**Chapter 1**

**Introduction**

**1.1 Overview**

The proposed Blood Bank management system helps the people who are in need of a blood by giving them all details of blood group availability or regarding the donors with the same blood group. The people in need of blood can search for the donors by giving their blood group and city name. It saves time as he can search donors online without going anywhere. Using this system user can get blood in time and can save his relative or friend life. Our website work 24x7 so user can get information of blood donor any time. Blood donor can also get registered and save life of other person. The main benefit of this system is the information of available blood group.

When blood is need in the operation then people have very less time to get the blood available so if he get the information like who can give him blood in time in his city is lifesaving. And here our system work, whenever a person need blood he get information of the person who has the same blood group he needs.

Centralized Storage:

A centralized storage is a storage that is located, stored, and maintained in a single location. This location is most often a central computer or database system, for example a desktop or server [CPU](https://en.wikipedia.org/wiki/Central_processing_unit), or a mainframe computer. In most cases, a centralized database would be used by an organization or an institution.[3]

Distributed Architecture:

In a distributed architecture, components are hosted on different platforms and communicate through a network. Distributed architecture is a field of [computer science](https://en.wikipedia.org/wiki/Computer_science) that studies distributed systems. A distributed system is a model in which components located on [networked computers](https://en.wikipedia.org/wiki/Computer_network) communicate and coordinate their actions by [passing messages](https://en.wikipedia.org/wiki/Message_passing).[4]

Distributed Client Server:

A Client-Server Architecture consists of two types of components: clients and servers. A server component perpetually listens for requests from client components. When a request is received, the server processes the request, and then sends a response back to the client. Servers may be further classified as stateless or stateful.

Clients of a stateful server may make composite requests that consist of multiple atomic requests. This enables a more conversational or transactional interactions between client and server.[5]

Storage:

Computer data storage, often called storage or memory, is a technology consisting of [computer](https://en.wikipedia.org/wiki/Computer) components and [recording media](https://en.wikipedia.org/wiki/Data_storage_device) used to retain digital [data](https://en.wikipedia.org/wiki/Data_(computing)). It is a core function and fundamental component of computers.[6]