

Blood Bank & Donor Management System

By
Your Name

Under the guidance of
XYZ

Blood Bank & Donor Management System

CERTIFICATE

This is to certify that the Project report entitled _____
_____ being submitted for the **college name here** by _____
_____ Reg.No. _____ Class _____ done for
the partial fulfillment for the award of degree of **Your Degree**. This is a Bonafide record of work done by him/her
under my guidance and supervision during the year 2017-2018.

Head of the Department

Guide

Date:

Place:

Submitted for the Examination held on _____

Examiners:

ACKNOWLEDGEMENT

We take this occasion to thank God, almighty for blessing us with his grace and taking our endeavour to a successful culmination. We extend our sincere and heart felt thanks to our esteemed guide, Mr. XYZ for providing us with the right guidance and advice at the crucial junctures and for showing us the right way. We extend our sincere thanks to our respected head of the division Mr.XYZ, for allowing us to use the facilities available. We would like to thank the other faculty members also, at this occasion. Last but not the least, we would like to thank friends for the support and encouragement they have given us during the course of our work.

DECLARATION

I am NAME bearing the Reg no-----, doing Degree in college namehere. I here by declare that the project viz. “Blood Bank & Donor Management System” has been completed by me during the Third Semester as per partial completion of M.Sc (IT) Professional Degree. I have taken up this project to satisfy my eagerness in exploring the field of Web Designing and after the completion of the project I have realized that it has come true.

Date:

Place:

NAME

CONTENTS

1. Synopsis

2. Introduction

3. System Analysis

Preliminary Investigation

➤ **Feasibility Study**

- Technical Feasibility
- Operational Feasibility
- Economical Feasibility

Gathering Information

System Study

- Existing System
- Proposed System

4. System Requirements

Software Environment

Working Environment

- Hardware Configuration
- Software Configuration

5. System Design

System Flow Diagram

Data Flow Diagrams

Database Design

- Data Dictionary

Screens

6. System Testing

7. Implementation and Evaluation

8. Conclusion with Future Enhancement

9. Bibliography

SYNOPSIS

SYNOPSIS

The number of persons who are in need of blood are increasing in large number day by day. In order to help people who are in need of blood, my Online Blood Bank can be used effectively for getting the details of blood donors having the same blood group and with in the same city. With the help of my Online Blood Bank people who are having the thought of donating blood gets registered in my Online Blood Bank giving his total details.

My site also helps people who are in need of blood by giving the details of the donors by searching, if at all there are no donors having the same group and with in their own city they will be given the addresses with phone numbers of some contact persons in major cities who represent a club or an organization with free of cost. If at all the people find any difficulty in getting blood from the contact persons we will give them a MobiLink i.e., India's Largest Paging Service number through which they can give the message on every ones pagers with the blood group and city they are living in, such that the donors who view the messages in their pagers having the same blood group and the in the same city, he contacts the person on phone who are in need of a blood. Such that the person gets help from us which saves his life.

The present project elucidates the following features.

- ❑ Registering the Donors
- ❑ Modification of Donor Information
- ❑ Searching a Donor
- ❑ Life Saving Contacts (in major cities)

INTRODUCTION

INTRODUCTION

System Development:

The process of building systems has always been complex with system becoming larger, the costs and complexities get multiplied. So the need for better methods for developing systems is widely recognized to be effective and the applied model should meet a few basic requirements.

- The model should be structured and cover the entire system development process from feasibility study to programming, testing and implementation.
- The model should utilize established methods and techniques like database designs, normalizations and structured programming techniques.
- The model should consist of building blocks, which define tasks, results and interfaces.
- The model should separate the logical system from the physical system.
- Documentation should be a direct result of the development work and should be concise, precise and as non-redundant as possible.

Based on the above requirements of the system model, system study has been made. Various methodologies have been applied for system study, evolving design documents, data modeling, input screen design and report design.

Project:

The persons who like to donate blood registers in my site. The persons in need of blood searches for the persons having the same blood group and with in the city. If he found a donor in his city then he gets the total details of the donor, if he doesn't find any donor then he is given the contact numbers and addresses of the Life Saving Contact Persons for major cities. If he doesn't have any chance to contact them then he will be provided with Mobilink Paging Services in order to get the blood.

SYSTEM ANALYSIS

SYSTEM ANALYSIS

Preliminary Investigation:

First in the system development process is preliminary Investigation. Preliminary Investigation is conducted in the following phases.

- **Project clarification**
- **Feasibility study**
- **Project appraisal**

Project clarification is the process of selecting a project request for further study. When a system development or modification request is made, the first systems activity, the preliminary investigation, begins the activity has three parts: Request clarification, feasibility study and project appraisal. Many request from employees and users in organization are not clearly stated.

Therefore before any systems investigation can be considered, the project request must be examined to determine precisely what the originator wants. This is called Request clarification.

As important outcome of the preliminary investigation is the determination that the system request is feasible.

Feasibility Study:

The feasibility study is performed to determine whether the proposed system is viable considering the Technical, Operational and Economical factors. After going through feasibility study we can have a clear-cut view of the system's benefits and drawbacks.

Technical Feasibility:

The proposed system is developed using Active Server Page, VB Script and HTML as front-end tool and Oracle 8 as the back end. The proposed system needs a Personal Web Server to serve the requests submitted by the users. The Web browser is used to view the web page that is available within the Windows operating system itself. The proposed system will run under Win9x, NT, and win2000 environment. As Windows is very user friendly and GUI OS it is very easy to use. All the required hardware and software are readily available in the market. Hence the system is technically feasible.

Operational Feasibility:

The proposed system is operationally feasible because of the following reasons.

- The customer is benefited more as most of his time is saved. The customer is serviced at his place of work.
- The cost of the proposed system is almost negligible when compared to the benefits gained.

Economical Feasibility:

As the necessary hardware and software are available in the market at a low cost, the initial investment is the only cost incurred and does not need any further enhancements. Hence it is economically feasible.

The system is feasible in all respects and hence it encourages taking up the system design.

Gathering Information:

The analysis through collection of data plays the wider role in the analysis of the system. So the data is collected at different levels of management to keep track of full information of the system.

The collection of data is done from

Top Level Management

Middle Level Management

Low Level Management

Different methods used to collect the data:

Questioners:

The data is collected through questioners by filling a set of questions from the different levels of management. The questions made by questioners are three different types.

They are,

Structured questioners:

Unstructured questioners:

Semi-structured questioners:

Interviews:

Interviews were conducted to collect the information. The interviews were conducted at two levels.

1. ***Formal Group Interviews:*** the interviews conducted for formal groups i.e., the hierarchical (official) groups in the firm.
2. ***Informal Group Interviews:*** the interviews were conducted for informal groups i.e., the groups formed outside the company.

Observation:

The data is also collected by observation of the firm. The data is collected by observing on the site at different timings and at different situations like when the firm is busy and when the firm hasn't much work to do.

Record Review:

To collect the data and to get a clear idea of the firm some of the data is also collected from the past records of the firm. This information helps very much to get a clear idea of the firm i.e., the different problems occurred in different seasons and some exception conditions. This very much gives a clear idea of exceptional conditions.

System Study:

Present system:

There are certain features limiting the process of the present system.

The drawbacks of the present system are listed below.

- ❑ The increase in number of vehicles now a days.
- ❑ The increase in number of accidents now a days.
- ❑ The patients cannot get the information of donors easily.

Proposed system:

The proposed system, Online Blood Bank site overcomes the drawbacks of the present system. The Blood Bank helps the people who are in need of a blood by giving them overall details regarding the donors with the same blood group and with in their city.

The advantages of the proposed system are listed below.

- ❑ The people in need of blood can search for the donors by giving their blood group and city name.
- ❑ It is very flexible and user friendly.
- ❑ The person's time and work is reduced very much which prevails in the present system.
- ❑ Easy and Helpful.
- ❑ The people are not limited to receive or provide services in working hours of the branch only; he is serviced 24 hours a day, 7 days of week and 365 days of the year.

Limitation:

- ❑ In this project the searching can be done for donors for majority of cities but not for every city.
- ❑ In this project the contact person's details are given for the limited cities only.

SYSTEM REQUIREMENTS

SYSTEM REQUIREMENTS

Software Environment:

Software Environment is a technical specification of requirement of software product. This specifies the environment for development, operation and maintenance of the product.

Technology used:

-  Http
-  Http Basics
-  PHP
-  MYSQL
-  HTML
-  JAVASCRIPT

HTTP:

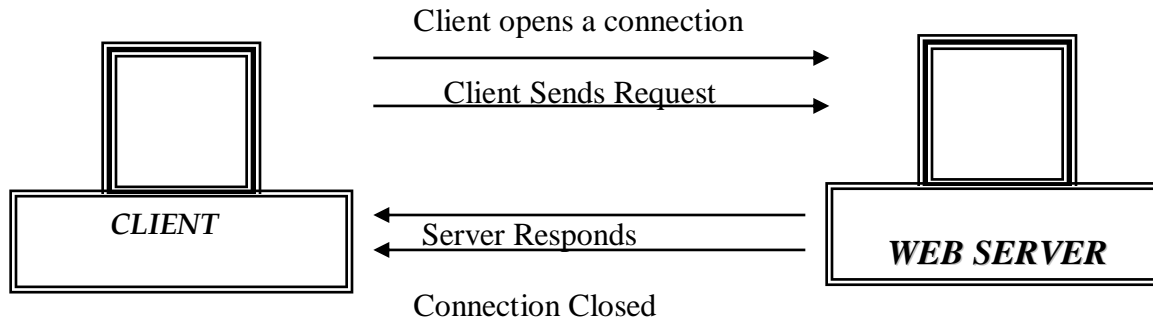
The Hypertext Transfer Protocol is stateless, TCP/IP based protocol used for communicating on the World Wide Web. HTTP defines the precise manner in which Web clients communicate with Web servers. HTTP/1.0 is the most common version in use today. Oddly enough, this protocol is not officially recognized as an Internet standard. It is documented in the informational RFC 1945. Its successor, HTTP/1.1, is currently a proposed Internet standard and many browsers and servers now support this new version.

HTTP Basics:

The HTTP protocol follows a very simple request/response paradigm. In short, a conversation between a Web browser and Web server goes something like this: the client opens a connection to the server, the client makes a request to the server, the server responds to the request, and the connection is closed.

The four stages of a simple Web transaction:

- ❑ The client opens a connection to the server.
- ❑ The client makes a request to the server.
- ❑ The server responds to the request.
- ❑ The connection is closed.



Connectionless Protocol:

HTTP is a connectionless protocol. As you may have guessed, the difference between a connectionless and a connection-oriented protocol is in the way they handle connections. Using a connectionless protocol, the client opens a connection with the server, sends a request, receives a response, and closes the connection. Each request requires its own connection. With a connection-oriented protocol, the client connects to the server, sends a request, receives response, and then holds the connection open in order to service future requests.

The connectionless nature of HTTP is both strength and a weakness. Because it holds a connection open only long enough to service the request, very few server resources are required to service large numbers of users. In fact many popular Web sites service millions of users in a single day. The drawback to a connectionless protocol is that a connection must be established with every request. Opening a new connection with each request incurs a performance penalty that translates into additional delays for the user.

Alternatively, a connectionless protocol such as FTP has a strong performance advantage over a connectionless protocol. This is due to the fact that the overhead required to open a new connection is incurred only once rather than with every request. Unfortunately, each open connection consumes some amount of server resources. These finite resources, such as memory and disk space, limit the number of concurrent users the server can handle. In contrast to a Web site, an FTP site can rarely support more than a few hundred users at a time.

Stateless Protocol:

As stated in the definition, HTTP is a stateless protocol. A protocol is said to be stateless if it has no memory of prior connections and cannot distinguish one client's request from that of another. In contrast, FTP is a *stateful* protocol, because the connection is not opened and closed with every request. After the initial login, the FTP server maintains the user's credentials throughout the session. On the other hand, due to its stateless nature, there is no inherent method in HTTP for tracking a client's traversal of a Web site. Every connection is a new request from an anonymous client.

The stateless nature of HTTP is both strength and a weakness. It is strength in that its stateless nature keeps the protocol simple and straightforward. It also consumes fewer resources on the server and can support more simultaneous users since there are no client credentials and connections to maintain. The disadvantage is in the overhead required to create a new connection with each request and the inability to track a single user as he traverses a Web site.

PHP

What is PHP?

PHP is a server scripting language, and a powerful tool for making dynamic and interactive Web pages.

- PHP is an acronym for "PHP: Hypertext Preprocessor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP is free to download and use

Syntax –

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<?php
```

```
echo "My first PHP script!";
```

```
?>
```

```
</body>
```

```
</html>
```


What is a PHP File?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
 - PHP code are executed on the server, and the result is returned to the browser as plain HTML
 - PHP files have extension ".php"
-

What Can PHP Do?

- PHP can generate dynamic page content
- PHP can create, open, read, write, delete, and close files on the server
- PHP can collect form data
- PHP can send and receive cookies
- PHP can add, delete, modify data in your database
- PHP can be used to control user-access
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

Why PHP?

- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.)
- PHP is compatible with almost all servers used today (Apache, IIS, etc.)

- PHP supports a wide range of databases
- PHP is free. Download it from the official PHP resource: www.php.net
- PHP is easy to learn and runs efficiently on the server side

MYSQL

MySQL is a popular database management system. It has a free and open source version. With its rich features, it has been the choice for many database driven PHP applications.

MySQL History

MySQL was founded by Michael Widenius and David Axmark in 1994. It was then developed under the company MySQL AB where the company provided both open source and commercial licenses. In January 2008, Sun Microsystems acquired MySQL AB and in January 2010, Oracle acquired Sun Microsystems making MySQL owned by Oracle. Since Oracle is primarily a proprietary software company, concerns have been raised about the future of MySQL. MySQL forks like MariaDB and alternatives like PostgreSQL have gained more attention with these concerns. However still MySQL is used by many open source software and large scale websites.

SQL Processing Capabilities:

SQL is composed of a definition language a Data Manipulation Language and a Data Control Language. These three languages support the complete spectrum of Relational Data processing activity. In fact most SQL based product all access to the data through SQL.

1. Data Definition Language:

DDL allows creation, Deletion and Modification of data structure for bar system. These structures include tables, databases and indexes.

Ex: Create, Drop and Alter.

2. Data Manipulation Language:

These commands are used to manipulate the data in tables directly or through views. There are four standard DML statements. They are select, delete, insert and update.

3. Data control language:

These commands are used to control usage and access of data. The most commonly found one's will include grant, revoke.

Why to Use?

Oracle greatly supports RDBMS features. Also it supports high security to the data and faster accessing capability. It can be run on a variety of platforms and operating systems. One can develop an application easily by providing user-friendly environment.

The features of oracle are portability and compatibility.

HTML:

The extended reach of information and services to customers that the Internet has enabled, has created a new challenge for the developer. The developer should develop a user interface that is distributable, available on multiple platforms and supports a wide range of client environments from handheld wireless devices to high-end workstations. So to maintain a broad reach to client environments and to achieve greatest compatibility with all browsers, this system uses standard HTML.

Hyper Text Markup Language is the standard language for creating documents for the World Wide Web. An HTML document is a text file, which contains the elements, in the form of tags that a web browser uses to display text, multimedia objects, and hyperlinks using HTML; we can format a document for display and add hyperlinks to other documents.

The user interface has been designed in HTML hence can be browsed in any web browser.

Cascading Style Sheets:

These have been used to separate data from presentation. By using these style sheets throughout the project, a uniform look and feel can be maintained for all the HTML elements and tags that have been used in the project. If there is any revamp the way the content has been presented in the website, the changes can be made to the appropriate style sheet, which will be reflected across all the style sheets.

JavaScript

JavaScript Tutorial for beginners and professionals is a solution of client side dynamic pages.

JavaScript is an object-based scripting language (**programming language**) that is lightweight and cross-platform

JavaScript is not compiled but translated. The JavaScript Translator is responsible to translate the JavaScript code.

Our JavaScript tutorial include all points of Statements , Comments, Variables, Operators, Arithmetic, Assignment, Data Types, Functions, Objects, Scope, Events, Strings, String Methods, Numbers, Number Methods, Math, Date Methods , Arrays, Array Methods, Booleans, Comparisons, Conditions, Switch, Loop For, Loop While, Break, Type Conversion, RegExp, Errors, Debugging etc

JavaScript Examples

The JavaScript example is the easiest to code. The reason being there are three places where the code can be placed

Here are the three places where the JavaScript can be saved.

One is within the existing body tag, it can be saved in the head tag and last but not the least it can be saved in the external JavaScript file.

The script tag present in the JavaScript file mentions that we are using the JavaScript.

Next the text or the actual script used this is the content which will provide information to the browser for the data. The document.write() is the function which is used in order to display the dynamic content using the JavaScript.

There are three main places where the JavaScript code can be embedded are mentioned below:

- Between the tag of the body of the text
- Between the head tag
- In the .js file

WORKING ENVIRONMENT

Hardware Configuration:

Processor	:	P III 700 MHz.
RAM	:	64 MB RAM
Hard Disk Drive	:	20 GB HDD
Keyboard	:	104 keys
Mouse	:	Logitech Mouse
Monitor	:	15” digital color monitor
Display Type	:	VGA

Software Configuration:

Operating System	:	Windows xp,Vista,7 or any one
Web server	:	Apache
Web Browser	:	Chrome/Mozilla/Internet Explorer5.0
Designing Tool	:	Dreamweaver3.0, HTML
Server Side Scripting	:	PHP
Client Side Scripting	:	MYSQL

SYSTEM DESIGN

SYSTEM DESIGN

Introduction to System Design:

System design is the process of planning a new system or to replace the existing system. Simply, system design is like the blueprint for building, it specifies all the features that are to be in the finished product.

System design phase follows system analysis phase. Design is concerned with identifying functions, data streams among those functions, maintaining a record of the design decisions and providing a blueprint the implementation phase.

Design is the bridge between system analysis and system implementation. Some of the essential fundamental concepts involved in the design of application software are:

- Abstraction
- Modularity
- Verification

Abstraction is used to construct solutions to problem without having to take account of the intricate details of the various component sub problems. Abstraction allows system designer to make step-wise refinement, which at each stage of the design may hide, unnecessary details associated with representation or implementation from the surrounding environment.

Modularity is concerned with decomposing of main module into well-defined manageable units with well-defined interfaces among the units. This enhances design clarity, which in turn eases implementation, Debugging, Testing, Documenting and Maintenance of the software product. Modularity viewed in this sense is a vital tool in the construction of large software projects.

Verification is fundamental concept in software design. A design is verifiable if it can be demonstrated that the design will result in implementation that satisfies the customer's requirements. Verification is of two types namely.

- Verification that the software requirements analysis satisfies the customer's needs.
- Verification that the design satisfies the requirement analysis.

Some of the important factors of quality that are to be considered in the design of application software are:

Reliability:

The software should behave strictly according to the original specification and should function smoothly under normal conditions.

Extensibility:

The software should be capable of adapting easily to changes in the specification.

Reusability:

The software should be developed using a modular approach, which permits modules to be reused by other application, if possible.

The System Design briefly describes the concept of system design and it contains four sections. The first section briefly describes the features that the system is going to provide to the user and the outputs that the proposed system is going to offer.

The second section namely Logical Design describes the Data Flow Diagrams, which show clearly the data movements, the processes and the data sources, and sinks, E-R diagrams which represent the overall logical design of the database, and high-level process structure of the system.

The process of design involves “conceiving and planning out in the mind” and making a drawing pattern, or sketch of the system. In software design there are two types of major activities, Conceptual Design and Detailed Design.

Conceptual or logical or external design of software involves conceiving, planning out, and specifying the externally observable characteristics of a software product. These characteristics include user displays, external data sources, functional characteristics and high-level process structure for the product.

Details or internal design involves conceiving, planning out, and specifying the internal structure and processing details of the software product. The goal of internal design is to specify internal structure, processing details, blueprint of implementation, testing, and maintenance activities.

One of the important fundamental concepts of software design is modularity. A modularity system consists interfaces among the units. Modularity enhances design clarity, which in turn eases implementation, debugging, testing, documentation, and maintenance of the software product.

The other fundamental concepts of software design include abstraction, structure, information hiding, concurrency and verification. The use of structuring permits decomposition of a large system into smaller, more manageable units with well-defined relationships to the other units. The system design is verifiable if it can be demonstrated that the design will result in an implementation that satisfies the customer's requirements.

Preliminary Design:

Preliminary design is basically concerned with deriving an overall picture of the system. Deriving entire system into modules and sub-modules while keeping Cohesion and Coupling factors in mind. Tools, which assist in preliminary design process, are Data Flow Diagrams.

Code design:

The purpose of code is to facilitate the identification and retrieval for items of information. A code is an ordered collection of symbols designed to provide unique identification of an entity or attribute. To achieve unique identification there must be only one place where the identified entity or the attribute can be entered in the code; conversely there must be a place in the code for every thing that is to be identified. This mutually exclusive feature must be built into any coding system.

The codes for this system are designed with two features in mind. Optimum human oriented use and machine efficiency. Length of the code range from length of one to length of five characteristics:

- The code structure is unique; ensuring that only one value of the code with a single meaning may be correctly applied to a given entity or attributes.
- The code structure is expansible allowing for growth of its set of entities and attributes.
- The code is concise and brief for recording, communication, transmission and storage efficiencies.
- They have a uniform size and format.
- The codes are simple so that the user can easily understand it.
- The codes are also versatile i.e., it is easy to modify to reflect necessary changes in condition, characteristic and relationships of the encoded entities.
- The codes are also easily storable for producing reports in a predetermined order of format.
- The codes are also stable and do not require being frequently updated thereby promoting user efficiency.

- The codes are also meaningful.
- They are also operable i.e., they are adequate for present and anticipate data processing both for machine and human use.

Input Design:

Input design is a part of overall system design, which requires very careful attention. The main objectives of input design are:

- To produce a cost-effective method of input.
- To achieve the highest possible level of accuracy.
- To ensure that the input is acceptable to and understood by the user staff.

In this system input screens are designed very carefully so that no inaccurate data will enter the database. The data is made as easy as possible. For simplifying the data entry many facilities are given.

Each and every screen in this system is facilitated by many pushbuttons so that the user can easily work with this system.

Output Design:

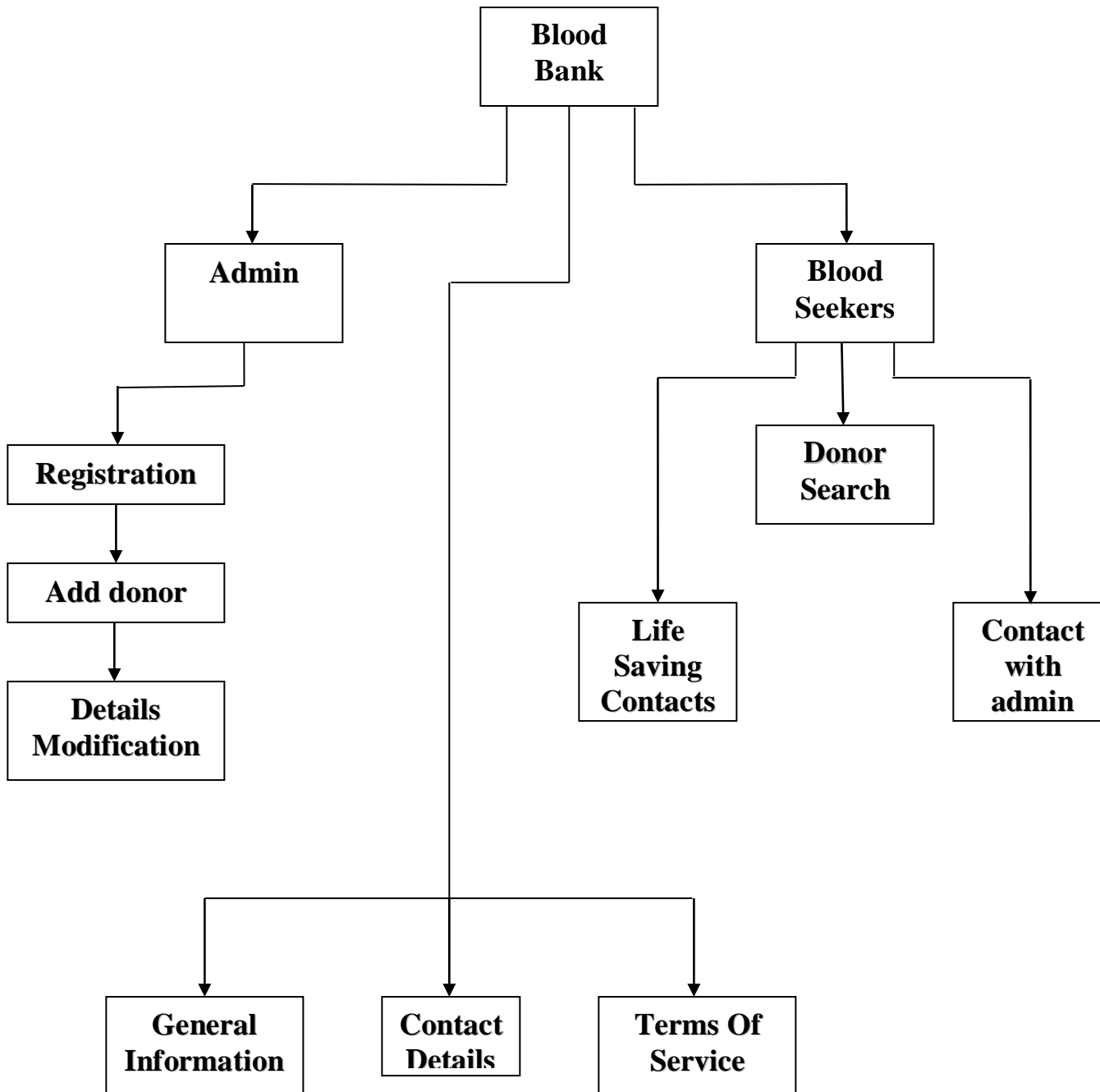
Outputs from computer systems are required primarily to communicate the results of processing to users. They are also to provide a permanent hard copy of these results for later consultation.

The various types of outputs are required by this system are given below:

- External outputs, whose destination is outside the concern and which require special attention because they, project the image of the concern.
- Internal outputs, whose destination is within the concern and which require careful design because they are the user's main interface within the computer.
- Operation outputs, whose use is purely within the computer department, E.g., program listings, usage statistics etc,
- Interactive outputs, which involves the user in communicating directly with the computers.

SYSTEM FLOW DIAGRAM

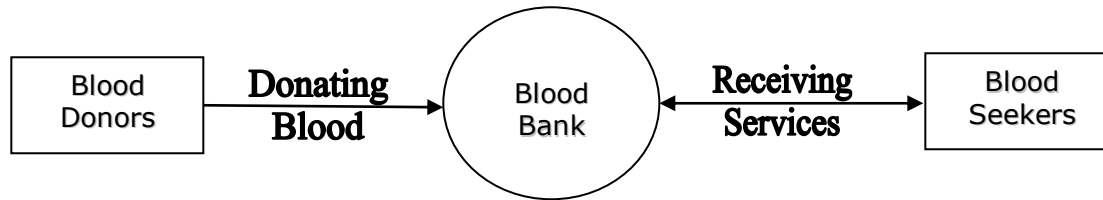
System - Flow Diagram:



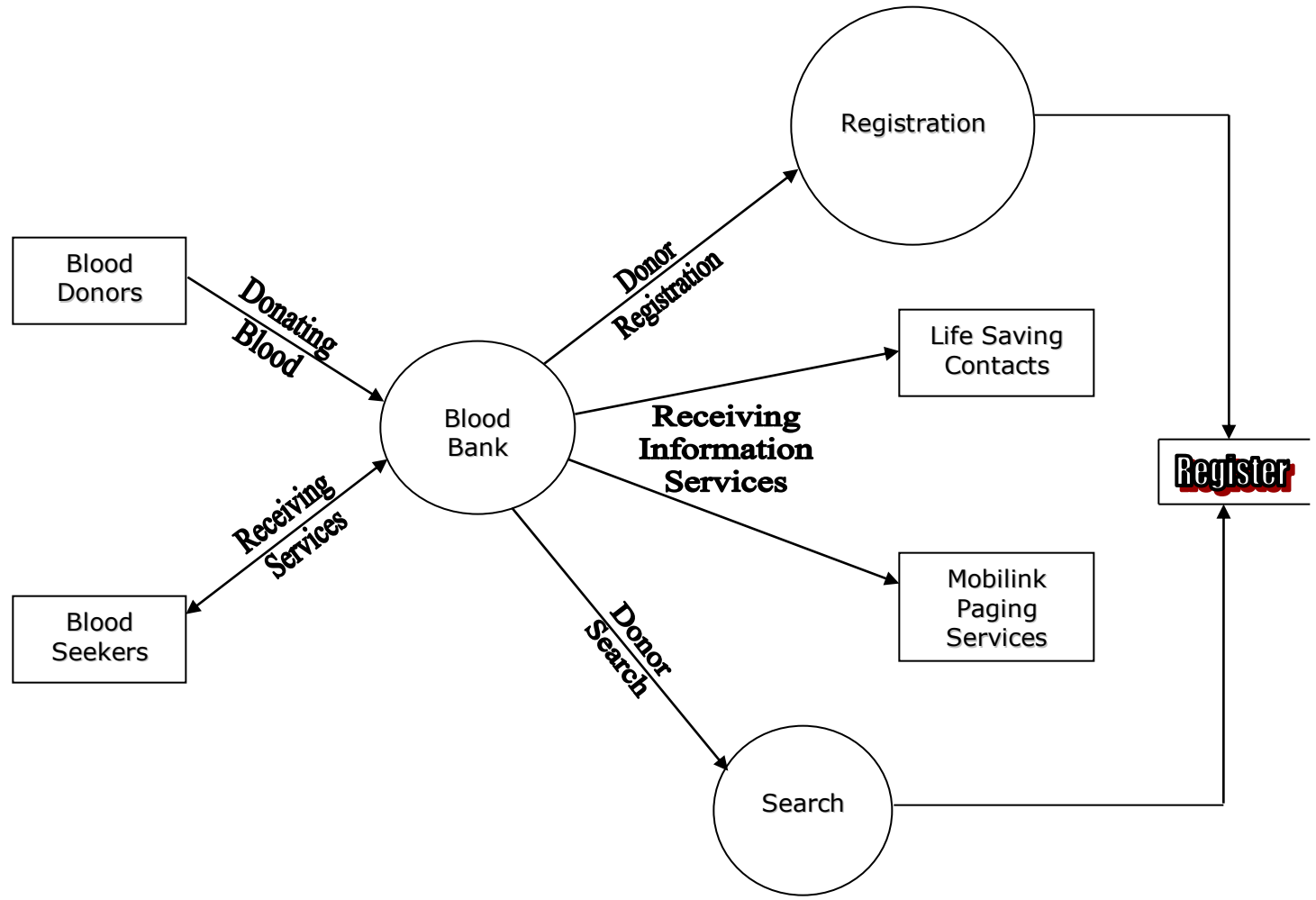
DATA FLOW DIAGRAMS

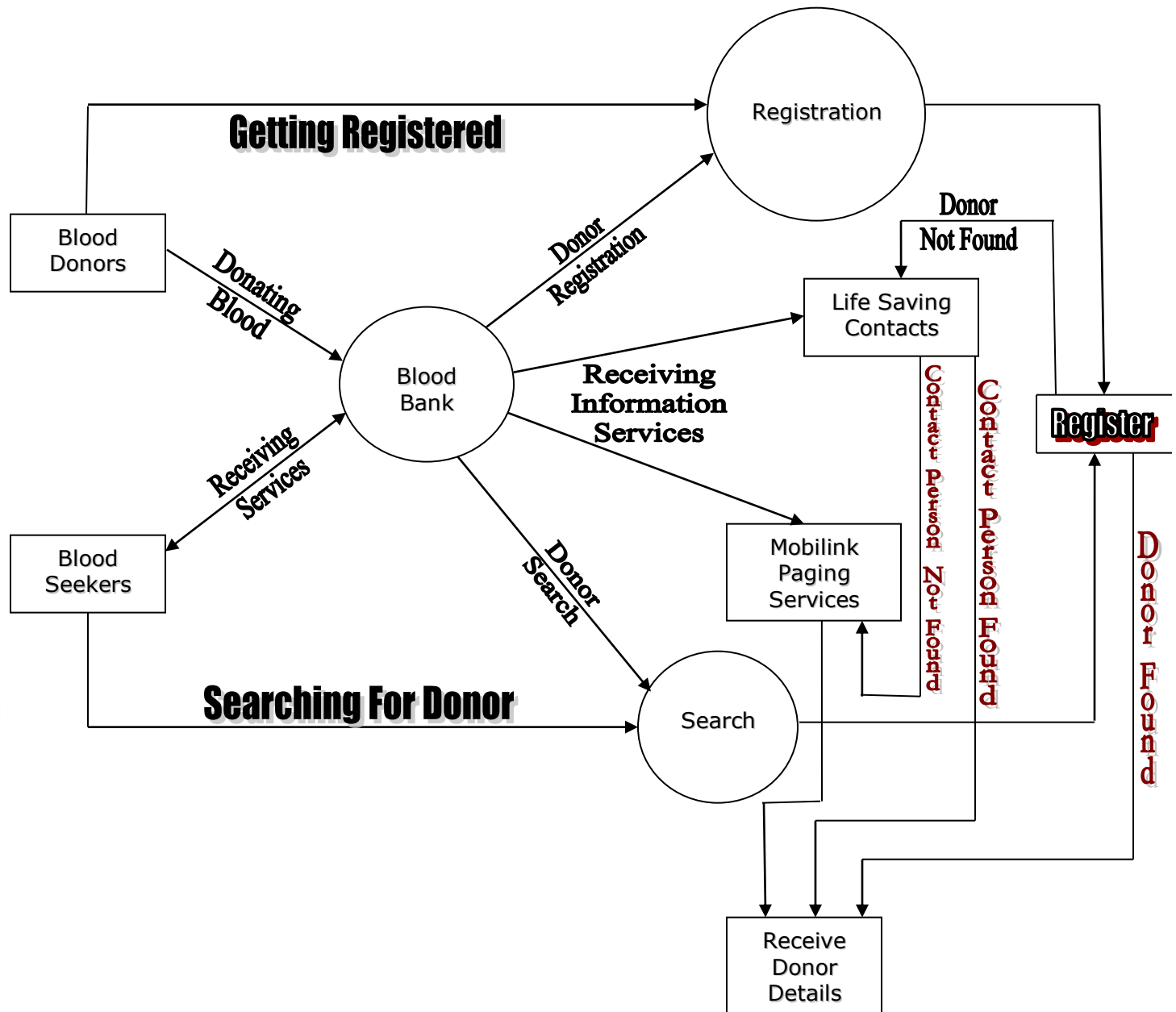
Data - Flow Diagrams:

Context Level - DFD:



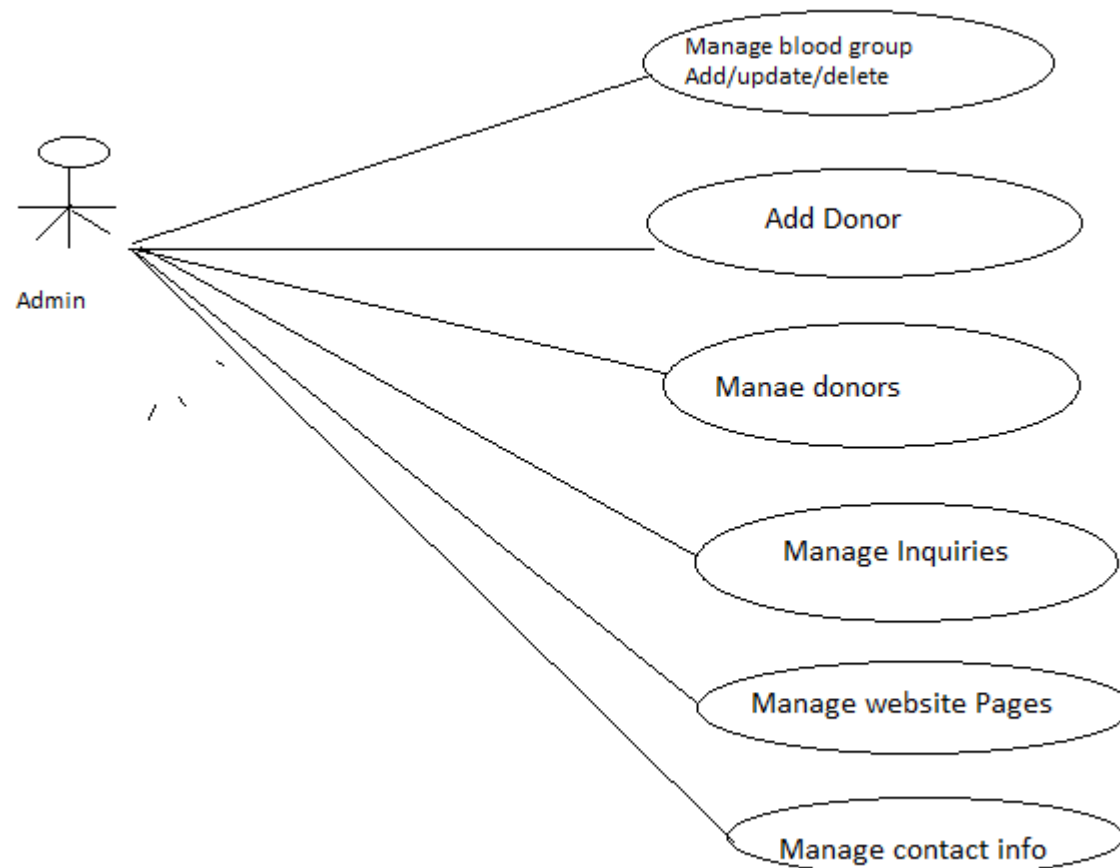
I Level – DFD:

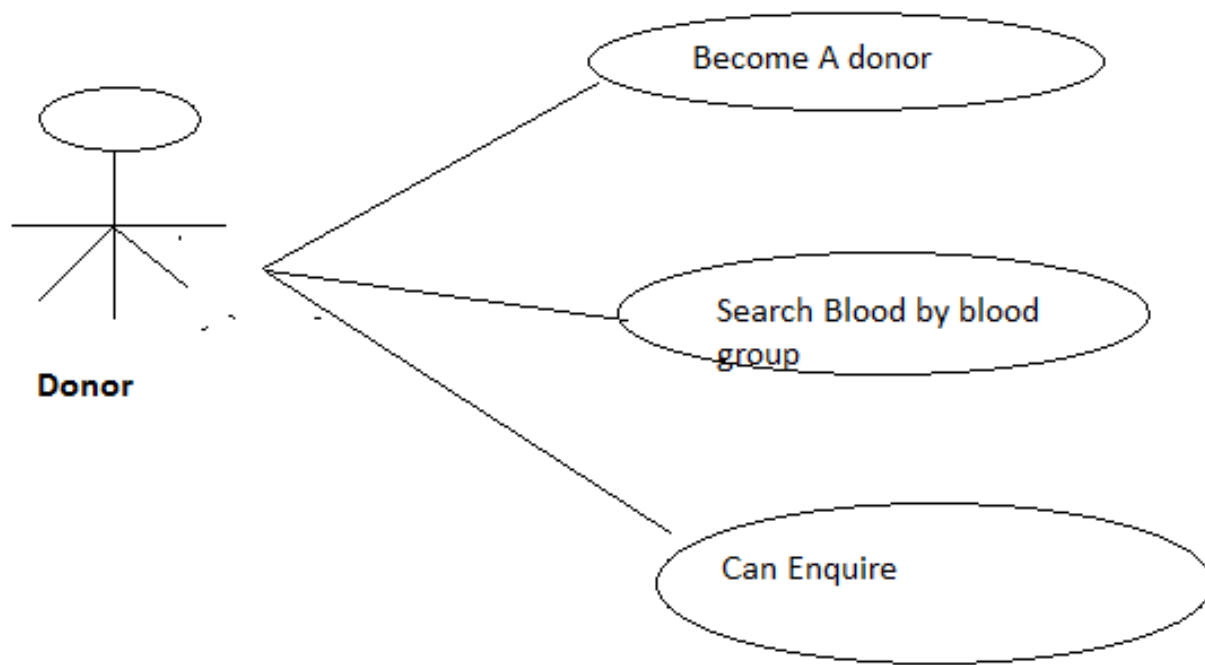




II Level – DFD:

UML DIAGRAM





DATABASE DESIGN

DATABASE DESIGN

Database is an integrated collection of data and provides a centralized access to the data and makes possible to treat data as a separate resource. Usually centralized data managing software is called a Relational Database Management System (RDBMS). The most significant difference between RDBMS and other type of Data Management is the separation of data as seen by the program and data as stored on the direct access storage device. This is the difference between logical and physical data.

Data Dictionary:

The efficiency of an application developed using RDBMS mainly depends upon the database tables, the fields in each table and the way the tables are opened using the contents in them to retrieve the necessary information. Hence a careful selection of tables and their fields is imperative.

The database tables used in this system are created keeping the above points in mind. The tables used are given below.

MYSQL Table Structure

Table Name: admin

Description:- This Table is store info about admin login details

admin

Column	Type	Null	Default
id <i>(Primary)</i>	int(11)	No	
UserName	varchar(100)	No	
Password	varchar(100)	No	
updatetime	timestamp	No	0000-00-00 00:00:00

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	0	A	No	

Table Name: tblblooddonors

Description:- This Table is store blood donors information

tblblooddonars

Column	Type	Null	Default
id (Primary)	int(11)	No	
FullName	varchar(100)	Yes	NULL
MobileNumber	char(11)	Yes	NULL
EmailId	varchar(100)	Yes	NULL
Gender	varchar(20)	Yes	NULL
Age	int(11)	Yes	NULL
BloodGroup	varchar(20)	Yes	NULL
Address	varchar(255)	Yes	NULL
Message	mediumtext	Yes	NULL
PostingDate	timestamp	No	CURRENT_TIMESTAMP
status	int(1)	Yes	NULL

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	4	A	No	

Table Name : tblbloodgroup

Description:- This Table is store blood group info

tblbloodgroup

Column	Type	Null	Default	
id (<i>Primary</i>)	int(11)	No		
BloodGroup	varchar(20)	Yes	<i>NULL</i>	
PostingDate	timestamp	No	CURRENT_TIMESTAMP	

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	6	A	No	

Table Name: tblcontactusinfo

Description:- This Table is store contact information

tblcontactusinfo

Column	Type	Null	Default	
id (<i>Primary</i>)	int(11)	No		
Address	tinytext	Yes	<i>NULL</i>	
EmailId	varchar(255)	Yes	<i>NULL</i>	
ContactNo	char(11)	Yes	<i>NULL</i>	

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	0	A	No	

Table Name: tblcontactusquery

Description:- This Table is store enquiry info.

tblcontactusquery

Column	Type	Null	Default	
id (<i>Primary</i>)	int(11)	No		
name	varchar(100)	Yes	<i>NULL</i>	
EmailId	varchar(120)	Yes	<i>NULL</i>	
ContactNumber	char(11)	Yes	<i>NULL</i>	
Message	longtext	Yes	<i>NULL</i>	
PostingDate	timestamp	No	CURRENT_TIMESTAMP	
status	int(11)	Yes	<i>NULL</i>	

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	3	A	No	

Table Name: tblpages

Description:- This Table is store website pages information

tblpages

Column	Type	Null	Default
id (<i>Primary</i>)	int(11)	No	
PageName	varchar(255)	Yes	<i>NULL</i>
type	varchar(255)	No	
detail	longtext	No	

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	id	2	A	No	

SCREENS

SCREENS Home Page:

Become a Donor

[Home](#) / Become a Donor

Full Name*

Mobile Number*

Email Id

Age*

Gender*

Blood Group*

Address

Message*

submit

Search Panel

BloodBank & Donor Management System

[About](#) [Why Become Donor](#) [Become a Donar](#) [Search Blood](#) [Contact us](#)

Search Donor

[Home](#) / Search Donor

Blood Group*

Location

submit

Copyright © BloodBank & Donor Management System 2017

Admin Dashboard

BloodBank & Donor Management System



Account



MAIN

Dashboard

Blood Group



Add Donor

Donor List

Manage Conatctus Query

Manage Pages

Update Contact Info

Dashboard

7

LISTED BLOOD GROUPS

FULL DETAIL

6

REGISTERED BLOOD GROUP

FULL DETAIL

5

TOTAL QURIES

FULL DETAIL

SYSTEM TESTING

SYSTEM TESTING

System testing is the stage before system implementation where the system is made error free and all the needed modifications are made. The system was tested with test data and necessary corrections to the system were carried out. All the reports were checked by the user and approved. The system was very user friendly with online help to assist the user wherever necessary.

Test Plan:

A test plan is a general document for the entire project, which defines the scope, approach to be taken, and schedule of testing, as well as identifying the test item for the entire testing process, and the personal responsible for the different activities of testing. This document describes the plan for testing, the knowledge management tool.

Major testing activities are:

- ☐ Test units
- ☐ Features to be tested
- ☐ Approach for testing
- ☐ Test deliverables
- ☐ Schedule
- ☐ Personal allocation

Test units:

Test Case specification is major activity in the testing process. In this project, I have performed two levels of testing.

- ❑ Unit testing
- ❑ System testing

The basic units in Unit testing are:

- Validating the user request
- Validating the input given by the user
- Exception handling

The basic units in System testing are:

- Integration of all programs is correct or not
- Checking whether the entire system after integrating is working as expected.
- The system is tested as whole after the unit testing.

Other Testing Strategies:

Alpha Testing:

This was done at the developer's site by a customer. The software is used in a natural setting with the developer "looking over the shoulder" of the user and recording errors and usage problems. Alpha tests are conducted in a controlled environment.

Beta Testing:

This was conducted at one or more customer sites by the end-user of the software. Unlike alpha testing, the developer is generally not present. Therefore, the beta test is a “live” application of the software in an environment that cannot be controlled by the developer. The customer records all problems that are encountered during beta testing and reports these to the developer at regular intervals. As a result of problems reported during beta tests, software engineers make modifications and then prepare for release of the software product to the entire customer base.

Test deliverables:

The following documents are required besides the test plan

- Unit test report for each unit
- Test case specification for system testing
- The report for system testing
- Error report

The test case specification for system testing has to be submitted for review before the system testing commences.

IMPLEMENTATION AND EVALUATION

IMPLEMENTATION AND EVALUATION

During the software-testing phase each module of software is thoroughly tested for bugs and for accuracy of output. The system developed is very user-friendly and the detailed documentation is also given to the user as online help wherever necessary. The implementation phase normally ends with the formal test involving all the components.

The entire system was developed using the PHP, HTML, JavaScript, Personal Web Server, and MYSQL as back end. The HTML is used to design the web page. The Personal Web Server is used to understand the client's request and to send response to them. The JAVASCRIPT are used for client-side validations so that the user can enter only appropriate input in the input fields. The MYSQL is the back end tool where the database resides.

Hence the design of the entire system is user-friendly and simple the implementation has been quite easy.

CONCLUSION
WITH
FUTURE ENHANCEMENT

CONCLUSION

This project has given me an ample opportunity to design, code, test and implements an application. This has helped in putting into practice of various Software Engineering principles and Database Management concepts like maintaining integrity and consistency of data. Further, this has helped me to learn more about MYSQL, PHP, HTML, JAVASCRIPT, Adobe Photoshop 7.0 and Personal Web Server.

I thank my guide for his invaluable contribution in guiding me through out the project. I also thank my parents and friends who have supported and motivated me to complete this project successfully.

Extensibility:

The other features, which the Blood bank services provide, can also be incorporated into this Blood Bank. The Encryption standards can also be used to make the transactions more secure. The Socket Secure Layer protocol can also used in implementing the system, which gives highest security in the Internet.

Future Enhancement:

As there was a little number of contact person's information given, some people may face difficulty in getting blood fast. So i like to gather more information regarding the contact persons in other cities as well as villages and will provide much more services for the people and help everyone with humanity.

BIBLIOGRAPHY

BIBLIOGRAPHY

Reference Books and journal

- Php and mysql web development
- The complete reference PHP

Referring online manual from website

- www.php.net
- www.tutorialpoints.com
- www.w3school.com