DIGITAL FUNDRAISING AND MANAGEMENT SYSTEM

USING C# .NET

A minor project report submitted to

By

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GUNTUR – 522 034

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CERTIFICATE

This is to certify that the Minor Project entitled as **"DIGITAL FUNDRAISING AND MANAGEMENT SYSTEM"** submitted by **VEGINENI LAVANYA (Y21ECE165)** in partial fulfillment for the award of the Minor Project(.NET Frame Work) is a record of bonafied work carried out under my guidance.

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Technical Tutor

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DECLARATION

I **CHUNDU LAKSHMI (Y21ECE022)** declared that the dissertation report entitled **"DIGITAL FUNDRAISING AND MANAGEMENT SYSTEM"** is no more than 1,00,000 words in length including quotes and exclusive of tables, figures, bibliography, and references. This dissertation contains no material that has been submitted previously, in whole origin part, for the award of any other academic degree or diploma. Except where otherwise indicated this dissertation in our own work.

Roll No	**Name**	**Signature**
Y21ECE022	CHUNDU LAKSHMI	Ch Lakshmi

Date :

Place :

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TABLE OF CONTENT

ABSTRACT

A digital fundraising management system refers to a key features and functionalities. It typically includes information about how the system facilities donor information, tracks donations and provides analytics and reporting. It may also highlight the system's security measures, integration capabilities with payment gateways and user-friendly interface. It brings together sponsors, admins and users to collaborate and achieve fundraising goals. Sponsors contribute financial support and resources, admins oversee the system's operations and users participate by donating, sharing campaigns, or volunteering. The system streamlines the fundraising process, enhances communication and provides tools for tracking progress and managing donations. The abstract would emphasize features such as campaign creation, secure donation processing, social sharing, volunteer management, communication tools, reporting and analytics, donor management, fund disbursshment and integration with CRM and accounting systems. The abstract would aim to capture the essence of the system, showcasing ability to facilitate effective and efficient fundraising efforts in the digital realm.

PROBLEM STATEMENT

It comes to online funds, some common problems between **sponsors**, **admins** and **users** can include issues with **transaction security**, **Fraudulent activities**, **disputes over payments, and lack of transparency**. It's important for all parties involved to communicate effectively and ensure that proper measures are in place to protect everyone's interests. Over payments can also arise, such as delayed or incorrect payments. Stay connected with their supporters and keep them informed about the impact of their contributions.

FEASIBILITY STUDY

When it comes to online funds, there can be a few challanges that sponsors, admins and users might face. One common issue is the security of transactions. It's crucial to have secure payment gateways and encryption to protect sensitive information. Another challange is the risk of fraudulent activities. This can include things like fake sponsors or users typing to scam others out of their money. That's why it's important to be cautious and verify the authenticity of sponsors and users before engaging in any financial transactions. Disputes over payments can also arise, such as delayed or incorrect payments. Clear communication and proper documentation can help resolve these issues. Lastly, transparency is key. All parties should have access to relavant information about the funds, such as how they will be used and any fees involved. This helps build trust ensures that everyone is on the same. It provides a secure and management transparent system for communication. Many online fundraising management systems do offer automated email marketing features to enhance donor engagement. These features allow organizations to send personalized emails to donors at various stages of the fundraising process. For **example**: The system can automatically send THANK YOU emails after a donation is made for follow-up emails to nurture ongoing relationships with donors. This helps organizations stay connected with their supporters and help them informed about the impact of their contributions.

CHAPTER 1

1 INTRODUCTION

Digital fundraising management, and involves utilizing online platforms, tools and strategies to plan, execute, and optimize fundraising campaigns. It encompasses activities such as donor acquisition, engagement, retention and stewardship, all conducted through digital channels such as websites, social media, email marketing, and crowdfunding platforms. The process typically includes setting goals, identifying target audiences, creating compelling fundraising content, levaraging technology for donation processing and tracking, analyzing data for insights, and continuously iterating to improve campaign performance.

Organizations collect and analyze data from digital fundraising campaigns to measure performance and identify areas for improvement, this includes tracking key metrics such as donation conversion rates, website traffic, email open rates, and social media by effectively managing digital fundraising efforts, organizations can expand their donor base, increase donations, and advance their mission in a rapidly evolving digital landscape.

Digital fundraising management is an iterative process, where organizations continuously test and refine their strategies based on performance data and feedback. This involves experimenting with different messaging, channels to optimize fundraising outcomes over time, and it implements secure and user-friendly donation processing systems to facilitate online giving and provide updates on how donations are being used, and foster through personalized communication.

CHAPTER 2

2 MOTIVATION & OBJECTIVE

The motivation and objectives for Digital Fundraising Management can depending on the organizations goals and missions. Some of the motivations and objectives are given below:

2.1 MOTIVATION

Digital fundraising allows organizations to reach a larger audience beyond their local Community donor base. Compared to traditional fundraising methods, digital fundraising more efficient. These platforms come with built-in analytics and reporting capabilities. It is constantly evolving with new technologies and trends. Creating a sense of community and engagement around the cause can foster a shared sense of purpose and motivations.

2.2 OBJECTIVE

- To leverage online platforms to connect with potential donors globally and raise the awareness about the cause.
- The objective is to use digital platforms to attract the donors who are passionate about social issues and are comfortable donating through online.
- The streamline fundraising process reduces overhead costs, and maximize return on the investment for fundraising efforts.
- Improve the efficiency of fundraising operations by automatically manual processes to make the decisions for fundraising strategies.
- Ultimately the primary objective of digital fundraising process is to raise the funds to support the oraganization programs.
- The motivation is to mobilize financial resources effectively to drive the positive change.

CHAPTER 3

3 SOFTWARE & HARDWARE REQURIMENTS

3.1 SOFTWARE REQURIMENTS

Operating System	**:**	Windows
Programming Language	**:**	C#
Modules Required	**:**	.NET Framework
Modules	**:**	Own Modules created by the programmer for the based on the management system to develop both Window and Web Applications, Here it is a Console Application.
IDE's	**:**	Visual Studio – 2022

3.2 HARDWARE REQURIMENTS

Processor	**:**	11^{th} Gen Intel(R) core (TM) i5-1155G7@ 2.50GH
RAM	**:**	8.00GB
Version	**:**	22H2

CHAPTER 4

4.LITERATURE SURVEY

4.1 Literature Survey 1

Name : Abhishek Bhati

Title : A literature review of study in fundraising.

About : Abhishek Bhati seasoned professional with a proven track record in fundraising for various causes and initiatives. He successfully develop in fundraising campaigns, leveraging. His make a positive impact, and also he create a effectively communicate the mission and goals for the organization have also support the fundraising targets.

4.2 Literature Survey 2

Name : Ruth Hansen

Title : Empower Equality or Justice for all.

About : The Ruth Bader Ginsburg, the she supported to justice for united states and she know work in gender equality and women rights. In fundraising of her money can support causes such as gender equality, women rights, legal advocacy, or education initiatives.

CHAPTER 5

5 KEYWORDS & DEFINITIONS

5.1 KEYWORDS

5.1.1 Fundraising
5.1.2 Advocacy
5.1.3 Precision
5.1.4 Levaraging
5.1.5 Strategies

5.2 DEFINATIONS

5.2.1 Fundraising - It is processor of look for support of a charity or else other activity, financial offering by individuals, delightful businesses, or governmental agencies.

5.2.2 Advocacy - To support the another person and help you express our views and wishes, and help you stand for our rights.

5.2.3 Precision - It is a repeatable measurement and perfection for their work and stability.

5.2.4 Levaraging - To use obtain a desired effect or result that means manipulating the certain things.

5.2.5 Strategies - It means set of plans and it executes the over a long period, when intended the achieve something the general plan.

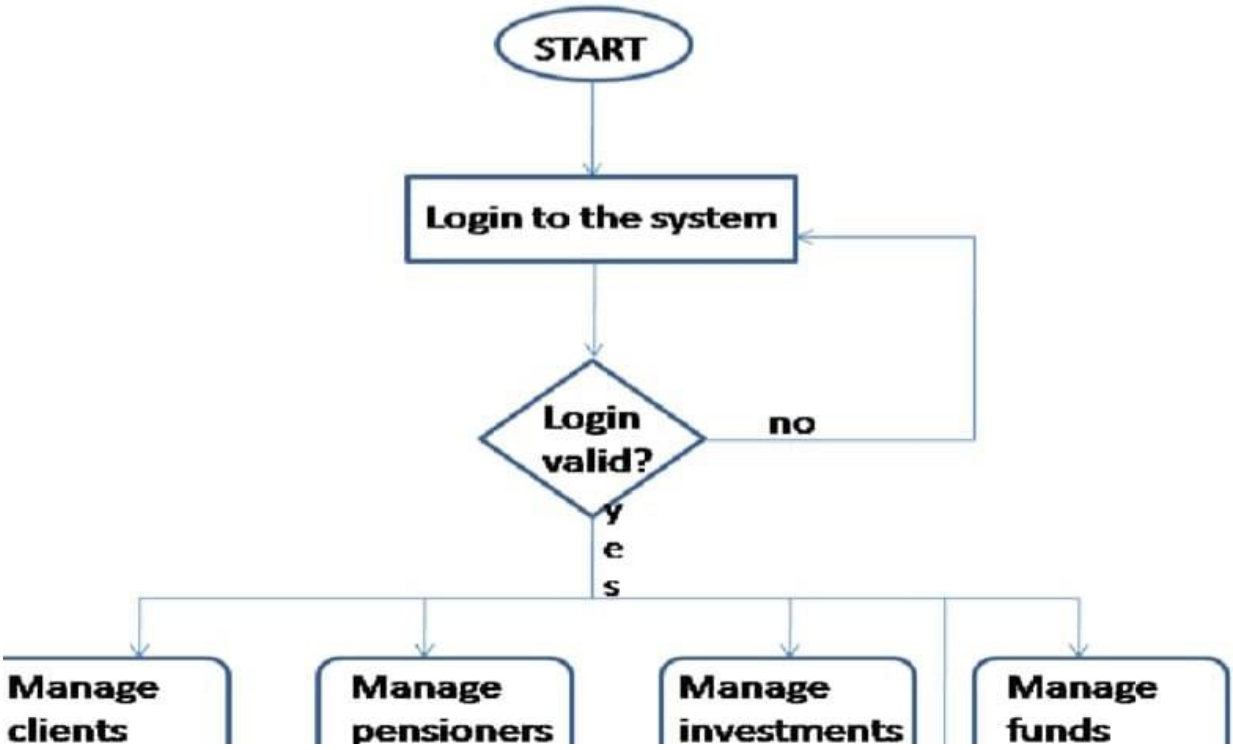
CHAPTER 6

6 DESIGINING

By the design we started that thinking about methods in our design process, and also adopted from google design sprit to create our concept and also, we looking at the overview of the pointers. We should selected areas to design for which would be related to payment solutions to see the bigger picture. We will put the features into context by drawing the design, it will also use both offline and online methods.

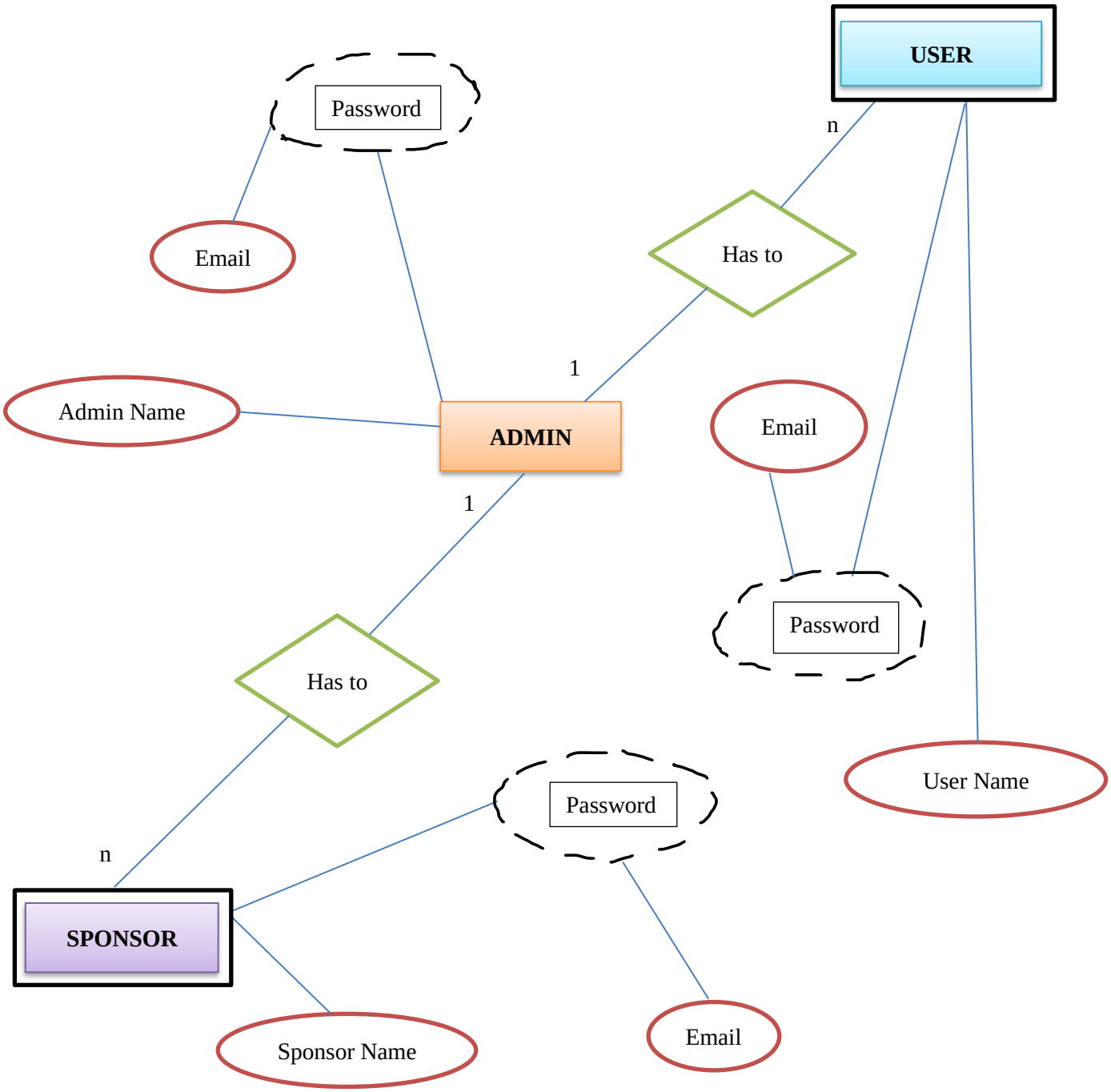
6.1 EXISTING SYSTEM

The existing system means past designing system. Here, in 2023 it looks for precision to break through the noise. The draw backs of finding this system in the past years are donors will often in undated with requests to give receive a donations through social media or emails there is no clear message and there is a breaks on this system. Additionally as more donors are sharing data the data will become even more important. By increasing the in your organization and also have tax issues.



6.1 PROPOSED SYSTEM

In proposed system present there is a modification of above statement there is a benefits of our project that is direct convertion between donors and admin and also have no trust issues between them and we have billing mechanism between them in past project produces the non-profit work load. By this we also increase the donations.

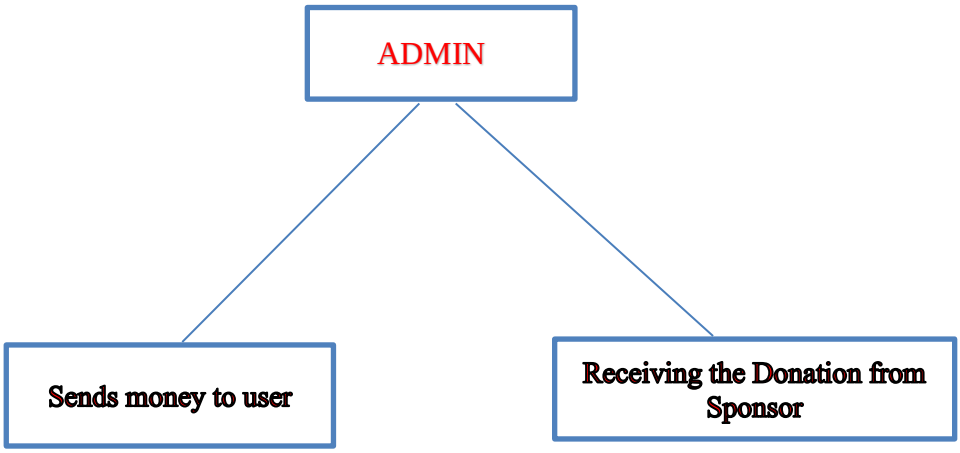


CHAPTER 7

7 MODULES

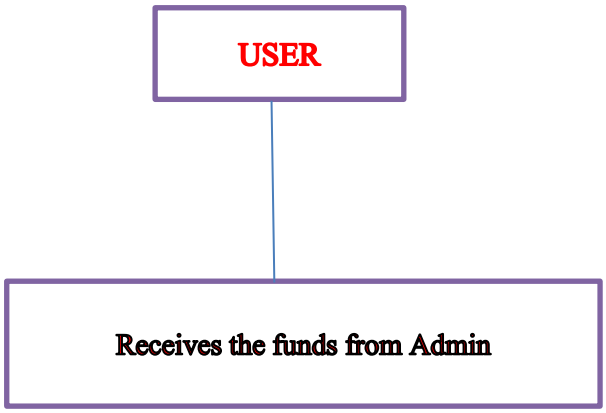
7.1 ADMIN MODULE

Administration is a process by which a non-profit organization of financial transactions including donors and users and here admin can report the data of recorded, documented and reported and admin can perform to follow the rules and guidelines this includes accepting documenting and reporting of financial contributes administrations can understand the needs of organizations.



7.2 USER MODULE

A user management system process is contact between users and contact can be either internal user or external user. The user can perform specific task as per the role and application user can also develop the organization. User can have rights of the administration platform and admin can responsible for perform for user.



7.3 SPONSOR MODULE

The sponsorship plays an important role in this system the sponsor can send funds to the admin and sponsor can support the finance for the event and also sponsor want the mostly is trust issues and also to get the right sponsor to donate the funds.

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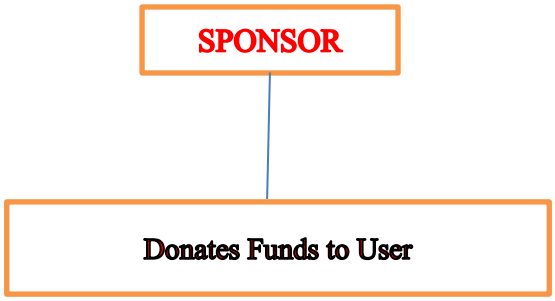


CHAPTER 8

8 METHODOLOGY

A C# is a purely object oriented programming language, it get properties from C, CPP and JAVA. From “C” the syntax, keywords and operators are inherited, from “CPP”, it inherits the object oriented mechanism and from “JAVA”, it gets the security aspects and portable code generation, and the C# is used as “PRIMARY LANGUAGE” in DOT NET Framework. It offers a friendly environment to the user.

C# was introduced by “Microsoft” as a part of overall DOT NET strategy, and C# offered cross-language interoperability which was not there in java. The journey of C# from version 1.0 to version 4.0 is shown below.

- In version 1.0, the Cross language was introduced.
- In version 2.0, Priority was given to C# language.
- In version 3.0, the Front End was designed.
- In version 4.0, the Back End was developed.

In C# code was executed by “Common Language Runtime” instead of operating system, these runtime provides services like Garbage collector, Type conversion, Exception handling, and the code compiled by the language compiler into Intermedia language. The C# has the following features like;

- Simple
- Structured Programming
- Scalable & Updateable
- Type Safe
- Rich Library
- Fast Speed

In C# Data types each and every data type must be inherited the properties from Data type class, in these C# the working process of Data type class is acts as mediator between Data type and Variable. The C# contains a help system which is a collection of libraries of entire DOT NET Framework, if you need any assistance it directly proceed with the help system.

CHAPTER 9

9 CODING

9.1 ADMIN BLOCK

```
Console.WriteLine("Select type ");
Console.WriteLine("1.ADMIN");
Console.WriteLine("2.SPONSOR");
Console.WriteLine("3.USER");
 r = Convert.ToInt32(Console.ReadLine());

if (r == 1)
{
    Console.ForegroundColor = ConsoleColor.Magenta;
    Console.WriteLine("1.ADMIN");

    Console.WriteLine("Are you a new Register");
    Console.WriteLine("1.Register");
    Console.WriteLine("2.Login");
    int q2 = Convert.ToInt32(Console.ReadLine());
    if (q2 == 1)
    {
        Console.Write("Admin Name:" + "Admin");
        Console.WriteLine();
        Console.Write("Contact no:");
        double c = Convert.ToDouble(Console.ReadLine());
        Console.Write("Email id:");
        e = Console.ReadLine();
        Console.Write("password");
        p = (Console.ReadLine());
        Console.WriteLine("_____
    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Green;
        Console.WriteLine("Thank you");

    }
    Console.WriteLine("_____
    Console.ForegroundColor = ConsoleColor.Yellow;
    Console.WriteLine();
    Console.Write("Account no:");
   int aa =Convert.ToInt32(Console.ReadLine());
```

```
Console.WriteLine("do you want log in: ");
Console.WriteLine("1.yes");
Console.WriteLine("2.no");
int a = Convert.ToInt32(Console.ReadLine());
if (a == 1)
{
x:
    Console.ForegroundColor = ConsoleColor.DarkBlue;
    Console.WriteLine("email:");
    e1 = Console.ReadLine();
    Console.WriteLine("password:");
    p1 = (Console.ReadLine());
    if (e == e1 && p == p1)
    {
        Console.WriteLine("logged in------");
    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Red;
        Console.WriteLine("incorrect password ,Try again.....");
        goto x;
    }

}
else
{
    Console.ForegroundColor = ConsoleColor.Green;
    Console.WriteLine("thankyou");
}
```

```
}
else
{
    Console.ForegroundColor = ConsoleColor.Blue;
    Console.WriteLine("email:");
    e2 = Console.ReadLine();
    Console.WriteLine("PASSWORD:");
    p2 = (Console.ReadLine());
    Console.WriteLine("Logged in----");
}


Console.Clear();
```

9.2 SPONSOR BLOCK

```
Console.WriteLine("Select type ");
Console.WriteLine("1.ADMIN");
Console.WriteLine("2.SPONSOR");
Console.WriteLine("3.USER");
 r = Convert.ToInt32(Console.ReadLine());

if(r == 2)
{

    Console.ForegroundColor = ConsoleColor.Magenta;
    Console.WriteLine("******* SPONSOR ********");
    Console.WriteLine();

    Console.WriteLine("Are you a new Register");
    Console.WriteLine("1.Register");
    Console.WriteLine("2.Login");
    int q1 = Convert.ToInt32(Console.ReadLine());
    if (q1 == 1)
    {
        Console.WriteLine("Sponsor Name:");
        string s = Console.ReadLine();
        Console.WriteLine();
        Console.WriteLine("Contact no:");
        double c1 = Convert.ToDouble(Console.ReadLine());
        Console.WriteLine("Email id:");
        e = Console.ReadLine();
        Console.WriteLine("password");
        p = (Console.ReadLine());
        Console.Write("Account no:");
        int sa = Convert.ToInt32(Console.ReadLine());
```

```
Console.ForegroundColor = ConsoleColor.Blue;
Console.WriteLine(" Do you want log in: ");
Console.WriteLine("1.yes");
Console.WriteLine("1.no");
int a = Convert.ToInt32(Console.ReadLine());
if (a == 1)
{
x:
    Console.ForegroundColor = ConsoleColor.Red;
    Console.WriteLine("email:");
    e1 = Console.ReadLine();
    Console.WriteLine("password:");
    p1 = (Console.ReadLine());
    if (e == e1 && p == p1)
    {
        Console.WriteLine("logged in------");
        Console.WriteLine();
    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Yellow;
        Console.WriteLine("incorrect password ,Try again.....");
        goto x;
    }

}
```

9.3 USER BLOCK

```
Console.ForegroundColor = ConsoleColor.Green;
Console.WriteLine("Select type ");
Console.WriteLine("1.ADMIN");
Console.WriteLine("2.SPONSOR");
Console.WriteLine("3.USER");
 r = Convert.ToInt32(Console.ReadLine());

if(r==3)
{


    Console.ForegroundColor = ConsoleColor.Magenta;
    Console.WriteLine("USER ........");

    Console.WriteLine("Are you a new Register");
    Console.WriteLine("1.Register");
    Console.WriteLine("2.Login");
    int q = Convert.ToInt32(Console.ReadLine());
    if (q == 1)
    {
        Console.WriteLine("user Name:");
        string u = Console.ReadLine();
        Console.WriteLine();
        Console.WriteLine("Contact no:");
        double c2 = Convert.ToDouble(Console.ReadLine());
        Console.WriteLine("Email id:");
        e = Console.ReadLine();
        Console.WriteLine("password");
        p = (Console.ReadLine());
        Console.Write("Account no:");
        int ua =Convert.ToInt32 (Console.ReadLine());
```

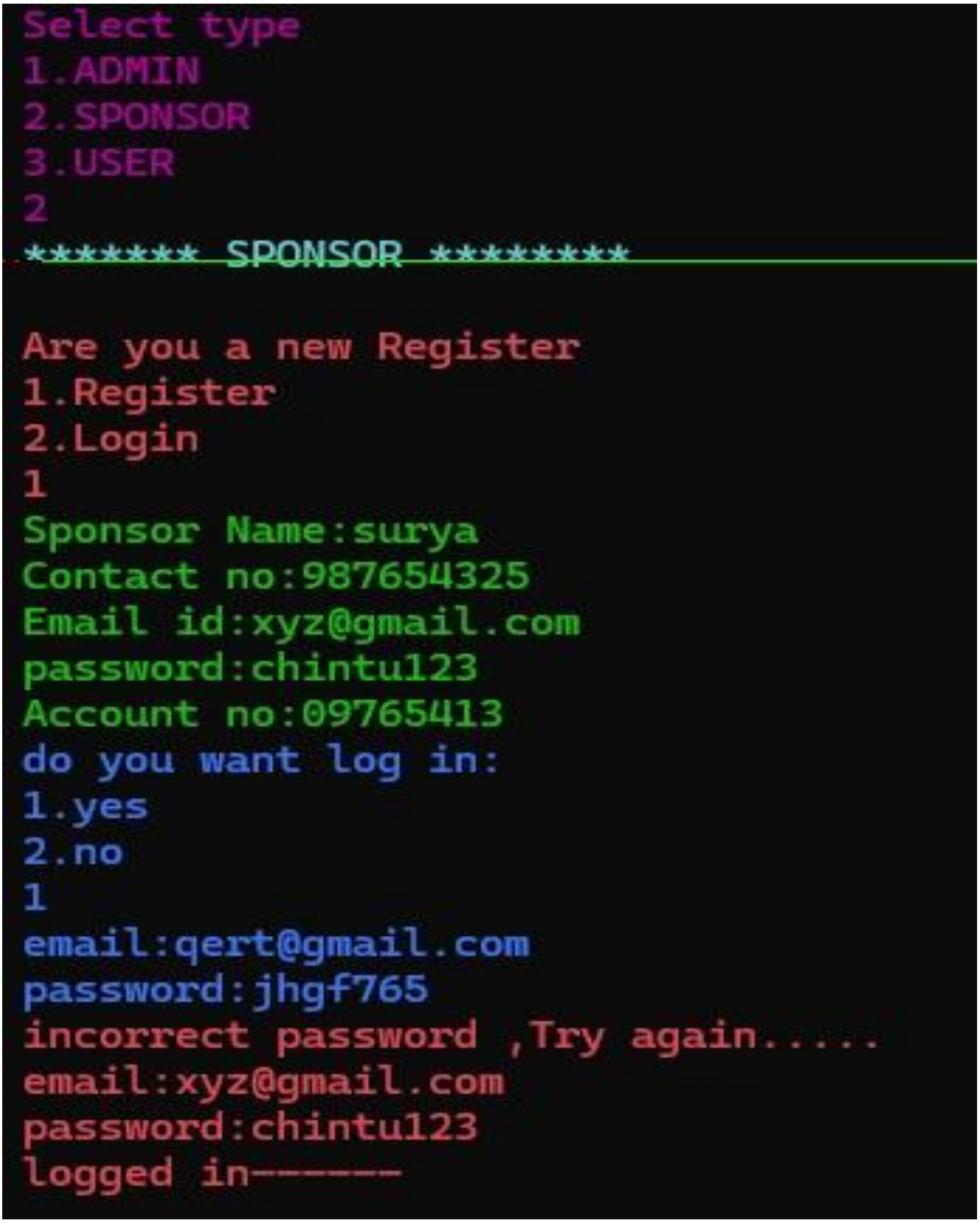
```
Console.ForegroundColor = ConsoleColor.Blue;
Console.WriteLine(" Do you want log in: ");
Console.WriteLine("1.yes");
Console.WriteLine("1.no");
int a = Convert.ToInt32(Console.ReadLine());
if (a == 1)
{
x:
    Console.ForegroundColor = ConsoleColor.Red;
    Console.WriteLine("email:");
    e1 = Console.ReadLine();
    Console.WriteLine("password:");
    p1 = (Console.ReadLine());
    if (e == e1 && p == p1)
    {
        Console.WriteLine("logged in------");
        Console.WriteLine();
    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Yellow;
        Console.WriteLine("incorrect password ,Try again.....");
        goto x;
    }

}
```

CHAPTER 10

10 TESTING

10.1 UNIT TESTIG

10.2 INTEGRATION TESTING

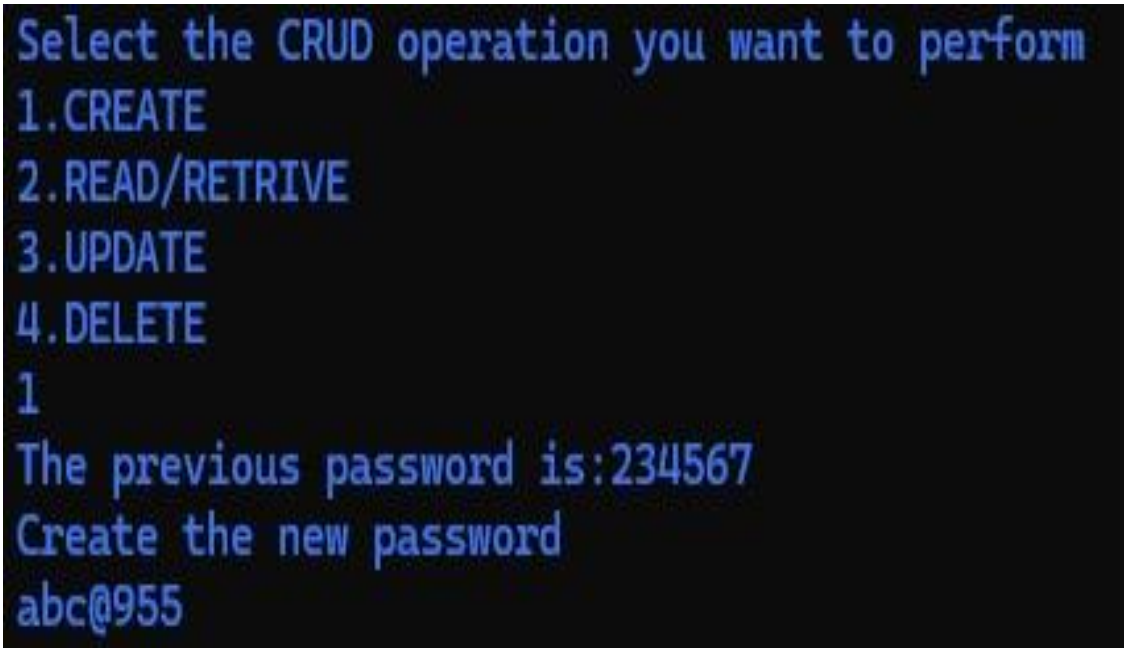



Select type
1.ADMIN
2.SPONSOR
3.USER
3
USER .....
Are you a new Register
1.Register
2.Login
1
user Name:
Tarun
Contact no:
9876543234
Email id:
qwa@gmail.com
password
hsrty87
Account no:03456788
Do you want log in:
1.yes
1.no
1
email:
qwa@gmail.com
password:
hsrty87
logged in------

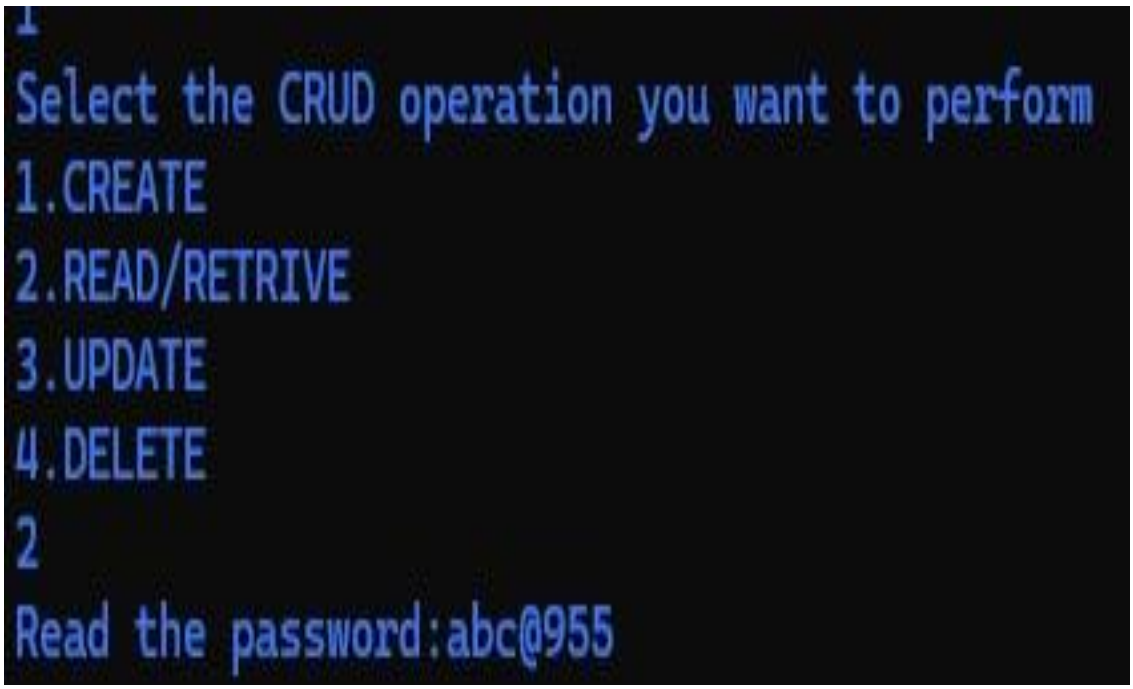
10.3 SYSTEM TESTING

Entire Code Output in all case

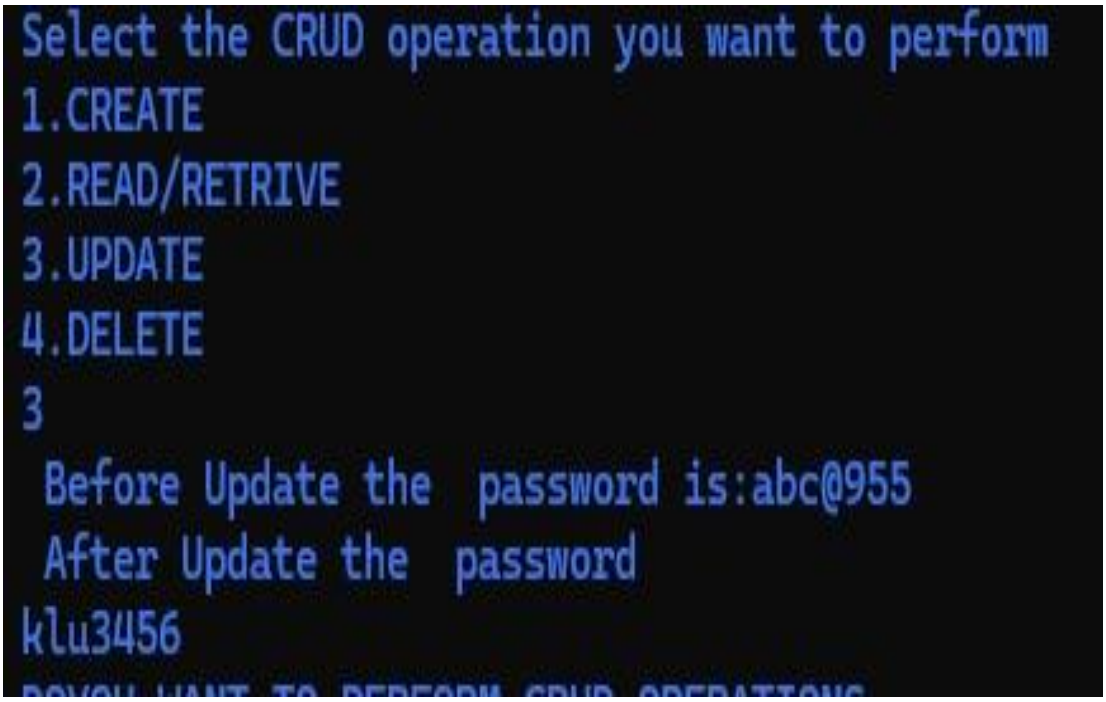
10.3.1 Case 1 : CREATE



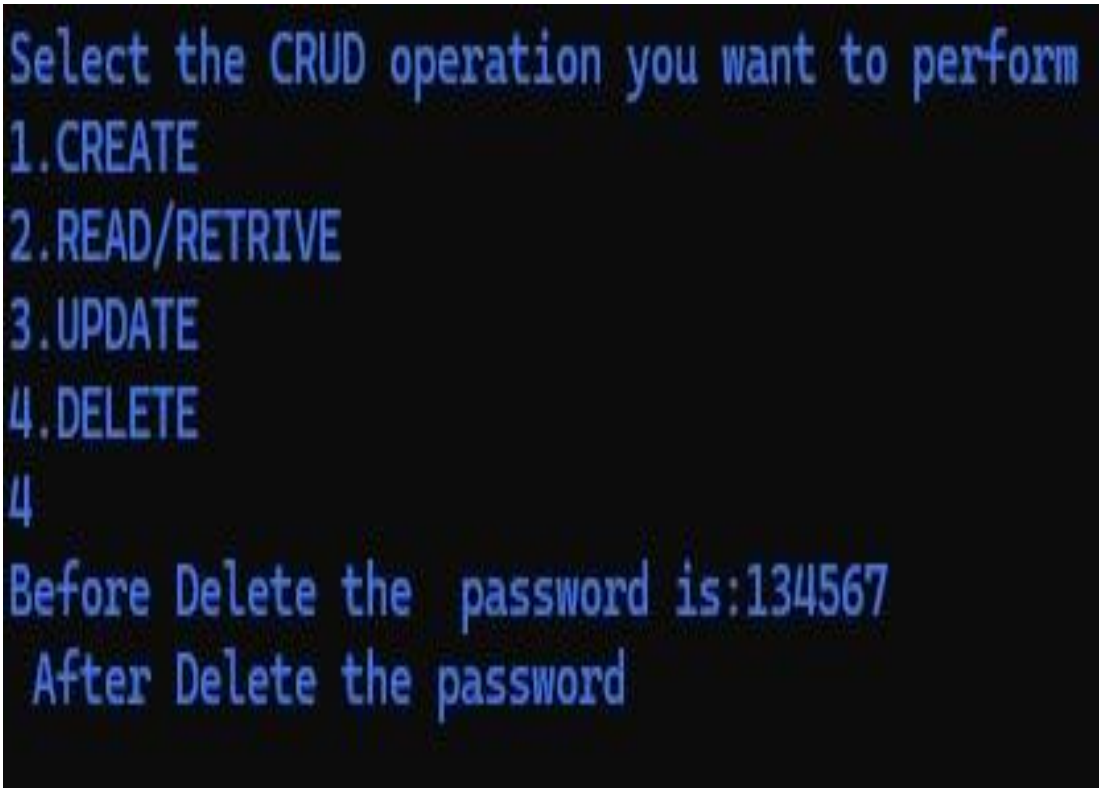
10.3.2 Case 2 : READ



10.3.3 Case 3 : UPDATE



10.3.4 Case 4: DELETE



CHAPTER 11

11 RESULT

Fundraising is extremely useful as it saves money, time, and effort. Not only that, but it can also expand the donor reach within a short period of time. It is a valuable tool for any non-profit organization that wants to measure its performance, communicate its impact, and plan its future strategies.

CHAPTER 12

12 CONCLUSION

In conclusion, the implementation of online donation management system offers an efficient and user-friendly solution for streamlining the process of charitable contributions. Through this platform, donors can easily make donations from the comfort of their homes or on-the-go, which organizations can effectively manage and allocate these funds to various causes. Online donation management systems can be a valuable tool for nonprofits of all sizes. They can help nonprofits to streamline the donation process, improve donor communication, and track donations more effectively. Online fundraising is extremely useful as it saves money, time, and effort. It helps consistently drive more donations by broadening your online presence and converting more people to become donors.

CHAPTER 13

13 FUTURE SCOPE

The future scope for digital fundraising management is vast and dynamic, along with ongoing technologies and evolving donor preferences. Here are some potential areas of growth and innovations.

Blockchain has the potential to enhance the security, transperancy in digital fundraising by providing a security for donation transactions. Virtual reality can create immersive donor experiences, allowing the supporters to virtually visit project sites and participate in interactive fundraising events from anywhere in the world. social media platforms will continue to play a crucial role in digital fundraising, with innovative features such as fundraising live streams and smartphone usage continues to rise globally, mobile giving will become increasingly important in digital fundraising and the offering donors an alternative way to support causes while providing nonprofits with access to new sources of funding and reaching donor demographics. The data privacy and security, digital fundraising platforms will need to prioritize robust data protection measures and transparent handling of donor information to build the trust with supporters. In alignment with growing environmental consciousness, digital fundraising management may focus on reducing environmental impact associated with online transactions and promoting sustainable fundraising practices.

Artificial Intelligence can revolutionize digital fundraising by offering analytics to identify potential donors for targeted fundraising appeals and chatbots for donor support and engagement. By embracing these future trends and emerging technologies, organizations can stay at the forefront of digital fundraising management, drive innovation and maximize their impact in advancing social causes and addressing pressing global challenges.

CHAPTER 14

14 REFERENCES

14.1 **Abhishek Bhati :** https : // abhishekbhati.com/

14.2 **Ruth Hansen :** https : // ruthhansen.com/