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1.INTRODUCTION

The “HELPING HANDS AND HOPEFUL HEARTS” project represents an innovative approach to harnessing the global reach of the internet for the greater good. In an increasingly interconnected world, the power to make a difference transcends borders and boundaries.

The "HELPING HANDS AND HOPEFUL HEARTS" project represents an innovative approach to harnessing the global reach of the internet for the greater good. This project centers around the creation of a charity-based website with a global footprint. The mission is clear: to foster a culture of sharing and caring by facilitating assistance to those in need on a worldwide scale. "HELPING HANDS AND HOPEFUL HEARTS" serves as a digital bridge, connecting individuals who are willing to make a positive impact with those who require support.

Our website's primary objective is to seamlessly connect donors with recipients, breaking down geographical barriers and ensuring that benevolent intentions translate into tangible results. A hallmark of our project is its commitment to reliability, achieved through meticulous donor and recipient verification processes. Moreover, we take pride in our minimal fee structure, guaranteeing that many donations directly benefit deserving causes. In an age where digital solutions can transcend borders and effect positive change on a global scale, "HELPING HANDS AND HOPEFUL HEARTS" exemplifies the potential of technology to make the world a better place.

**2.SYSTEM STUDY**

**2.1. EXISTING SYSTEM**

Existing systems are similar systems available in the online platforms, studying their drawbacks and their working procedure. There is a wide variety of applications nowadays which are using the internet as a medium to reach needy people. There are sites which donate foods through sites, sites which connect pain and palliative centers, sites promoting cloth banks, blood banks and the list goes on. But the drawbacks are countless. Every website is not completely reliable. Every website has a limited number of services. Websites may not be affordable for common people. These websites may be affiliated to certain organizations which may cause geographical boundary issues.

**2.2. PROPOSED SYSTEM**

Proposed system is the system which is developed in contrast with the existing system consequently develop a better version. In the proposed system, major drawbacks from the existing system have been tried to eradicate. The proposed system's motive is selfless, hence providing the cheapest mode of service. Reliability is checked through various steps of verification. All the services are compiled in a single website. Affordable for common people. Geographical boundaries are not a barrier.

**2.3. FEASIBILITY STUDY**

Feasibility study or feasibility analysis is carried out to find out the system's benefits at the earliest time. A Feasibility study is conducted to determine the practical extent to which a project can be performed successfully. It evaluates whether the system is economically, technically and socially feasible or not.

**2.3.1. Economic Feasibility**

Economic Feasibility is performed to check whether the system is economically feasible or not. Helps the users to access the website with the least money loss.

**2.3.2. Technical Feasibility**

Technical Feasibility is performed to check whether the system is technically feasible or not. Users can have convenient use of websites without bugs and viruses.

**2.3.3. Social Feasibility**

Social Feasibility is performed to check whether the system is socially feasible or not. The main aim is social development by helping cross the barriers between people.

**3.REQUIREMENT ANALYSIS**

**3.1. HARDWARE REQUIREMENTS**

The section of the hardware is important for the proper functioning of any software, the size and capacity requirements are also important. The following hardware is need for the development of the system: -

* Server

Processor: Intel Pentium onwards

RAM: 2 GB

Hard Disk: 80 GB

CPU Speed: 2.60 GHz

Monitor: VGA Color

* Client

Processor: Intel Pendulum

RAM: 1 GB

Hard Disk: 40 GB

CPU Speed: 1.60 GHz

Monitor: VGA Color

Keyboard: Any standard keyboard

**3.2. SOFTWARE REQUIREMENTS**

One of the most difficult tasks is selecting software, once the system is found we must determine whether a particular software package is needed.

Operating System: Windows 98 and above

Web Server: Apache Server

**3.3. ABOUT SOFTWARE**

**PYTHON DJANGO**

Django is a high-level Python web framework that encourages rapid development and clean, pragmatic design. It follows the model-view-controller (MVC) architectural pattern, but in Django, it is referred to as the model-view-template (MVT) pattern. Python is a high-level, general-purpose programming language known for its simplicity and readability. It was created by Guido van Rossum and first released in 1991. Python's design philosophy emphasizes code readability, and its syntax allows programmers to express concepts in fewer lines of code than languages like C++ or Java. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python's syntax is designed to be clear and readable, which makes it an excellent choice for beginners and facilitates collaboration among developers. Python is an interpreted language, which means that the source code is executed line by line by an interpreter. This allows for quick development and testing. Python uses dynamic typing, where the type of variable is interpreted at runtime. This allows for more flexibility but may require careful attention to variable types. Python comes with a large standard library that supports many common programming tasks, such as working with files, handling web requests, and more. This reduces the need for external libraries for many tasks. Python has a vibrant and active community. The Python Package Index (PPI) hosts a vast number of third-party libraries and frameworks, making it easy to find and use external tools in your projects. Python is available for various operating systems, including Windows, macOS, and Linux, making it a cross-platform language. Python supports object-oriented programming, allowing developers to structure their code using classes and objects.

**HTML**

HTML is a markup language that consists of a series of elements. These elements are represented by tags, which are enclosed in angle brackets (**< >**). HTML tags define the structure and content of a web page. Each HTML document is a plain text file with a .html or .htm file extension. An HTML document typically begins with a **<!DOCTYPE html>** declaration, followed by the **<html>** element that contains the entire document. The document is divided into two main sections: **<head>** and **<body>**. The **<head>** section contains meta-information about the document, such as the title, character set, and linked stylesheets. The **<body>** section contains the content of the document. HTML elements are represented by tags, which indicate the beginning and end of an element. For example, a paragraph is defined using the **<p>** tag, and the content of the paragraph is placed between the opening **<p>** tag and the closing **</p>** tag. HTML elements can have attributes that provide additional information about the element. Attributes are added to the opening tag and are typically in name-value pairs. The latest version of HTML is HTML5, which introduces new elements and attributes, improves support for multimedia, and enhances the semantics of web documents.

**JAVASCRIPT**

JavaScript is a programming language that enables interactive and dynamic behavior in web pages. It's a client-side scripting language, meaning it runs in the user's browser. JavaScript allows developers to manipulate the Document Object Model (DOM), handle events, and create interactive features on websites.

**BOOTSTRAP**

Bootstrap is a popular front-end framework developed by Twitter. It is a collection of HTML, CSS, and JavaScript components that help developers build responsive and visually appealing websites quickly. Bootstrap provides a set of pre-designed and reusable components, such as navigation bars, buttons, forms, and more. These components are styled using a consistent design language.

**CSS**

CSS, which stands for Cascading Style Sheets, is a style sheet language used for describing the look and formatting of a document written in a markup language like HTML or XML. CSS enables the separation of document content (HTML or XML) from its presentation, allowing web developers to control the layout, colors, fonts, and other visual aspects of a web page.

**MYSQL**

MySQL is an open-source relational database management system (RDBMS) that is widely used for managing and manipulating databases. Developed by Oracle Corporation, MySQL is a key component in many web applications and is known for its reliability, ease of use, and strong community support. MySQL follows the relational model, organizing data into tables with rows and columns. This structure makes it easy to establish relationships between different data sets. MySQL is open-source software, which means it is freely available for use and modification. The open-source nature has contributed to its widespread adoption and a large community of developers. is compatible with various operating systems, including Linux, Windows, macOS, and more. This makes it versatile and suitable for different environments. MySQL provides robust security features, including user authentication and access control. It supports encrypted connections, secure password policies, and other security measures to protect sensitive data.

**4. SYSTEM DESIGN**

**4.1. E-R DIAGRAM**

A diagram that depicts a set of real-world entities and the logical relationship among them. An E-R diagram comprises data objects, entities, attributes, relationships.

**Data objects**: it is representation of composite information used by software

**Entity**: it is the data that stores information about the system in a database

**Attributes**: it describes the properties of data object

**Relationship**: connection of objects or entities with each other

**Four types of relationship**

* **One to one relationship:**

One instance of an entity is related to one instance of another entity

* **One to many relationships:**

One instance of an entity is related to several instances of an entity

* **Many to one relationship:**

Many instances of an entity are related to one instance of another

* **Many to many relationships:**

Many instances of an entity related to several instances of an entity