BLOOD BANK APPLICATION REPORT

Objective: To propose a simple user interface where a willing donor can enter his/her details.

Language Used: C++ has been used as it is one of the most robust application programming language. It is also scalable according to the requirements.
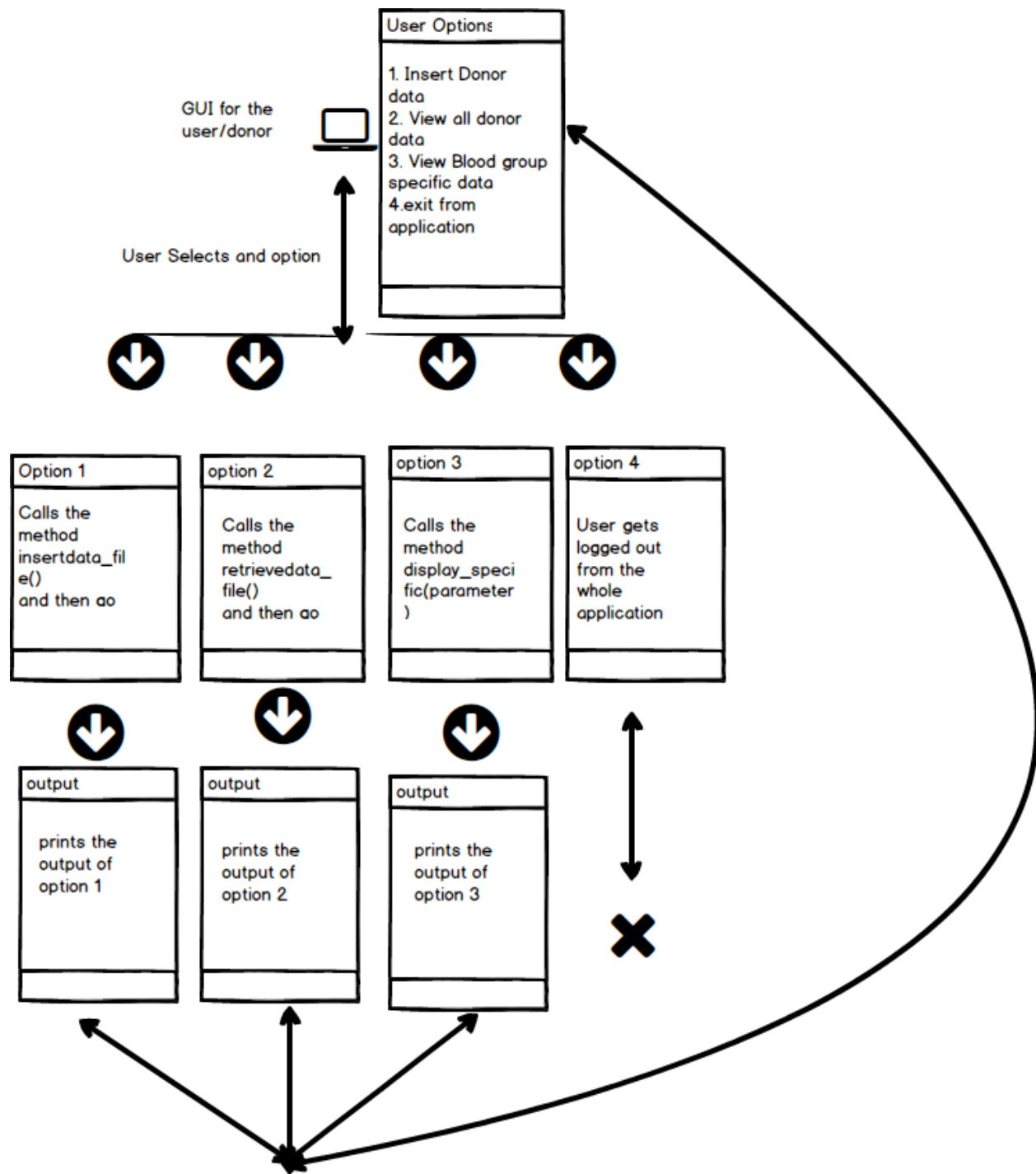
Database: In this program file has been used to store the user data in binary format.

Concepts Used:

1. The concept of classes and objects have been used.
2. Concept of files has been used for data handling
3. Public and private functions have been used inside and outside of the classes.

User Flow Control:

The following diagram gives a glimpse about the working of the Blood bank user application. It tells us how a data flows from one part of the program to the other part of the program.

User Options

1. Insert Donor data
2. View all donor data
3. View Blood group specific data
4.exit from application

GUI for the user/donor

User Selects and option

Option 1

Calls the method insertdata_file() and then ao

option 2

Calls the method retrievedata_file() and then ao

option 3

Calls the method display_specific(parameter)

option 4

User gets logged out from the whole application

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output

prints the output of option 1

output

prints the output of option 2

output

prints the output of option 3

Result: Thus the basic user interface for Blood Bank has been designed and tested using C++.