmers who need to get exact value to their agricultural products and end users need good précised rate of each product this will help farmer as well as consumer to fulfill their need towards day-today life along with this poor people who can't even afford food for two times can get food from this platform through government based NGO consumer who is willing to share their extra food to prevent wastage of it can give by this platform. This paper we describes the purpose of this online vegi -mart system is to help farmers to sell agricultural products in convenient way and easy to use application for consumers who are willing to buy it on daily basis by using data science technique we can able to do so it. To make farmer- consumer relation far better with good estimation value of product as well as fresh direct delivery of product up to certain distance.

2. Existing System:

In today's world there is need of platform which would be helpful for the farmer to sell their agricultural products. In this system we added farmers & consumers for the better and direct communication between them. As of also added NGO for prevention of food wastage.

3. Objectives:

- Implementing a system with a web application, this provides product Information to farmers and end users.
- To implement the system using data servers, which can available for end users 24 * 7
- To implement the platform independent application that can work in all environments.

4. Project Scope

The purpose of this online vegi-mart system is to help farmers to sell agricultural products in convenient way and easy to use application for consumers

Who are willing to buy it on daily basis. By using data science technique we can able to do. To make farmer-consumer relation far better with good estimation value of product as well as fresh direct delivery of product up to certain distance

5. Proposed System Designs:

The below figure 1 shows proposed system for Direct Delivery of Agriculture Product from Farmer to Consumer then Processed Food to the NGO using Data Science.

In this proposed system we have actually showed how this actually going to implement as so by pictorial form. This would be helpful for the actual representations of web application which is going to create.

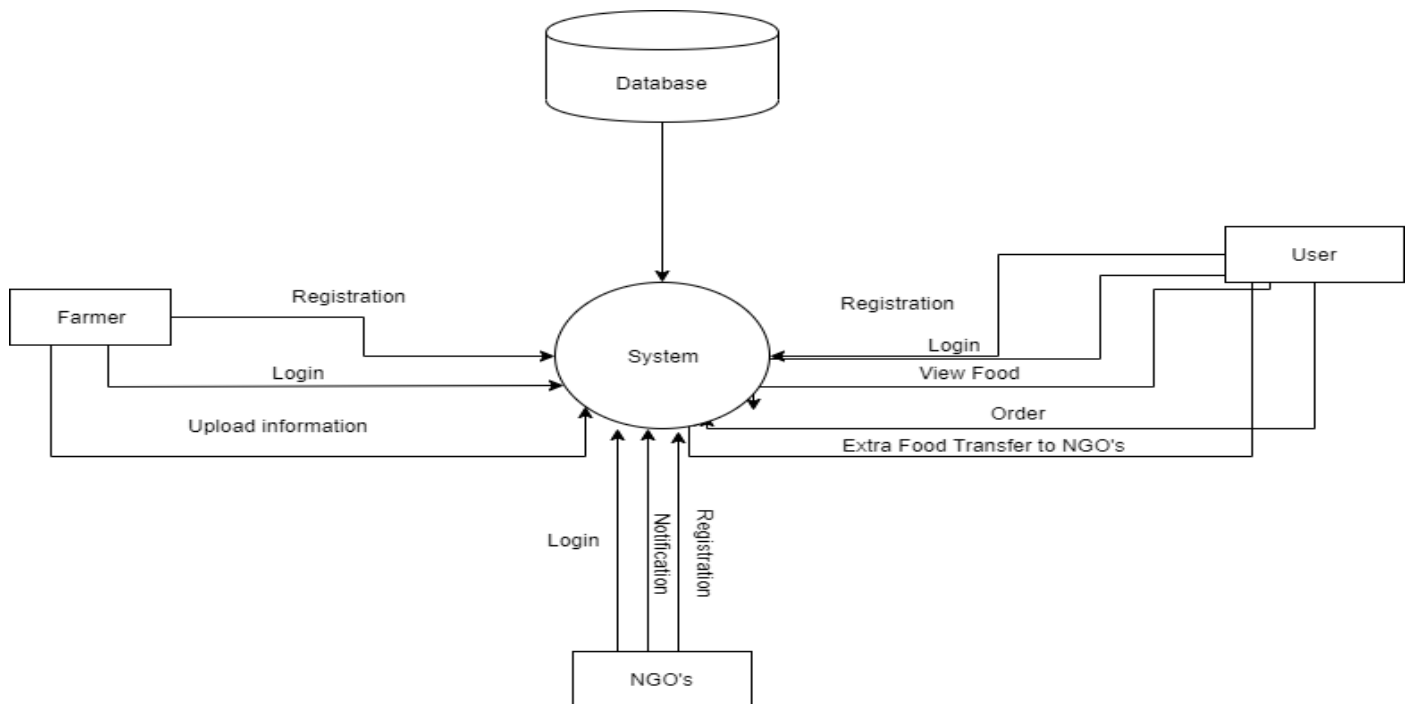


Figure 1: proposed system

- Below mentioned block diagram is an Implementation of system Architecture diagram. Whereas per by modules shows exact design of it.

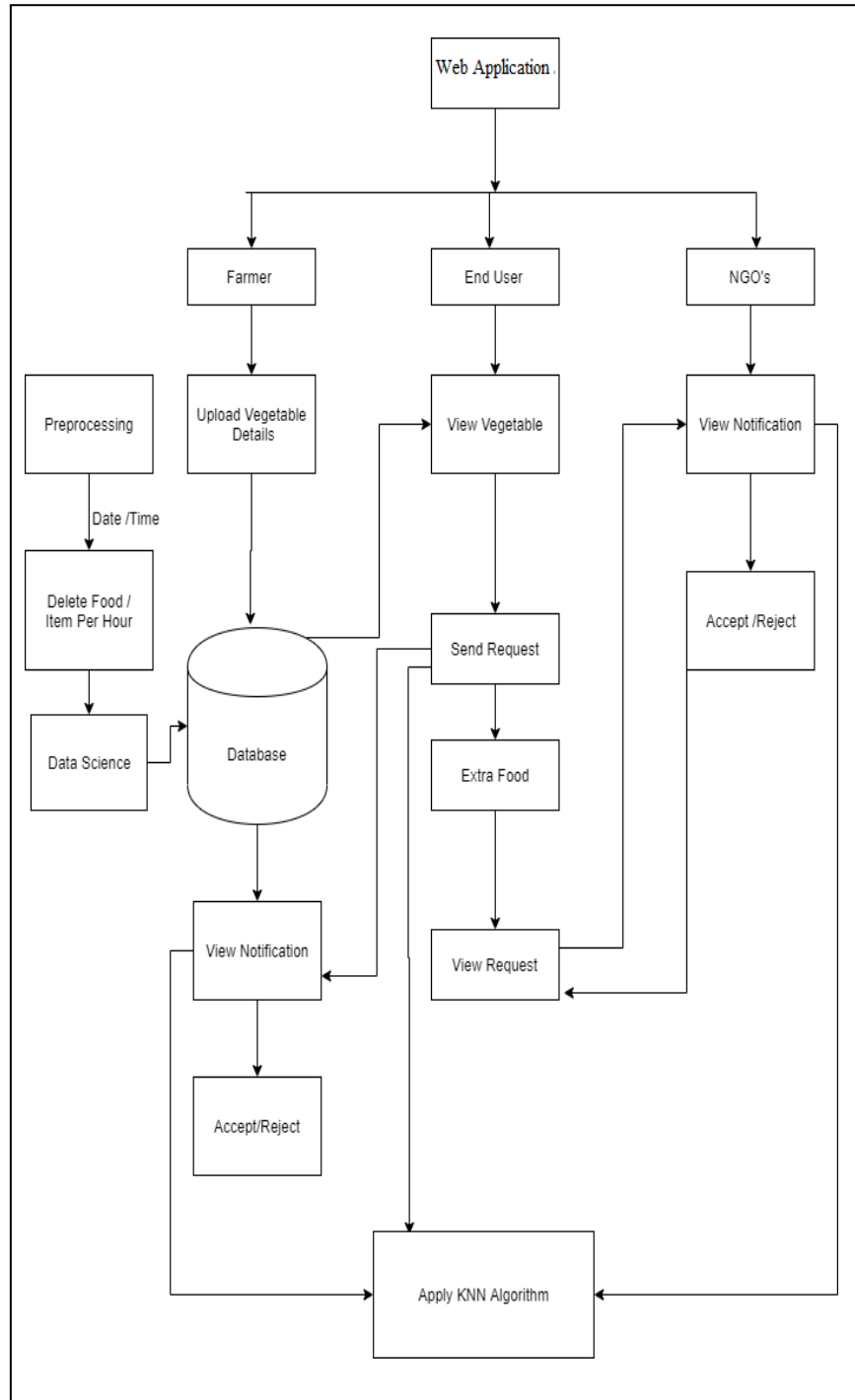


Figure 2: Architecture Diagram

6. Algorithm Implementation:

Distance Calculation algorithm for clusters

Input: input list of group which contains the list Location LI (latitude and longitude), query list QL and location (latitude and longitude), var distance

Output: Classify all the location into different distance Step 1: For each (item I to LI)

Step 2: For each (item j to QL)

Step 3: Define distance as double [], HashMap<double, string> Step 4: distance [i]= calculator distance(LI[i],QL[j])

Step 5: put into HashMap< distance [i], LI[i]QL[j]> End for

End for

Step 6: Sort HashMap with _ threshold order Step 7: Select _rst value from HashMap Step 8:

Move LI[i] to QL[j] Step 9 : return LI[i]

7. Implementation details:

- Response sequence: 1) Add details of product and get order from consumer
 - 2) Place order -send request to farmer
 - 3) Delete food as per time/limit
- Farmer Function: 1) Upload vegetable details
 - 2) View notification
 - 3) Accept/reject order
- Consumer Function: 1) Get all details of product
 - 2) Send request and place order
- NGO Function: 1) View notification
 - 2) Accept/reject

8. Results:

- 1) Farmer will able to add agricultural products.
- 2) Consumer will be able to receive product at their desired place.

9. Future Work:

In future, we can make more precise client-server application to help peoples by analyzing from the previous database records and make predications on how much waste food is generated in a day and how much people are hunger in day. Even further we can make the provision of sending the pictures of waste food supply chain situations with geo-tagged images.

10. Applications:

- Money and time efficient classification for the farmer and end users.
- NGO/needy people can get food by this system.

11. Conclusion:

We are able to implement an online system which would help for selling and buying agricultural products with good cost estimation and safety aspects in consideration also good quality of processed food for needy once with the help of required hardware and software effectively for the farmer consumers and NGO.

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