Demo:
https://iu.mediaspace.kaltura.com/media/t/1_4a5xuxzg
Austin Cox

Law Enforcement Evidence Database System

Website Repository:

https://github.com/Audacox/AustinC2024LEDatabase

The aim of the "Law Enforcement Evidence Database System " is to provide a simple cost-effective software solution for underfunded law enforcement agencies that are still reliant on archaic paper filing systems when it comes to cataloging the immense amount of evidence that is submitted. The aim of this database is to utilize Microsoft Access as a front-end that will serve as the user-interface for all officers using the system, such as creating a new evidence record using form templates where they simply need to fill out all necessary information pertaining to the article of evidence. The database also contains all relevant information for all officers in the agency for tracking and identifying aspects of the evidence, such as which officer is submitting, what district they are assigned out of and who they report to for their district supervisor. This will allow the use of creating reports utilizing Microsoft Access to analyze the evidence to identify trends, such as workload comparisons, increased frequency of cases by district in

comparison, and what types of evidence and crimes are being committed in comparison to one another to allow better identification of policing needs in the community.

Microsoft Access System Requirements:

Processor:	• 1.6 GHz, 2-core processor
Operating System:	• Windows 11 or 10, MacOS
Memory:	• 4 GB (64bit), 2 GB (32bit) RAM
Hard Disk Space:	• 4 GB available disk space
Display:	• 1024 x 768 resolution
Graphics:	• DirectX 10 graphics card for graphics hardware acceleration for PC
Additional System Requirements:	• Microsoft Account

MySQL System Requirements:

Processor:	• Intel Core or Xeon 3GHz (or Dual Core 2GHz) or equal AMD CPU
Operating System:	• Windows 11, MacOS, Linux
Memory:	• 4 GB (64bit), 6 GB Recommended
Hard Disk Space:	• ~1 GB available disk space
Display:	• 1024 x 768 resolution
Graphics:	• nVidia or ATI with support of OpenGL 1.5 or higher