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Foody Cloud E-commerce using Python with Django and Machine Learning

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Abstract: ***E-Commerce or Electronic commerce is a process of buying, selling, transferring or exchanging products, services and information via electronic networks and computers through which transactions or terms of sale are performed electronically. In this project, Foody Cloud E-commerce can be used for both buying and selling of organic foods and crops as required directly from the producer to the consumer. In this research paper we have done complete analysis of Web development by us for E-commerce Website for helping farmers to sell their products directly to the Consumers or Bulk buyer (Restaurants, Vegetable sellers, etc.). This paper refers the aim behind developing this Web Application. In this paper we have mentioned how we can keep record of all the financial work and generate reports on the basis of date wise and different category wise manner by using this farmer can regulate their products very easily. In addition, this paper also gives an introduction to some basic concept of Web development by Python & Django.***

I. INTRODUCTION

The online Store has developed to override the problems prevailing in the practice manual system. This Web-Application will reduce the hardship faced by the current existing System this system is designed particularly for the Farmers and for Bulk Buyers (mandi). The main objective of our project is to automate the current existing system by the help of communized equipment, and fully fledged software system. Our aim is to build a web-application to be very user-friendly so that a farmer can sell his product by its own. This system will manage the details of vegetables/grains, Stock, Order, customer, Payment. It will track all this details automatically. During This Covid-19 pandemic Situation every one wants to be safe and avoid meetups as much as possible and due to lockdown in several region everyone is facing problem to get the proper fresh vegetables because in a country like India there is no delivery chain for the farmers to sell their product and due to pandemic, they are also facing problem to sell their products as well. The vegetable or grains comes under the most basic daily need. To arrange these daily need products there is only one big market is available i.e., mandi there is no other solution available to avoid meetups. Our system will create a delivery chain for the delivery of vegetable which will reduce the contact of public and it will be more cost effective.

II. LITERATURE REVIEW

A. Key Success Factors Of Online Food Ordering Services: An Empirical Study

Kedah(2015) examined the determinants of the consumer ordering experience, which included website trust, customer satisfaction and loyalty, survey data of 353 online food ordering customers was used to test the research model using Structural Equation Modeling(SEM). The results revealed a significant positive relationship between website quality and website trust along with service quality and customer satisfaction. An unexpected direct link between customer satisfaction and loyalty was also discovered.

B. A study on Prospect Concernment Towards Food Adjure App

Sumathy and Josephin(2017) identified the factors, which affect the customer perception, behavior and satisfaction of online food adjure apps. The research paper evaluated each and every parameters of the food apps. The research paper also evaluates the significant relationship between delivery time and peak hours. The paper concludes that by the use of the online food apps, the restaurants can increase the scope of their business and makes the consumers more aware of the restaurants and they particularly feel safe by using the e-payments methods.

C. Food Ordering Mobile Application- A new wave in Food Entrepreneurship

Jadhav (2018) studied the concept of the mobile food delivery applications and analyzed the benefits and challenges of food delivery apps for restaurants and customers. Random customers were made to fill out a questionnaire and restaurant owners filled out another questionnaire. The data collected implied that more than 50% of the food market is in the unorganized sector. Growing Urbanization and innovative technology were found to be the major factors responsible for growing of the market.

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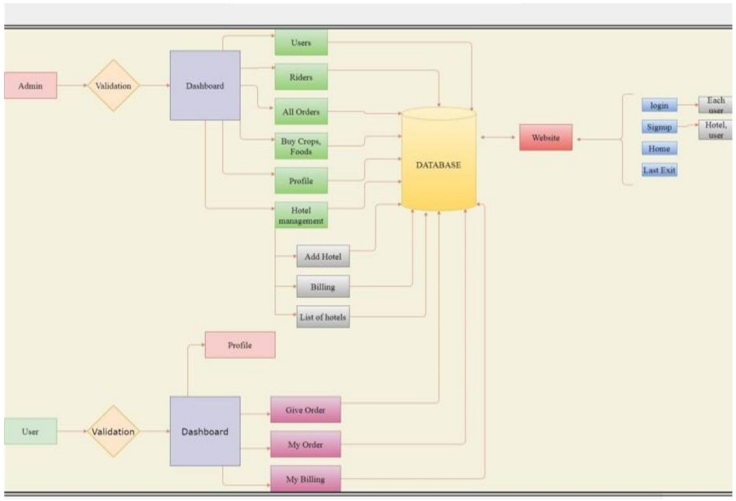
III. METHODOLOGY

The proposed application provides a user-friendly design for Farmer and Buyer. So, the project is focused on, to give the complete application where user can perform every task very efficiently (registration/login, buy vegetables or grains, do payment, etc.). In our daily life we manage or record farmer sells, delivery order, pending orders, stocks on web application automatically.
These applications keep records of all the product information in different categories like vegetables or grains generate sells reports according month wise as well as category wise. The proposed system allows the user to set its reminder. Consistency is maintained in the application while database entry and updates will be done at all places.
With the help of our system the availability of products and their prices in the session will also be controlled.

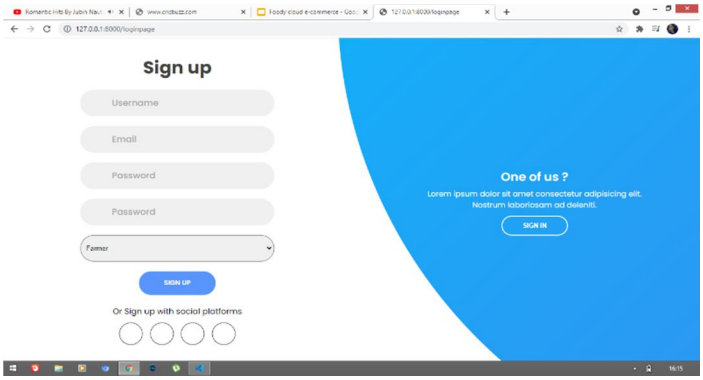
IV. BLOCK DIAGRAM



Our System Consist of two module first one is Admin who can have control over all the activities and second one is user. There are two type of user first one is farmer who is interested in selling the products on our website and wants to use our services like stock management, order, bills, payments, etc. and second one is Buyers we have categorized buyers in two segments first one is direct consumers those who needs daily usage of products and second one is those who do business by our vegetables and grains like restaurants, hotels, etc. We have different plans for different categories of users. All the data of farmer and user will be saved in our database.

Here are some screenshots of our build applications:

1) Registration of User and Farmer
2) Login Form of User and Farmer
3) Home Page
4) Product Category



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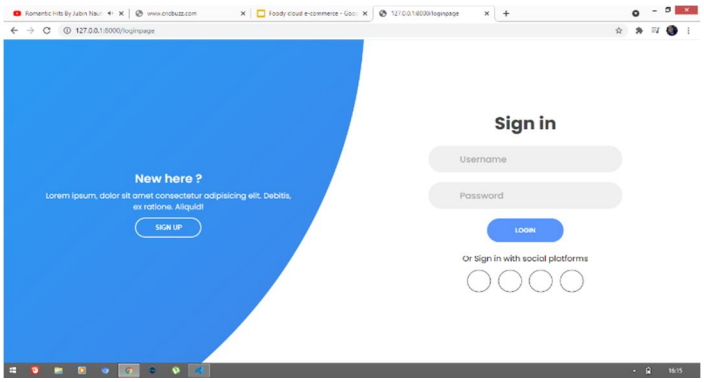

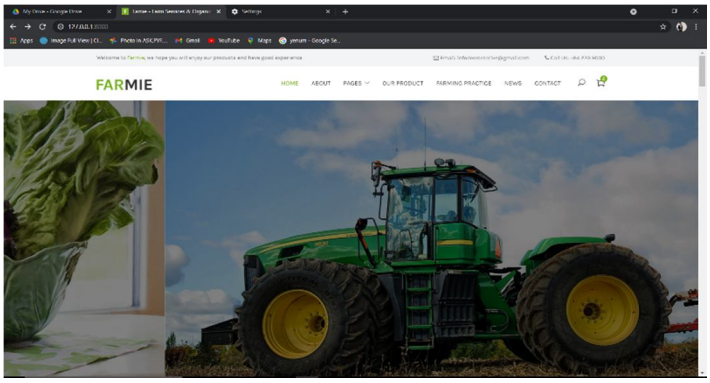

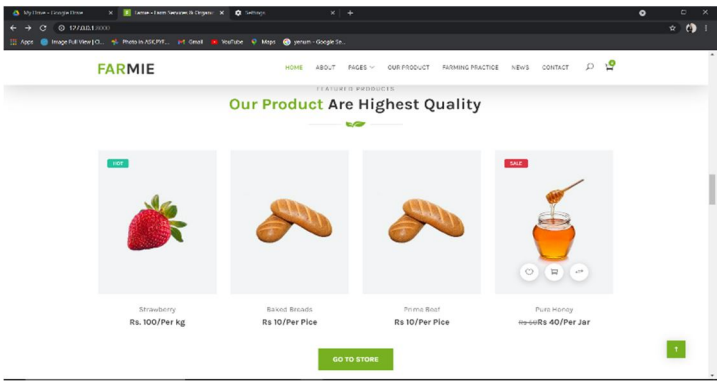

V. REQUIREMENTS

A. *Minimum Hardware Required*

1) Pentium 2 266 MHz processor.20 GB Hard Drive having 3 GB Free Space.
2) 128 MB RAM
3) Graphic card (recommended for smooth operation).

B. *Software Required*

1) OS – Windows xp or higher/ Linux
2) IDE -Visual Studio Code
3) Browser – Chrome/Mozilla/Opera

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C. Technology Used

1) *PYTHON:* Presence of Third-Party Modules. It has extensive support libraries. It is open source and community development. Learning Ease and Support Available. User-friendly Data Structures. Productivity and Speed. Python offers compatibility with various platforms. Python supports procedure-oriented and object-oriented programming. Python puts emphasis on code simplicity and readability rather than flexibility, the language still has it.
2) *DJANGO:* Django is written in Python. The Python language is truly simple to learn. It is easy to set up and run. It provides an easy-to-use interface for various administrative activities. It allows end-to-end application testing. Allows us to document our API with an HTML output. Offers built-in authentication system. Data modelled with Python classes. It helps us to define patterns for the URLs in your application
3) *SQLITE3:* SQLite is ultra-lightweight in setup, administration, and required resources. It is an "embedded" database which means it's server-less and can run within our app. The SQLite library is less than 500kb. It stores the database in a single ordinary disk file that can be located anywhere in the directory. The file format used is also cross-platform, so can easily be copied and moved. It is very fast because of its minimal design and simple operations. Installing and running an SQLite DB is pretty easy even for the most novice users. SQLite is less bugs prone rather than custom written file I/O codes.
4) *HTML/CSS & Java Script:* HTML is supported by all browsers. It can integrate easily with other languages.It displays changes instantly just by saving it and reloading the previous HTML page. CSS has a Greater consistency in design. It is easier to maintain and update. It uses less coding which will increase page efficiency and decrease the loading time. JavaScript is very fast because it can be run immediately within the client-side browser. It plays nicely with other languages and can be used in a huge variety of applications.

VI. ADVANTAGES

A. It will be able to help to consumers or hotels to get food or crops delivered to them with ease.
B. It will help the farmers to gain some profit with less efforts.
C. As the food or crops will be directly bought from the farmers so the moderators won't come between the farmers to consumer thus whole profit will be made by farmers.

VII. LIMITATIONS

A. Only English language is used in entire system.
B. No android application is designed
C. Farmer have to give the solution of delivery of products.
D. Farmer have to register and login to add their products for selling
E. User have to register and login to buy the products.

VIII. RESULT

A. This study shows that farmer can be characterized with relatively well developed e-commerce strategies comparing to the products. At the same time, different small and big farmers can also able to market their products.
B. This study also shows that the improved internal efficiency and increased information exchanges are the main benefits from e-commerce for the small companies
C. By increased information exchange companies are able to cover much larger customer area and attract new customers.
D. This study highlights that farmer are shifting to a new way of finding customers which allows decreasing of their expenses for advertisement.
E. At the same time companies experience cost saving by improved day-to-day operations.

IX. CONCLUSION

A system that helps the farmers to sell their product in a big market and User will also get the benefits of low cost and use the fresh products.

X. ACKNOWLEDGEMENT

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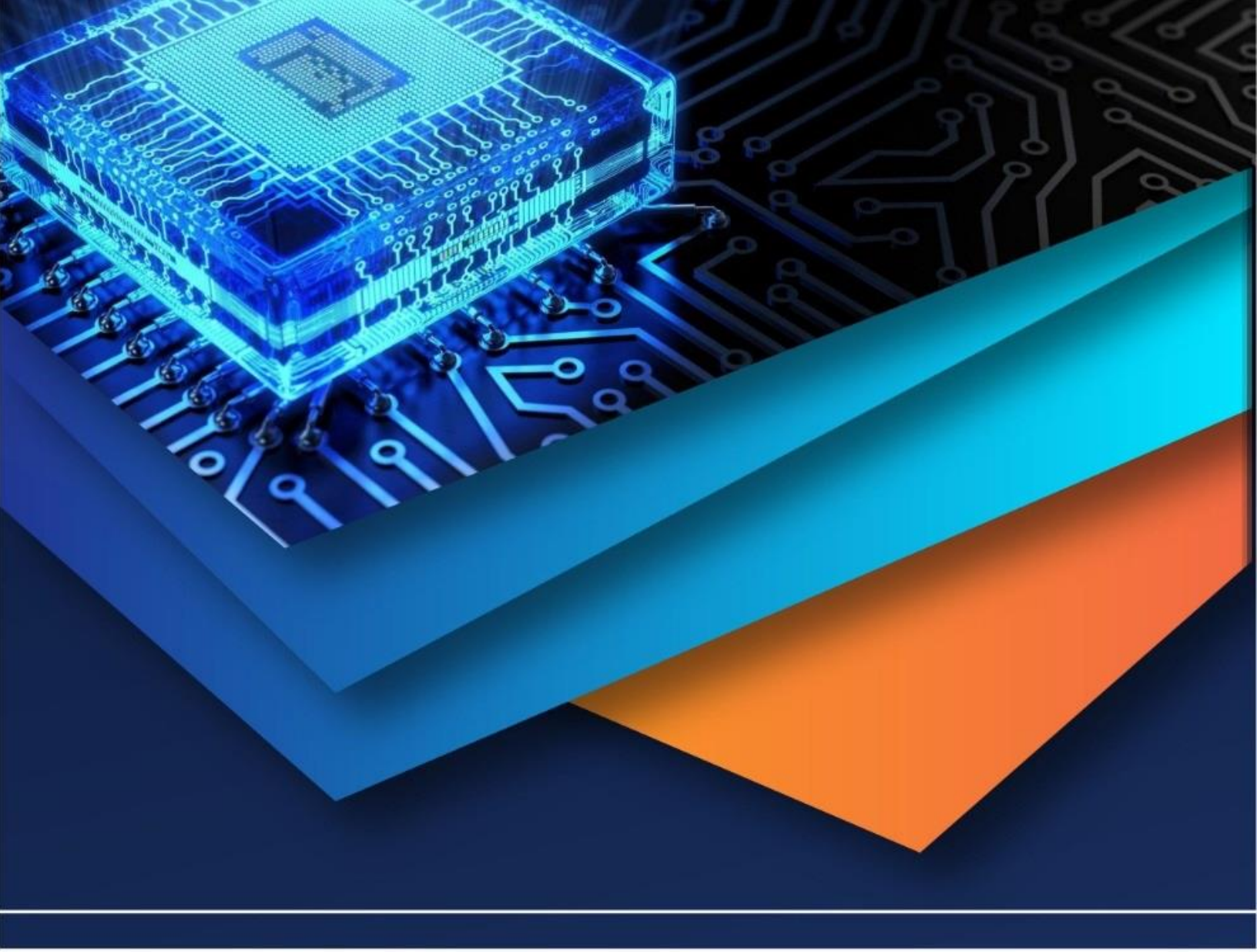

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