Smart Online Agricultural Product Delivery System

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Abstract - *E-Agriculture is a stage that helps farmers advertise their products. This will benefit all farmers who need an exact value for their agricultural products, as well as end customers who require a precise rate for each product. This will aid in the enhancement of their day-to-day life, as well as supporting needy people by providing food to those in need. Various government-based NGO's work with them in order to reach out to those people who have extra food (which they previously wasted) and can share eatable food with the NGO in order to meet their basic needs while also preventing food waste. The goal of the system/application is to create a community in which all brokers are eliminated and the estimated value of agricultural products sold directly to farmers. Finally, we use squandered food to directly give to disadvantaged people through a non-profit organization. As a result, this method can boost end-user product confidence while also establishing a trust relationship between consumers and producers. The remainder of the food is provided to the underprivileged, NGOs, and wastage/extra food is disposed of in various functions.*

*Key Words***: Agricultural product, food delivery, consumer, NGO, web application**

1. INTRODUCTION

India is primarily an agricultural country, with the majority of the population engaged in farming. Although we require food 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, the sad truth is that Indian farmers are most ignored, even if we call it a country of farmers, and to overcome this, technological importance has been a great support.

The fundamental goal of this system is to meet the demands of farmers and to make them financially self-sufficient. E-agriculture is a stage that helps farmers promote their products. This will benefit all farmers who need an exact value for their agricultural products, as well as end users who require a well-defined rate for each product. It will also assist poor people who cannot afford food for more than two days to obtain food from this platform through a government-based NGO, and consumers who are willing to share their excess food to avoid waste can do so through this platform.

The goal of this online mart system, as described in this paper, is to assist farmers in selling agricultural products in a simple and easy-to-use application for consumers who want to buy them on a daily basis, using data science techniques. To improve the farmer-consumer relationship by accurately estimating product value and providing fresh, direct delivery of produce up to a given distance.

Human emotions can be broadly classified as: fear, disgust, and anger, surprise, sad, happy and neutral. A large number of other emotions such as cheerful (which is a variation of happy) and contempt (which is a variation of disgust) can be categorized under this umbrella of emotions. These emotions are very subtle. Facial muscle contortions are very minimal, and detecting these differences can be very challenging as even a small difference results in different expressions. Also, expressions of different or even the same people might vary for the same emotion, as emotions are hugely context dependent. While the focus can on only those areas of the face which display a maximum of emotions like around the mouth and eyes, how these gestures are extracted and categorized is still an important question. Neural networks and machine learning have been used for these tasks and have obtained good results. Machine learning algorithms have proven to be very useful in pattern recognition and classification, and hence can be used for mood detection as well.

Health, education, surveillance, security and marketing are some of the fields in which emotion recognition has quite importance. Interaction between human and computer can be improved precisely by recognizing emotions and answering them using machines. Single emotion can be detected automatically as inspected in the current study. Humans can simultaneously feel and show varied emotion according to behavioral and psychological studies. For example, at the same time an individual can sense happiness and sadness. Emotions such as happy, sad, neutral, surprise, anger, fear and disgust were taken into consideration for the proposed system. Multiple emotions can be recognized using the data captured from facial expression for developing features. "A single class label is related with each annotated feature vector instance for single label classification problem". "The multiple concurrent emotion recognition comes under multi-label classification problem". "Multi-label is linked with each feature vector instance depending on the existence or non-existence of the six primary emotions (happy, sad, neutral, surprise, anger, fear and disgust)". The multi-label classification is getting improved consideration and has its applications in various fields such as bioinformatics, video-based systems, text, security, music, and pictures. Previously we used static systems to play songs as simple music player by manual

selection of songs, and user decides to play songs according to his/her choice. According to proposed system, the process of deciding and playing the songs will done by system itself by recognizing facial expression (happy, sad, neutral, surprise, anger, fear and disgust).

2. RELATED WORK

In [1] Portrayed their experience with advances to change the coordinated factors of food excess, at different phases of the store network. Innovations, when combined with the action of volunteers can viably build the recoverability of food excess, decreasing the Management Intensity of gathering gifts. Nonetheless, where food is accessible in little amounts and frequently near the termination date it is important to chip away at the decrease of food squander by expanding mindfulness.

In [2] The significant variables were grown more supportable inventory chains are distinguished as the sort of store network included and the singular business mentality to broadening liability regarding item quality into social and natural execution inside their own stockpile chains.

Proposed [3] System presents a strategy to appraise gifts for non-benefit hunger alleviation associations. They fostered a reenactment model to decide the normal amount of food gifts got each month in a multi-stockroom circulation organization. The reenactment model depends on a state-space model for dramatic smoothing.

In [4] A product framework was been created for aiding eateries and food conveyance organizations. Clients can make individual or gathering orders through the web interface. The menus, eateries, clients, and orders can be overseen by the heads. The conveyance interaction was upheld by the Android application.

Proposed Systems [5] targets planning was to plan an Automated Food Delivery System to conquer this issue. The new proposed framework structure comprises of shading lines that are drawn on the café ground and they interface all tables to the kitchen filling in as a directing track; a robot that is in a state of harmony with the requesting framework will serve. At the point when clients put in their request through the requesting framework, the framework will send the request to the kitchen. When the dish is ready, a sign will be shipped off the robot then robot will then, at that point, convey it to the particular table and return to the kitchen and convey a criticism message to the requesting framework as an affirmation of conveyance.

Proposes [6] cell phone based no food squander inventory network is for the metropolitan Areas city with choice for correspondence involving portable and web innovations for squander food inventory network and reaction. This might help for quick and productive to convey food to the people who need it.

3. SYSTEM ARCHITECTURE

Proposed System:

- Using a web application to implement a system that offers product information to farmers and end consumers.

- Data servers will be used to implement the system, which will be accessible to end users. 7 days a week

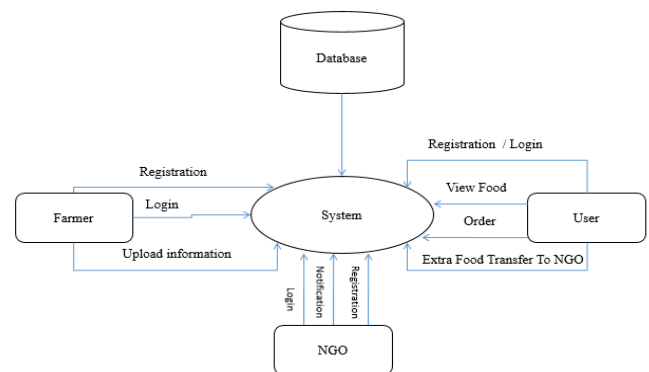- To create a platform-agnostic program that can run in any environment.

Fig -1: System Architecture

4. METHODOLOGY

Farmer Function:

- Upload vegetable details

- View notification

- Accept/reject order

Consumer Function:

- Get all details of product

- 2) Send request and place order

NGO Function:

- View notification

- Accept/reject

Response Sequence:

- Add details of product and get order from consumer

- Place order -send request to farmer

- Delete food as per time/limit

5. CONCLUSION

With the proposed system, we will be able to implement an online system that will aid in the selling and buying of agricultural products with good cost estimation and safety aspects in mind, as well as good quality processed food for the needy, all while using the required software effectively for farmer consumers, NGO, and hotels/farmer selling products, ensuring that the food or selling product does not go to waste and reaches the needy.

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