FAIR TRADE

Kota Susmitha[1],Konda Harshitha[2],Mamillapalli Bhavya[3],M Naga Raju[4]

B.Tech Student, Department of CSE, KKR&KSR Institute of Technology and Sciences,Guntur, AP, India[1, 2,3,4]

Abstract: Farming is the Prime Occupation in India and today people involved in farming belongs to the lower class and is in deep poverty. In this advanced techniques the farmers have lack of knowledge about the new technologies. The Advanced techniques and the Automated machines which are leading the world to new heights, is been lagging when it is concerned to Farming, either the lack of awareness of the advanced facilities or the unavailability leads to the poverty in Farming. After the hard work and the production done by the farmers, in today's market the farmers are cheated by the Agents, leading to the poverty. So our solution of this problem is to provide a bridge of communication between the farmers and customers through a mobile application as F2C (Farmer to consumer). So that it can be beneficial for both ends. The farmer will be dealing with the customer directly. In our mobile application user can register as either a seller or buyer using a necessary credentials. If user register as a farmer choose seller, they can upload a product and it's details like price quantity and life time if product life time expire then automatically product disappear at selling products. If user register as a customer choose buyer they can see whatever the products uploaded by seller and if the buyer want to buy a particular product so buyer can directly call to concerned seller through this app. So this project will provide its fruitful benefits for both farmer and customer.

Keywords--- farming, deep poverty, automated machines ,cheated by the agents, fruitful, uploaded ,disappear.

I.INTRODUCTION

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. To overcome this practical problem, Farmer to Customer mobile application that will help the farmers to perform the agro-marketing leading to achieve success and increase in their standard of living. So through this app the farmer can be connected directly to the customer and the selling can be done accordingly. 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. It helps both the farmer and the customer where the customer can save some money and the farmer will gain extra profit that he deserved. Farmers and the Customers will be provided with a Unique ID for logging into their accounts leading towards secure access. The main objective of this project is building a mobile app which will help farmers from Indian villages to sell their products to different areas. Farmers will get unique interface where they can avail everything right from learning to the market information they can perform marketing. This mobile app will act as unique and secure way to perform agro-marketing.

A.   Problem Statement

Farmers after the hard work and the production done in today's market the farmers are cheated by the Agents, leading to the poverty. And also have a transport cost to sell the products in market with low price and also lack of knowledge on present market system.

B.Literature Survey

In existing system, 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. Also there was no transparency from the government's point of view where in the selling of crops at minimum base price was not traceable ultimately, which was not fulfilling the changing demands. Current system does not provide the way of e- learning for farmer that will provide the knowledge of new techniques in farming. So farmer doesn't get the maximum profit through the current system.

II. PROPOSED SYSTEM A.FLOW CHART
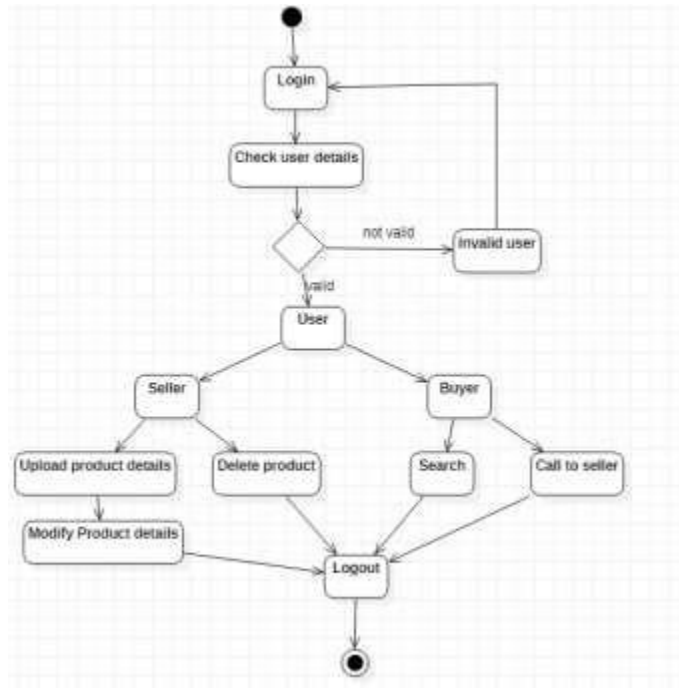
B. Proposed Idea

A mobile app totally dedicated to farmers to display and sell their products. Its magnitude is more than that one can imagine and the service they provide to the public is tremendous and praiseworthy. A farmer or public can use it for buying or selling their agricultural products. It helps the farmers to perform the agro-marketing leading to achieve success and increase in their standard of living. As a farmer upload they product details like product name, price, quantity and product self life in the mobile application. As a customer they can search the required product after that they need a particular product then the customer can directly call to farmer through this app. Finally buy there required products of customer directly from farmer like fresh fruits and vegetables.

III. SYSTEM DESIGN
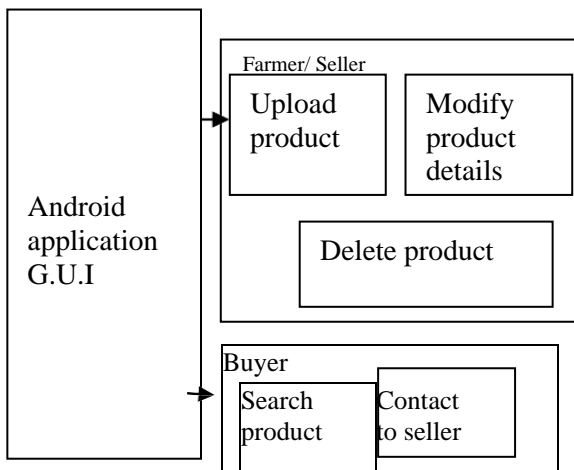
First the user can install the application and creates an account in the system either seller or buyer. After creating the account if the user already has an account then he simply logs into the system with his credentials. Then if the user provides the correct credentials then the user gets redirected to with respective Home page of either seller or buyer with privileges given the admin and the information given during the creation of the account.

If the user be seller, she/he can prost the product. The product details like product name, product description, product quantity, product price, address of product posted seller and image of product if it possible to owner of product it is optional and contact number of product owner. The seller can post the product of above given details. If the seller wants to change any details like quantity or address they can have possibility to change. And also have another option is deleting the post. The seller can perform those operations in this mobile application to easily sell their products through this application.

If the user of this application is buyer, the operation he can perform are search the product and contact to seller. The buyer want to search the product in this app have a search option based on the key words of products like vegetable are tomato, chill…etc and fruits to search the products. The result of search based on key word the buyer will see whoever the sellers can post the that product will display with details like product name, price, quantity, address of seller and have button is contact to seller. If buyer wants to buy that particular product he/she click on contact to seller button it will redirect to call to the seller. After that buyer can know more details directly from farmer and get product with reasonable price with fresh products.

The application has user friendly interfaces for users. Both sellers and buyers can easily register and do operation whatever there need. Farmers can sell their products based on their realization and customer or buyer can purchase products directly from farmer with fresh one and reasonable price.

IV.IMPLEMENTATION

Implementation is an important phase where the development of the proposed system is based on the decisions made previously in the design and system requirement phase.
The modules are as follows:

A)   Registration Module:
- If user is new to the application can click on register with necessary details.
- And register user can choose either seller or buyer.

B)   Login Module:
- User can login to the application through their email with credentials.
- User can access the home page can see respective profiles.

C)   Seller Module:
- In this module seller can post the product details.
- If the seller wants to modify the details have a possibility to change.
- If the seller wants to delete the post have possibility to do that.

D)   Buyer Module:
- In this module buyer have to options do their operations.
- Buyer can search the product.
- And also direct contact to seller through this application.

E)   Admin Module:
- Admin can give permission to users.
- Admin   can   give   back   the   asked information to the users.

VI.   CONCLUSION

The project report entitled "FAIR TRADE" is creating a communication bridge between farmer and consumer. The main motive for the project was to provide a user friendly mobile application name as "F2C"(Farmer to Consumer) to sell their products easily through this application without any risk to farmers after the hard work and the production done by farmers based on their realized prices without any other expenses to sell their products like commission charges of mediators and transport cost. And the consumers also easily can buy their required products directly from farmer will be able to get fresh food to eat and will be able to explore parts of their nearby villages for picking up their purchases and exploring the place establishing relation with farmers and gaining profit by saving their money, adding profit directly to the farmer helping farmers too.

VII.   FUTURE ENHANCEMENTS

The future enhancements for fair trade are as follows:
1. Through this application customer can directly payment to farmer.
2. Provide online delivery of products to customers directly from farmers.
3. Provide an employment to rural area people to delivery the products.

4. Application would be further enhanced to be available in various languages

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