IDEATION PHASE

LITERATURE SURVEY

DATE	06.10.2022
TEAM ID	PNT2022TMID45909
PROJECT NAME	Plasma Donor Application
MAXIMUM MARKS	2 Marks

S.NO	TITLE	YEAR	TECHNIQUES	PARAMETERS	TOOLS	FINDINGS
1	Life saver E- blood donatio n applicat ion using cloud.	2020 June	GPS facility to locate Donor .	To find the blood Donor when required //search availability of blood in blood blanks //manage the blood donation camp.	Cloud computing.	Internet connection is mandatory and reports are verified.
2	Developing a plasma Donor application using function as a service in AWS		In an AWS function- as- a-services used and Amazon SNS and AWS elastic compute cloud.	Saving and notifying about the current donors, it helps the user to track down the necessary information about the donors.	Amazon Google IBM and Microsoft Azure Cloud Computing services has been used in this application.	Already filtered the active members Here user can be a given as well as borrower.
3	E-blood Bank app for organisi ng and order the blood donatio n	Jan 2018	Using cloud computing which is developed as SMS mobile based blood management system.	Process the blood data and request electronically collecting blood through collection activity.	GPS for track location and Asterisk hardware for direct call	This app is more organised and it is superfast.

4	Blood donor routine detector using k- nearest neighbours The second in conference on natural Resources and Life service	24 Aug 2019	By Microsoft Excel for data collecting by using waterfall model for process of the system.	It provides the class status of the donor for the specific blood type.	Unified Modifying Language (UML)modelling designed using OOPS concept.	It improves the accuracy of the calculations result on this system.
5	An Android application for volunteer blood donors.	2019 May	Android software stack produced by Google and SQ Lite database.	It determines the nearest one and send them the allows for blood donation.	Android studio using a n t and unto the great build automation platform.	Wrong inputs will affect the project outputs. So it should be rectified.