A Report on

"HSTU STUDENTS' FINANCIAL AID"

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CERTIFICATE

This is certify that Md Iftekhar Hossain Tushar, Azizur Rahman Maruf and Md.Rakibul Azad submit this project work entitled "HSTU Students' Financial Aid" is carried out in partial fulfillment for the award of the degree of bachelor of science (engineering) in Computer Science and Engineering. This is a record of their own work carried out by them under of supervision and guidance.

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Acknowledgment

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Abstract

"HSTU Students' Financial Aid" This financial support system is a comprehensive software solution designed to streamline and optimize the process of managing donations for organizations and non-profit entities. This abstract provides an overview of the key features and functionalities of the DMS, highlighting its potential to enhance efficiency, transparency, and impact in the realm of charity system for the university students'.

This serves as a centralized platform that facilitates the entire lifecycle of donations, from initial donor engagement to fund allocation and reporting. It leverages modern technology to address challenges commonly faced by organizations in effectively managing and utilizing the contributions they receive.

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INTRODUCTION OF PROJECT

1.1 Summary

Literature survey:

For Literature Survey, we have visited website related to our system. We have also visited some website for learning methods related to HTML, CSS, JavaScript, PHP, and MySQL language for DBMS.

System Analysis:

In System analysis part, we have studied about requirement specification of our project. There is included functional and non-functional requirements of our project. We have also designed Software requirement specification called SRS for our system.

Testing parts are:

- 1. Unit testing
- 2. Functional testing
- 3. Non-Functional testing
- 4. Compatibility testing.
- 5. Performance testing.
- 6. Accessibility testing.

1.2 Introduction of problem

In the realm of nonprofit organizations and charitable endeavors, the effective management of donations plays a pivotal role in achieving mission objectives and creating positive social impact. However, the traditional methods of donation management have often been plagued by inefficiencies, lack of transparency, and challenges in donor engagement. These shortcomings have prompted the need for a modern and comprehensive solution. Nowadays we can get help from far distance at a short time. And most of the time there is a major thing is that security and every system must have the security system.

1.3 Problem statement and explanation

1.3.1 Problem statement

In today's digital age, where online transactions and electronic payments have become commonplace, nonprofit organizations face a significant challenge when it comes to collecting donations offline. While online charity platforms offer convenience and accessibility, there are several critical issues associated with offline donation collection that hinder the efficiency and transparency of the process. Even people nowadays are so busy that they will not get the time to come to the university to give donation.

1.3.2 Project Description

This project is aimed to developing an online platform to fundraising and it is the easiest way because here a donor can donate his money easily. He don't have to come to that exact place to donate the money. Here we have home section, About section, Programs, Education section, Registration section, log in section, and join section. The doner can see the amount of money have received and the amount of money needed. Here one can give money and took money also. Here we will have a log in section and there will be two log in section user log in and authority log in .User can just see the data but can't edit it but authority can edit also.

1.4 Project useful to Society

This application is very useful for collecting money for the poor student or suppose a student got major illness and their parents have no the financial support for their child in this case our system can help a lot. It can take money and also donate money. So our application provide them a single platform for all the details and collecting money and helping the students. More usefulness like someone wants to give donation but he don't have much time in this case we can use this online platform.

1.5 Technologies Requirements

- Personal Computer with a operating system.
- HTML, JavaScript, CSS.
- Browsers—Google chrome, safari, Firefox, Internet Explorer.
- XAMPP.
- php

1.6 Background theory

- 1. Here in first page will be home page to introduce our project motive.
- 2. Next will be gallery section here we can see all the image of helping student.
- **3.** In about us section here people can get the donation who needed and give the donation for poor student.
- **4.** There will be a log in section for new member to log in and sign up of option for them who don't have an account.
- **5.** If a user don't have an account he can sign up and for user there is no need to have permission it will log in automatically.
- **6.** If a authority don't have an account he can sign up and previously permitted author can give the permission for log in.
- **7.** Lastly there will be contact section where anyone can contact through email and phone number.

LITERATURE REVIEW

For this we have study course material of html, css, JavaScript, php and programming language .And we have visited some of the charity system and gain some of knowledge and try to implement a better solution for our propose system we have visited feeding America united way worldwide st jude children's research hospital, salvation army, etc.

SYSTEM ANALYSIS

3.1 Introduction

3.1.1 Purpose

The purpose of this document is to provide the reader with general, background information about the software "HSTU STUDENTS' FINANCIAL AID" system.

3.1.2 Scope

This document is intended for all the users to understand the usage and maintenance of the software who will know the basic knowledge of computer.

3.1.3 Documentation Conventions

Throughput this documentation, the following conventions have been used:

- Fonts: Times new Roman
- Size 16 for main heading
- Size 14 for sub heading
- Size 12 for the rest of the document

3.2 OVERALL DESCRIPTION

3.2.1 Product Perspective

This system is replacement for offline donation where there is less secure and the time is insufficient this software will provide us the convenience, multiple payment option, ease to use, lack of wasting time.

3.2.2 Product Function

- 1. Home section
- 2. About us section
- 3. Program section
- 4. Donation section
- 5. Log in section
- 6. Sign up section
- 7. Authority log in
- 8. Doner log in

3.2.3 Constraint, Assumption and Dependencies

XAMPP is simply a local host or server that is used to test clients or websites before publishing them to a remote web server. The XAMPP server software on a local computer provides an appropriate environment for testing MYSQL, PHP, Apache, and Perl projects. So we have used XAMPP for our project purpose and for front end we have used html, CSS, JavaScript.

3.3 Special Requirement

3.3.1 User Interface

Home section, about us section, Program section, Donation section, Log in section, Sign up section, Authority log in, Donor log in all this section will be viewed in user interface.

3.3.2 Hardware Interface

Personal computer for user to view.

3.3.3 Software Interface

Any windows-based operation system, My SQL server, XAMPP.

3.4 Other non-functional Requirement

- Scalability
- Reliability
- Regulatory
- Maintainability
- Serviceability
- Utility
- Security
- Data integrity
- Capacity
- Availability
- Usability
- Interoperability
- Environmental

SYSTEM DESIGN

4.1 System Flow Chart Diagram

The system flow diagram is one of the graphical representations of the flow of data in a system in software engineering. The diagram consists of several steps that identify where the input is coming to the system and output going out of the system.

4.1.1 Authority Flow

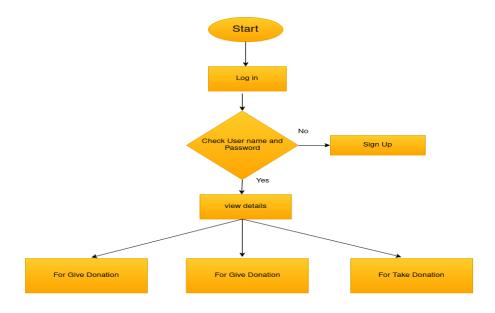


Figure: Authority flow diagram

4.1.2 System Flow for User

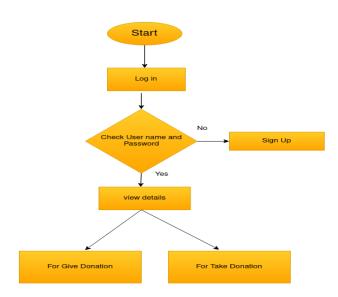


Figure: User flow diagram

4.2 UML Diagram

Unified Modeling Language (UML) combines techniques from data modeling (entity relationship diagram) and component modeling. It can be used with all processes, throughout the software development life cycle, and across different implementation technologies

4.2.1 Use case Diagram

In UML, use-case diagrams model the behavior of a system and help to capture the requirements of the system.

Use-case diagrams describe the high-level functions and scope of a system. These diagrams also identify the interactions between the system and its actors. The use cases and actors in use-case diagrams describe what the system does and how the actors use it, but not how the system operates internally.

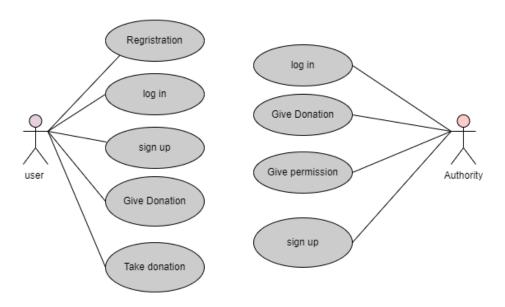


Figure: Use case diagram

4.2.3 Process Diagram

A Process Flow Diagram (PFD) is a type of flowchart that illustrates the relationships between major components at an industrial plant. It's most often used in chemical engineering and process engineering, though its concepts are sometimes applied to other processes as well. It's used to document a process, improve a process or model a new one. Depending on its use and content, it may also be called a Process Flow Chart, Flowsheet, Block Flow Diagram, Schematic Flow Diagram, Macro Flowchart, Top-down Flowchart, Piping and Instrument Diagram, System Flow Diagram or System Diagram.

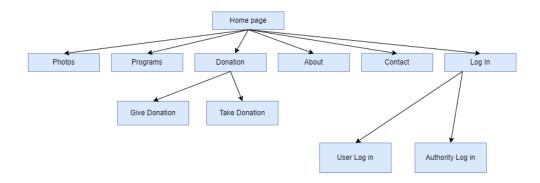


Figure: Process diagram

4.2.4 Activity Diagram:

Activity diagram represent the dynamics of the system. It focuses on representing various activities or chunk of processing and their sequence of activities Activity diagram are used to show the work flow of a system.

Activity for user:

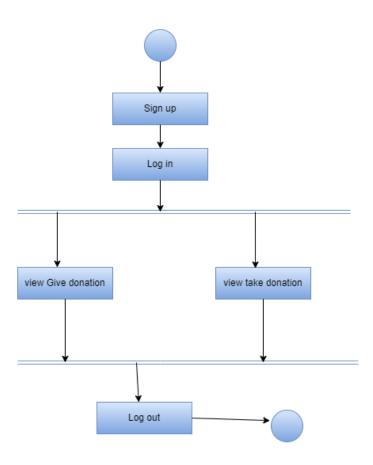


Figure: User activity diagram

Activity for Authority:

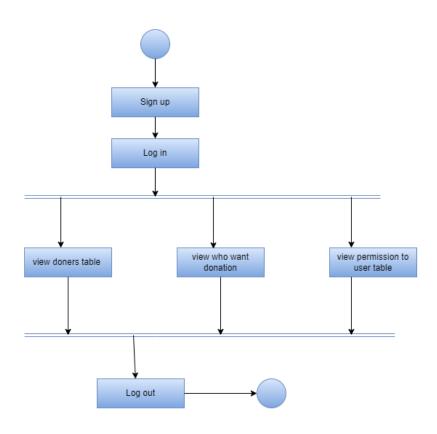


Figure: Authority activity diagram

4.3.1 E-R Diagram

An entity-relationship model (ER model) is a data model for describing the data or information aspects of a business domain or its process requirements, in an abstract way that lends itself to ultimately being implemented in a database such as a relational database. The main components of ER models are entities (things) and the relationships that can exist among them, and database.

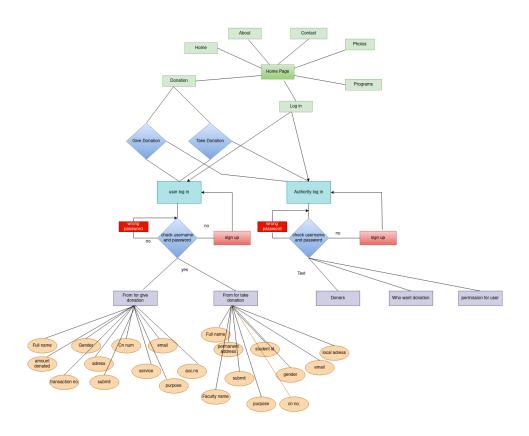


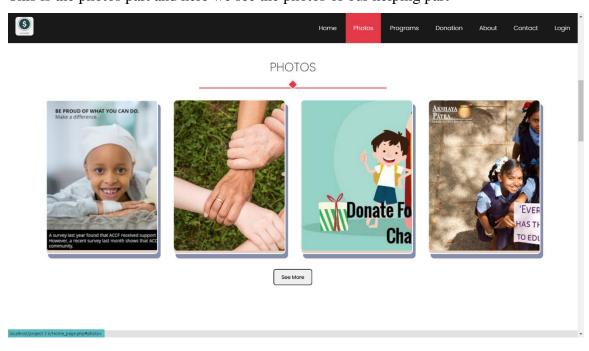
Figure: E-R diagram

IMPLEMENTATION

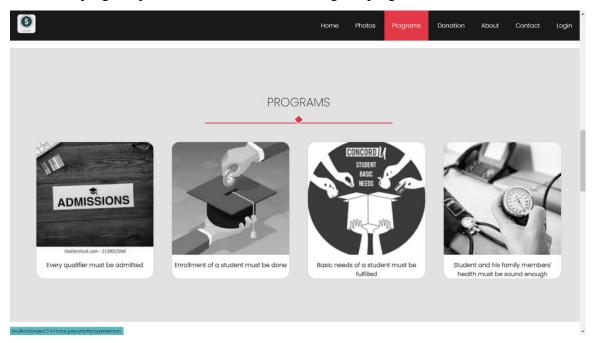
This is the home page here you can see all the content that we will have in next .By seeing this section you can see that what is our intention of this web page.



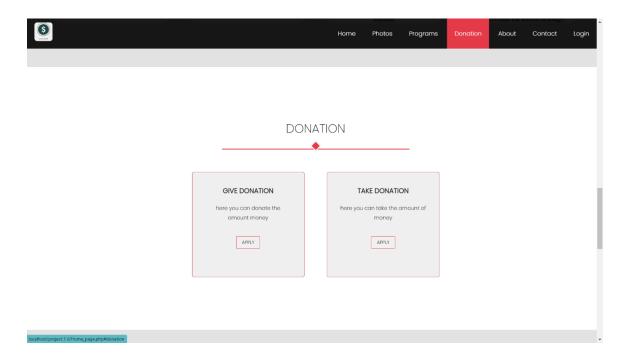
This is the photos part and here we see the photos of our helping part



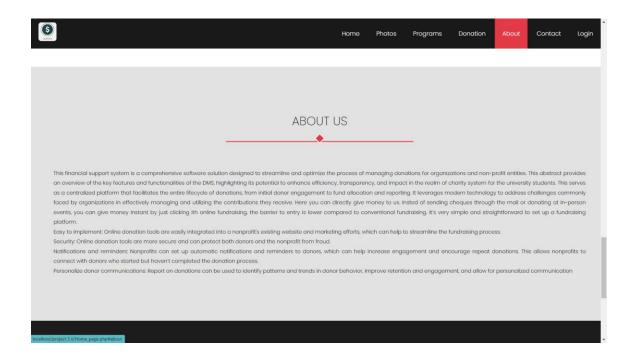
This is the program part and here we have the image of programs that we have done



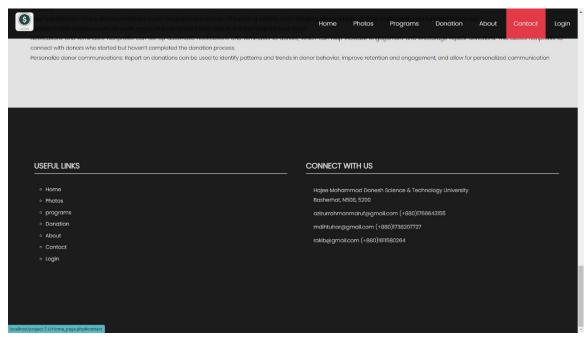
This is the most important part of our webpage and here we see that we have two section one for give donation and one for take donation



Next part is about part and here we write some important motive for what purpose and for what intention we have made this webpage



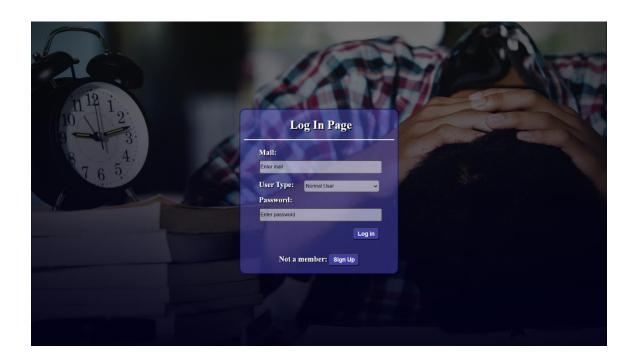
And then we have contact option here we got all the navigation menu in the below too and for contact we have given email and phone number



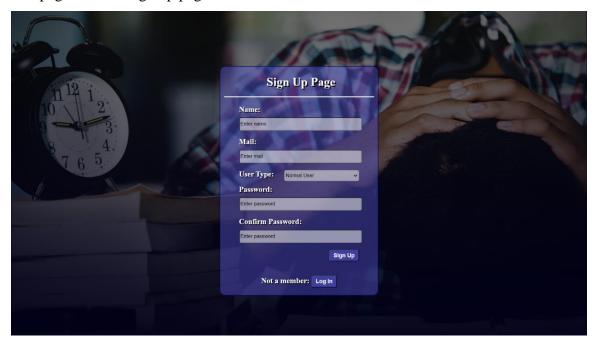
Here we can see the image of helping the poor students



The page we see is about the log in page



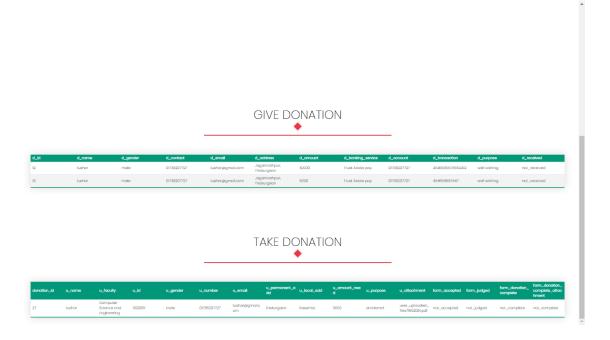
The page is about sign up page



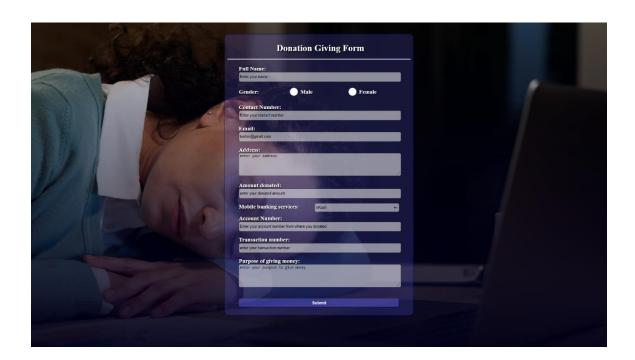
Here we can see that there is two option about one is give donation and one is take donation



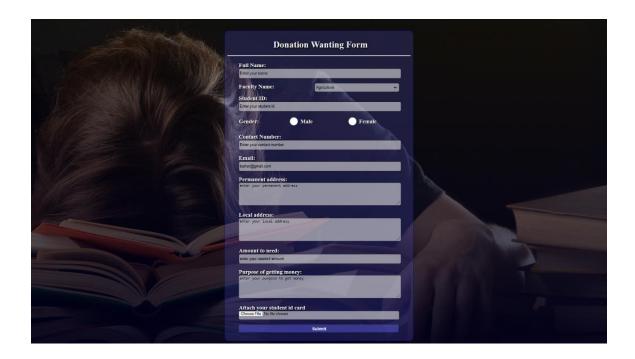
Here we can see the table about give donation



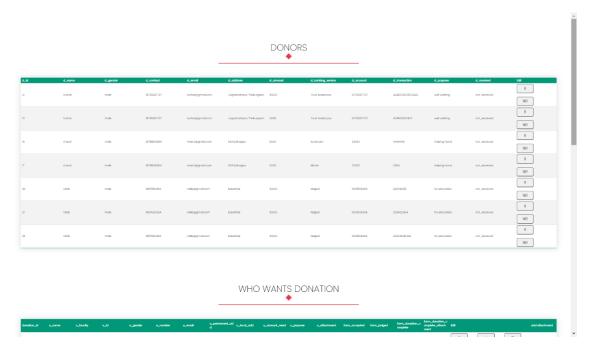
Here we see the from about donation giving from



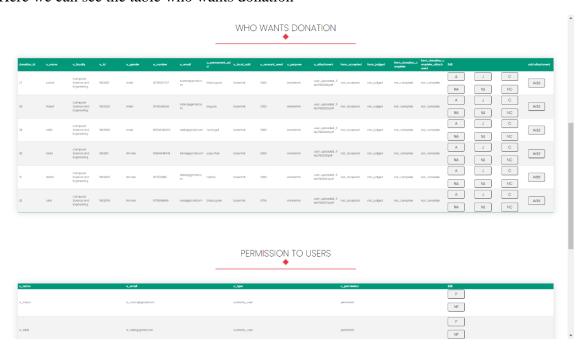
Here we can see the form of donation wanting form



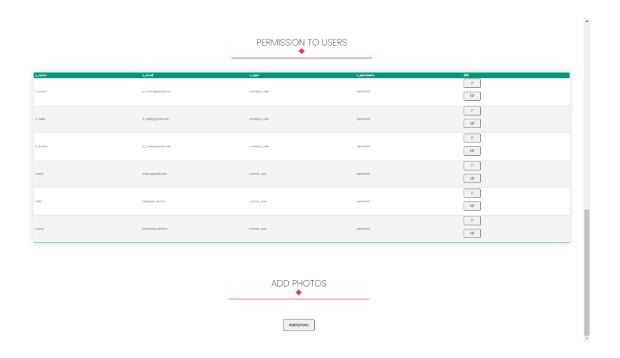
Here we can see the form of donors table



Here we can see the table who wants donation



Here we can see the table of permission to user



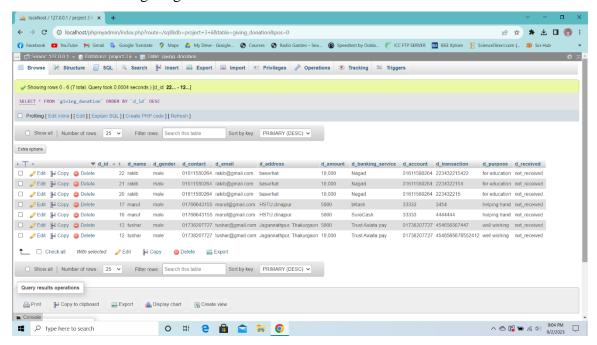
This is the image of add photo



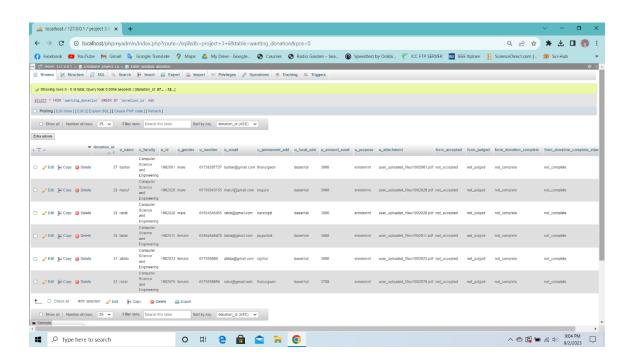
This is where we add attachment



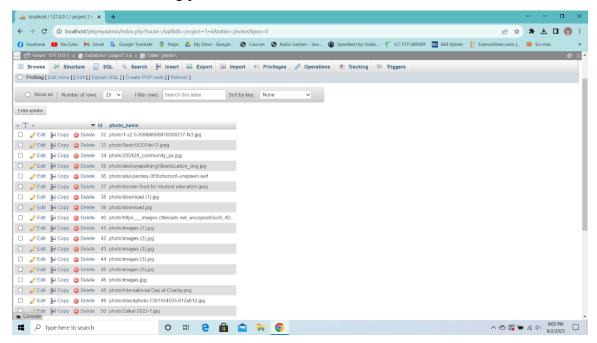
This is the table for giving donation



This Is the table for wanting donation



This is the table for adding photo



TESTING AND ANALYSIS

6.1 Testing and Result Analysis

The software, which has been developed, has to be tested to prove its validity. Testing is considered as the least creative phase of the whole cycle of system design. In the real sense it is the phase, which helps to bring out the creativity of the other phases and makes it shine.

6.1.1 Testing

The Testing that we have done ----

- Unit testing
- Black box testing
- White box testing
- Debugging

6.1.2 Result Analysis

Serial no	Module	Load time(sec)	Accuracy (%)	status
1	User log in	0.2	100	complete
2	Authority log	0.1	100	complete
3	Sign up	0.2	100	complete
4	Give donation from fill up	0.3	100	complete
5	Take donation from fill up	0.2	100	complete

6.2 Advantages

Accepting donations online has become incredibly popular in recent years, and a hugely effective method of raising funds. Consequently, many more charities are looking to find ways to increase their online donations. Here are a few reasons why you should start accepting donations online, quick, and easy and hassle free, here cost will be lower, understand your Donors Better, and always have access to your donor data, and we can keep all our data in one place

6.3 Usefulness with respect to Existing system

There are many charity website but though we are not so much professional but we have tried to build an easy system where public cannot get much complexity to visit our site this why we kept some of font page and use php for backend and html, CSS, JavaScript for front end and we have used log in option.

6.4 Unique feature of project

- 1. User interface is attractive.
- 2. User can easily donate the money through bkash, rocket, pay pall, etc.
- 3. The student who need the money they can contact us through our website.
- 4. It is much secure to give money.

FUTURE ENHANCENMENT

- 1. We will do more details work in Home page, photos page, about page and Donation page.
- 2. We will add gateway system for online payment.
- 3. We are not work session time of single account. We will work this future.
- 4. There is a option to insert attachment for a confirming donation to the user who wants donation.

CONCLUSION

In our proposed system we have built a system where we can help every students' of HSTU. Here we have kept option for user and authority and user can log in and ask for donation or if he wants he can give donation. On the other hand authority can edit the function who really need donation or not and from that student will get the help and we kept our system to easy to use and maintain security.

REFERNCES

1. Donate to Seva:

Restoring sight is one of the most cost-effective health interventions to reduce poverty. (https://www.seva.org/site/SPageServer/)

2. Y4D Foundation:

Y4D Foundation focuses on Youth, Women, and Child empowerment through its various initiatives. (https://y4d.ngo/home)

3. Volya Ukraine:

We help Ukrainians to survive these hard times. To be safe and healthy, to get life supplies and to renovate the country's economy and infrastructure. (https://www.volyaukraine.nl/)

4. Gofundme:

With a global team dedicated to trust and safety, we've successfully managed fundraisers worldwide for more than a decade. Don't worry about a thing, we've got you covered. (https://www.gofundme.com/)

5. Ama Ghar Community Scholarship:

Education is the passport to the future", for some kids, this "passport" is in their hands since they are born. However, for Nepali children living in poverty, when survival remains the primary task, education becomes a luxury. (https://amafoundation.org/)

6. buildOn:

buildOn is powered by passionate people committed to eradicating poverty.. (https://www.buildon.org/)