Project Report

Android app based on blood Donation.



Prepared For:-

Supta Philip Richard

Lecturer of CSE Department

City University

Prepared By

| Fajlul Karim Chowdhury | Jobayer Haque | Sharmin Akter |
|------------------------|-----------------|-----------------|
| 171442505 | 171442575 | 171442591 |
| CSE (Eve) | CSE (Eve) | CSE (Eve) |
| City University | City University | City University |
| | | |

Index

| Chapter-1:- Introduction | 2 |
|--|----|
| 1.1 :- Problem Statement | 2 |
| 1.2 :- Proposed Solution | 2 |
| 1.3 :- User Interface of Project | 3 |
| Chapter 2 :- Related Project | 5 |
| 2.1 Project-1 | 5 |
| 2.2 Project-2 | 5 |
| Chapter-3 :- Design & Analysis | 5 |
| 3.1 Requirement Gather | 5 |
| 3.1.1 Document Reading | 6 |
| 3.1.2 Project Requirement Observations | 6 |
| 3.1.4 Questionnaires | 6 |
| 3.1.4 Interview | 7 |
| 3.2 Feasibility Study | 7 |
| 3.2.1 Financial feasibility:- | 7 |
| 3.2.2 Organizational Feasibility | 8 |
| 3.2.3 Technical Feasibility | 8 |
| 3.3 Functional and Non-Functional Requirements | 8 |
| 3.3.1 Functional Requirements | 8 |
| 3.3.2 Non Functional Requirements | 8 |
| 3.3.2.1 Reliability | 8 |
| 3.3.2.2 Efficiency | 8 |
| Chapter-4 :- Diagrams | 9 |
| 4.1 Use Case Diagram | 9 |
| 4.2 Activity Diagram | 10 |
| 4.3 Class Diagram | 11 |
| 4.4 Sequence Diagram | 12 |
| Chapter-5 :- Evaluation | 13 |
| Chapter-6 :- Conclusion | 13 |

Chapter-1: Introduction

Project Name: - Blood Point.

Project Type :- Mobile App.

Platform:- Android Device.

Project Target: - Social Work and Branding.

1.1 :- Problem Statement

Every Company need to reach people for their Business. Nowadays to reach people is easy but there has some problem such as wrong way and unnecessary thing.

1.2 :- Proposed Solution

We find out a solution for this problem. We offer a Mobile application on Blood donation for Android Devices. Blood donation is useful for every person and they will want to use, like this service. This our target to connect them.

Most of user using Android Device that's why we want to use this kind of application. By this way you can reach most of people and will get better result.

We are confident to use this solution. Our team already analyzed about this project. The following benefits you will get by this project

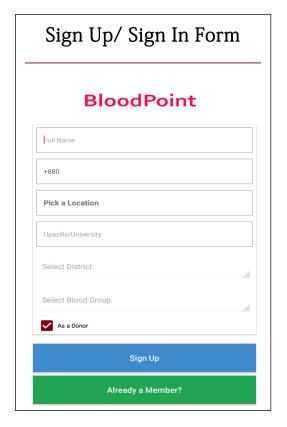
- Social Work
- Branding
- Goodwill

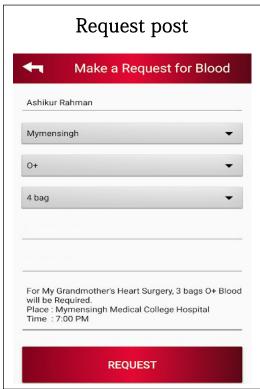
Social Work :- Nowadays its very important for a company to attend any kind of social activities. It is the best way to attend social activities.

Branding:- By this project you can Branding your company to every user.

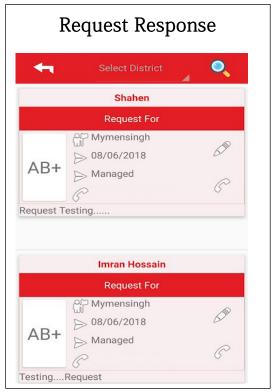
Goodwill : - You can earn Goodwill by this project easily without extra cost.

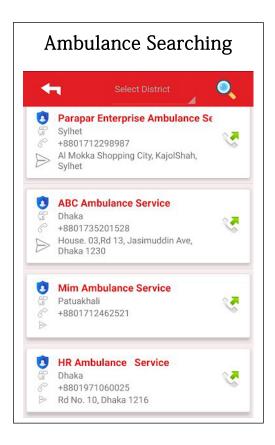
1.3 :- User Interface of Project







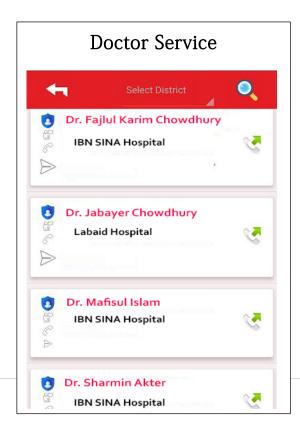






This all are common Services which are available in most apps. But we want to add one more feature which is not available in those application.

That feature is Doctor service. By this feature anyone can see available Doctors location, Hospital Name and Schedule.



Chapter 2 :- Related Project

In present day there are some application provide this kind of service. We analyzed them and gathered many idea. The following services are available on those application.

2.1 Project-1

Blood Line is the most popular app for Blood Donation. Nowadays it has almost 50,000 Donor. This app review is good. The following features are available in this app.

- Finding Blood Group
- Donation Tracking
- Some Healthy tips for donor
- Post for Blood
- Ambulance Service Information
- Place wise Searching

2.2 Project-2

Blood Me is also popular app for Blood Donation. It has 10,000 user. The following features are available in this app.

- Finding Blood Group
- Donation Tracking
- Some Healthy tips for donor
- Post for Blood
- Place wise Searching

Chapter-3 :- Design & Analysis

3.1 Requirement Gather

When we take this project to work at first, we focus on requirement. We find out what kind of requirement we need. At first, we observe some application which are available in play store. We install them on out device and use them to know our necessary requirement. The following requirement, we gathered

- Professional Look.
- Friendly user interface.
- Useful Option.
- Smooth Run.
- Avoid boringness.

3.1.1 Document Reading

After requirement gather, we try to know more deeply for this project. We had read some document which is project related. And we gathered more information about this project. We try to find out the perfect and useful way to reach people.

From document we gathered some more requirement. Those are given below

- Understand to actual need.
- Full analysis market position.
- Demand of topics.
- Necessity of Project.

3.1.2 Project Requirement Observations

When we collect many knowledge about this project then we observed them. We had surveyed the whole requirement project related. Finally, we stand for this project.

3.1.4 Questionnaires

* Is it User friendly?

Yes, Of course this project will be user friendly. User can control their whole activities.

* Is there any scope to customize after launching?

Yes, it is possible to customize after launching.

* Is it run smoothly?

Yes, we designed it clearly and our coding will gentle that's why it will run smoothly.

* How much user can use at a time?

Everyone can use at the same time.

* Where data will store?

We will use a server for data store.

* How much protected a user profile?

User profile is fully protected. We always focus in security and user can control his profile.

* Have any messaging option?

User can message to other user.

* How many time need to complete this project?

In two months we can submit this project.

* What kind of things you need to do this project?

Just your Co-Operation nothing else.

* What kind of service available in this project?

Blood Collection by Blood Donor, Ambulance service information, Doctors Information, Some health tips.

3.1.4 Interview

We talked with some app users and try to know for better service.

3.2 Feasibility Study

Feasibility is the remarkable thing for any project. Its help to take right decision. If any project has no enough feasibility that project is not right for any organization. Overall project feasibility help any organization or individual goal. This project feasibility are given below.

3.2.1 Financial feasibility:-

We all are student in our team. We try to complete this project for our experiment.

That's why you don't need to pay us as professional way. The potential cost are given below

| Sl No | Description | Cost |
|-------|--|-----------|
| 01 | Development Cost | 15,000 tk |
| 02 | Maintenance Cost | 0.00 tk |
| 03 | Monthly/Yearly Subscription Cost | 0.00 tk |
| 04 | 30 Gb Cloud Storage (Monthly Subscription) | 6,000 tk |
| | Total = | 21,000 tk |

3.2.2 Organizational Feasibility

As per our analysis this project have enough organization feasibility. The following feasibility you will get

- You can easily branding your organization by this project.
- Have no risk to loss.
- Social activities.
- Future reference.

3.2.3 Technical Feasibility

For this project technical feasibility is not big issue. Because we gathered enough knowledge about this project and we all are capable to complete this project.

Also this project is not big project **that's** why have no complexity.

3.3 Functional and Non-Functional Requirements

3.3.1 Functional Requirements

| Sl no | Requirement | Descriptions |
|-------|------------------------|--|
| 01 | User Registration | Need to registration for using this application. |
| 02 | User Log in | After registration user need to log In. |
| 03 | Multiple user Log In | Multiple user can use this app at the same time. |
| 04 | Add/Delete Services | Admin can add or delete any kind of services. |
| 05 | Add/Delete Health tips | Admin can add or delete any kind of tips. |

3.3.2 Non Functional Requirements

3.3.2.1 Reliability

This system will perfectly perform for every step.

3.3.2.2 Efficiency

Multiple user can use this apps without any big issue.

Chapter-4: Diagrams

4.1 Use Case Diagram

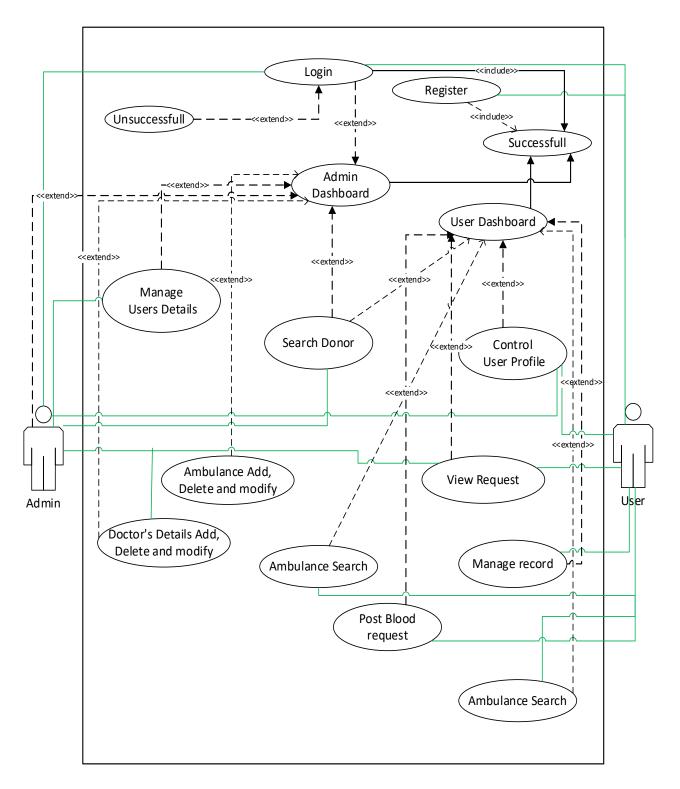


Figure 4.1 :- Blood Donation Use Caes Diagram

4.2 Activity Diagram

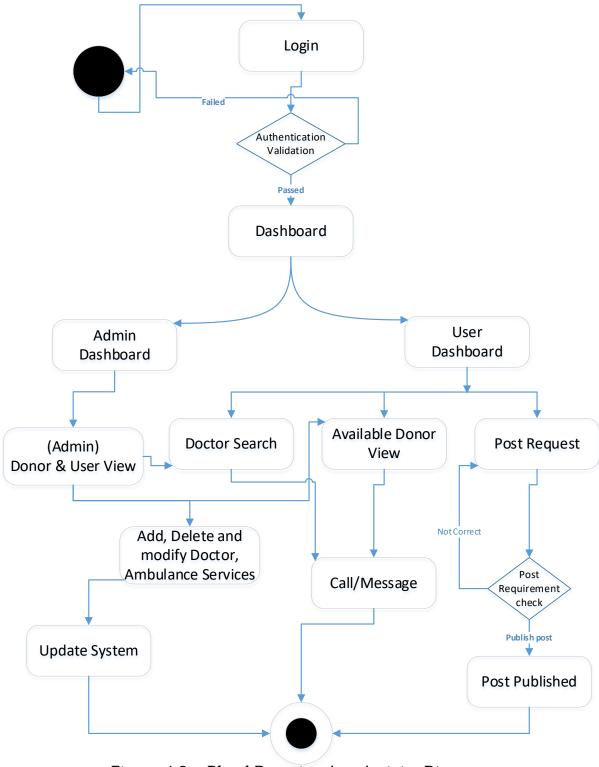


Figure 4.2 :- Blood Donation App Activity Diagram

4.3 Class Diagram

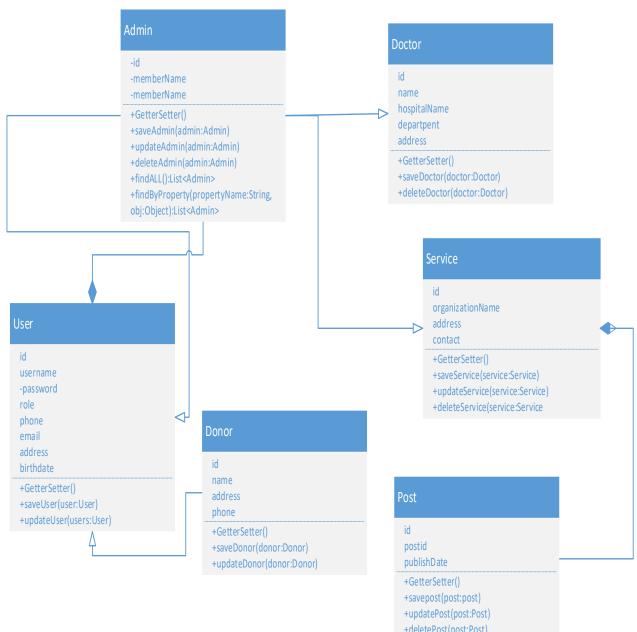


Figure 4.3 :- Blood Donation App Class Diagram

4.4 Sequence Diagram

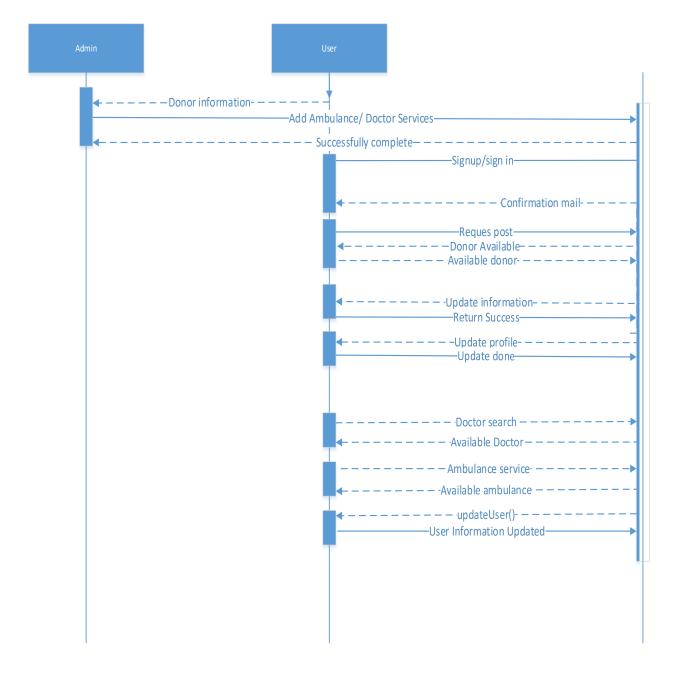


Figure 4.4: Blood Donation App Sequence Diagram

Chapter-5:- Evaluation

This Project has good Milestone for an organization as Social activities for their Branding. This is fully non commercial project. But by this project is possible to reach most of people in out country. Because most of people are using android device in our country. This is huge opportunity for introduce any new or old organization.

This project is simple but useful for everyone in our country.

Chapter-6: Conclusion

Nowadays some of similar project already done by others. But we will run this project with extra features. We can confidently say that it will be a strong startup. We spent our time on this project for clean launch. Simplicity is another feature which help to engage user.