

**FOURTH SEMESTER**

**ACADEMIC YEAR:2021-22**

**DATABASE MANAGEMENT SYSTEM ABA**

**TITLE:** **ITEM DONATION SYSTEM**

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**INTRODUCTION:**

Web-based Item Donation System is a management system website

that enables individuals who want to donate items which can be used to help the needy.

The system is developed by using Python GUI, and MySQL as a database system to manage and

store the data.

The main objective of the Item donation System is to manage the details

of Item,Donor,item name,item quality .



**PROBLEM STATEMENT**

Donation Management system complicates only due to the lack of donation options. Most people often not willing to donate products because of irregular system. People do not have enough interest to donate the products to the destination. Hence there is a need of application which needed to be act as bridge between people and donation centers. This application is enabled to allocate a database which collects the donation items from people and makes it reach the donation centers.



**DEVELOPMENT TOOLS USED**

1) Python(GUI)

2) MySQL

**CODE**

import mysql.connector

from tkinter import \*

import tkinter.messagebox as MessageBox

db = mysql.connector.connect(host="localhost",user="root",passwd="Vvce@1234",database="fish")

cursor=db.cursor()

root = Tk()

root.title("ITEM BANK")

root.geometry("1920x1080")

root.configure(background='black')

l3=Label(root,text="ITEM DONATION CENTER",bg='white',font = "Helvetica 15 bold").place(x=450,y=40,w=300,h=40)

l1=Label(root,text="Click to enter the details of the donor",bg='yellow',font="Helvetica 12").place(x=80,y=100,w=300,h=40)

b1=Button(root,text="Donor Details",command=lambda : donordetails()).place(x=80,y=150)

l2=Label(root,text="Click to enter the details of the item to be donated",bg='yellow',font="Helvetica 12").place(x=80,y=200,w=400,h=40)

b2=Button(root,text="Item Details",command=lambda : itemdetails()).place(x=80,y=250)

l3=Label(root,text="Click to make a request for an item",bg='yellow',font="Helvetica 12").place(x=80,y=300,w=300,h=40)

b3=Button(root,text="Item Request",command=lambda : requestitem()).place(x=80,y=350)

b2=Button(root,text="Exit",command=lambda : stop(root)).place(x=80,y=400)

def insertDonor(donorid,name,age,gender,address,contactno):

cursor.execute("insert into donorss values('"+ donorid +"','"+ name +"','"+ age +"','"+ gender +"','"+ address +"','"+ contactno +"')")

cursor.execute("commit");

def insertitem(donorid,itemname,rating,details):

cursor.execute("insert into itemss values('"+ donorid +"','"+ itemname +"','"+ rating +"','"+ details +"')")

cursor.execute("commit");

def retrieve(itd):

request="select \* from donorss inner join itemss using(donorid) where itemname='"+itd+"'"

try:

cursor.execute(request)

rows=cursor.fetchall()

db.commit()

print(len(rows))

return rows

except:

db.rollback()

def sel():

selection = "You selected the option " + v.get()

print(selection)

def donordetails():

#global v

root=Toplevel()

root.title("ITEM BANK")

root.geometry("1024x768")

root.configure(background ='black')

l1=Label(root,text="donorid:",font="Helvetica 12").place(x=40,y=40)

l2=Label(root,text="Name:",bg='white',font="Helvetica 12").place(x=40,y=80)

l3=Label(root,text="Age:",bg='white',font="Helvetica 12").place(x=40,y=120)

l4=Label(root,text="Gender:",bg='white',font="Helvetica 12").place(x=40,y=220)

l5=Label(root,text="Address:",bg='white',font="Helvetica 12").place(x=40,y=260)

l6=Label(root,text="Contact:",bg='white',font="Helvetica 12").place(x=40,y=300)

e1=Entry(root)

e1.place(x=120,y=40)

e2=Entry(root)

e2.place(x=120,y=80)

e3=Entry(root)

e3.place(x=100,y=120)

e4=Entry(root)

e4.place(x=120,y=220)

e5=Entry(root)

e5.place(x=120,y=260)

e6=Entry(root)

e6.place(x=120,y=300)

b2=Button(root,text="Back",command=lambda : stop(root)).place(x=120,y=400)

b1=Button(root,text="Submit",command=lambda : insertDonor(e1.get(),e2.get(),e3.get(),e4.get(),e5.get(),e6.get())).place(x=40,y=400)

root.mainloop()

def itemdetails():

root=Tk()

root.title("ITEM BANK")

root.geometry("1024x768")

root.configure(background ='black')

l1=Label(root,text="donor id:",font="Helvetica 12").place(x=40,y=40,w=250,h=20)

l2=Label(root,text="itemname",font="Helvetica 12").place(x=40,y=80,w=250,h=20)

l3=Label(root,text="rating",font="Helvetica 12").place(x=40,y=120,w=250,h=20)

l4=Label(root,text="details",font="Helvetica 12").place(x=40,y=220,w=250,h=20)

e1=Entry(root)

e1.place(x=350,y=40)

e2=Entry(root)

e2.place(x=350,y=80)

e3=Entry(root)

e3.place(x=350,y=120)

e4=Entry(root)

e4.place(x=350,y=220)

b2=Button(root,text="Back",command=lambda : stop(root)).place(x=200,y=260)

b1=Button(root,text="Submit",command=lambda : insertitem(e1.get(),e2.get(),e3.get(),e4.get())).place(x=40,y=260)

root.mainloop()

def grid1(itd):

root=Tk()

root.title("LIST OF MATCHING ITEMS")

root.geometry("750x500")

root.configure(background='grey')

rows=retrieve(itd)

x=0

for row in rows:

l1=Label(root,text=row[0],bg="grey",font = "Verdana 15 bold").grid(row=x,column=0,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l2=Label(root,text=row[1],bg="grey",font = "Verdana 15 bold").grid(row=x,column=1,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l3=Label(root,text=row[2],bg="grey",font = "Verdana 15 bold").grid(row=x,column=2,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l4=Label(root,text=row[3],bg="grey",font = "Verdana 15 bold").grid(row=x,column=3,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l5=Label(root,text=row[4],bg="grey",font = "Verdana 15 bold").grid(row=x,column=4,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l6=Label(root,text=row[5],bg="grey",font = "Verdana 15 bold").grid(row=x,column=5,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l7=Label(root,text=row[6],bg="grey",font = "Verdana 15 bold").grid(row=x,column=6,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l8=Label(root,text=row[7],bg="grey",font = "Verdana 15 bold").grid(row=x,column=7,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

l9=Label(root,text=row[8],bg="grey",font = "Verdana 15 bold").grid(row=x,column=8,sticky='E',padx=5,pady=5,ipadx=5,ipady=5)

x=x+1

root.mainloop()

def requestitem():

root=Tk()

root.title("ITEM BANK")

root.geometry("1024x720")

root.configure(background='black')

l=Label(root,text="Enter the item to request").place(x=50,y=50,w=400,h=40)

e=Entry(root)

e.place(x=500,y=50)

b2=Button(root,text="Back",command=lambda : stop(root)).place(x=600,y=100)

b=Button(root,text="ENTER",command=lambda : grid1(e.get())).place(x=500,y=100)

root.mainloop()

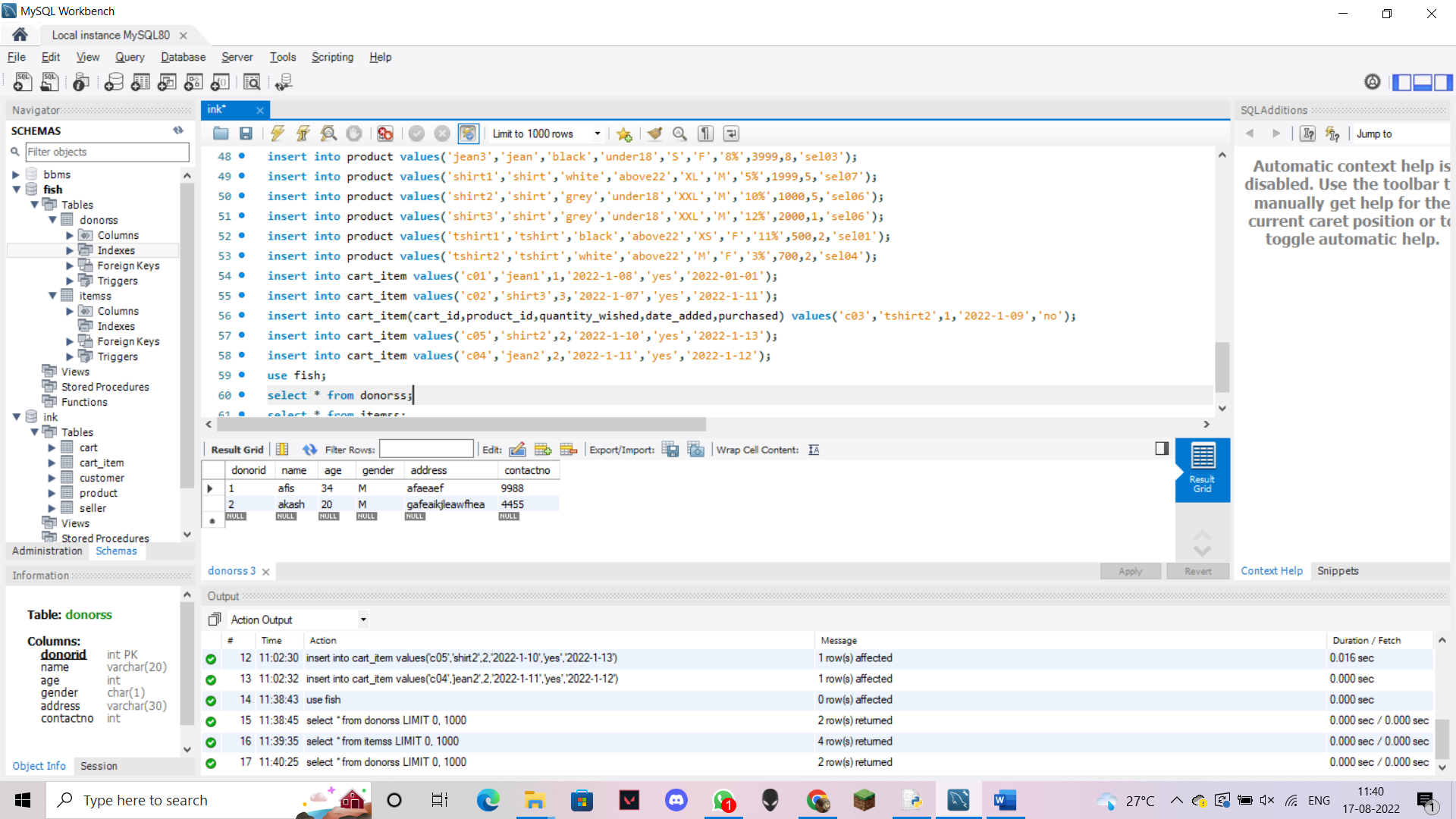
def stop(root):

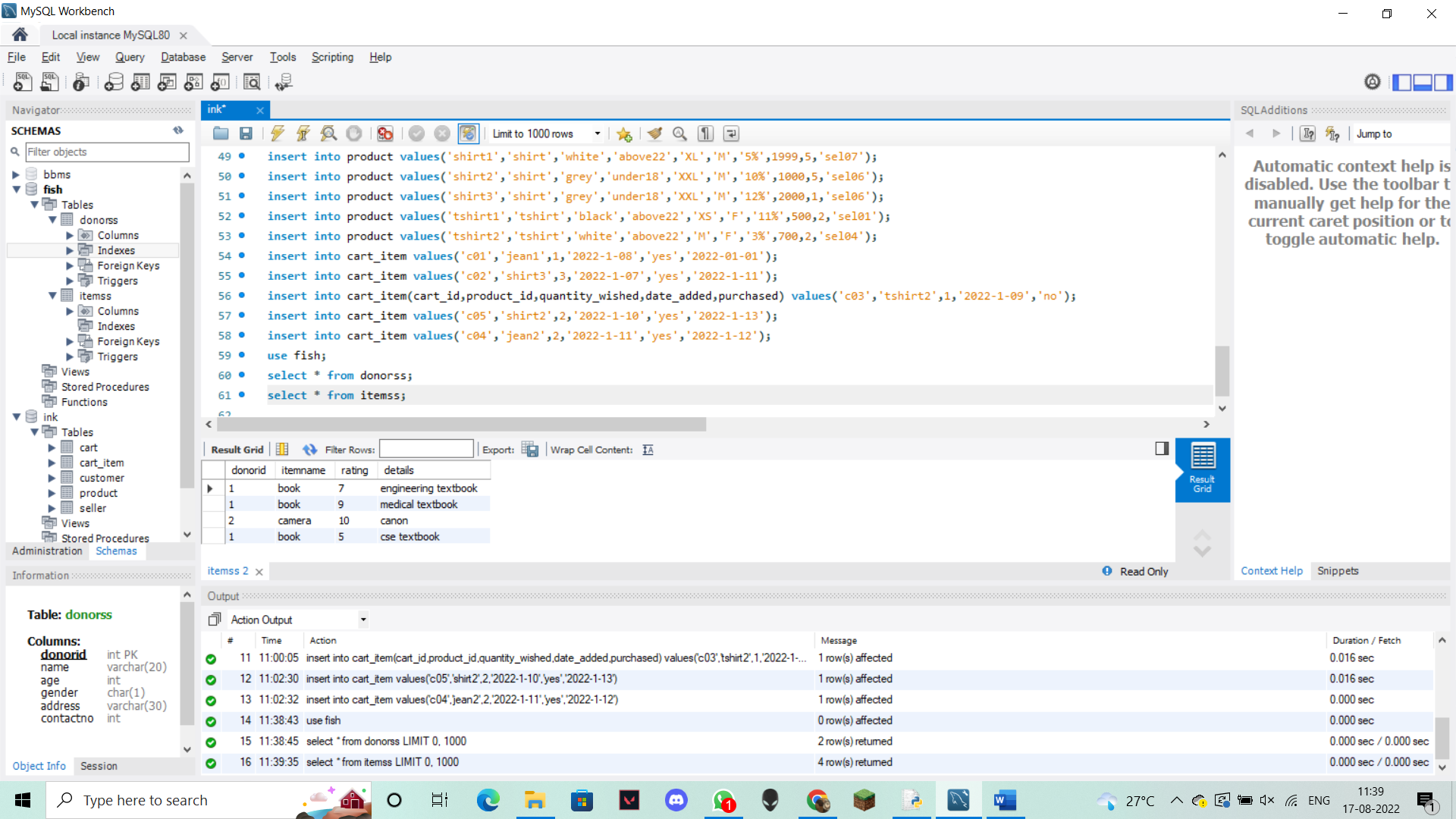
root.destroy()

root.mainloop()



**DATABASE**





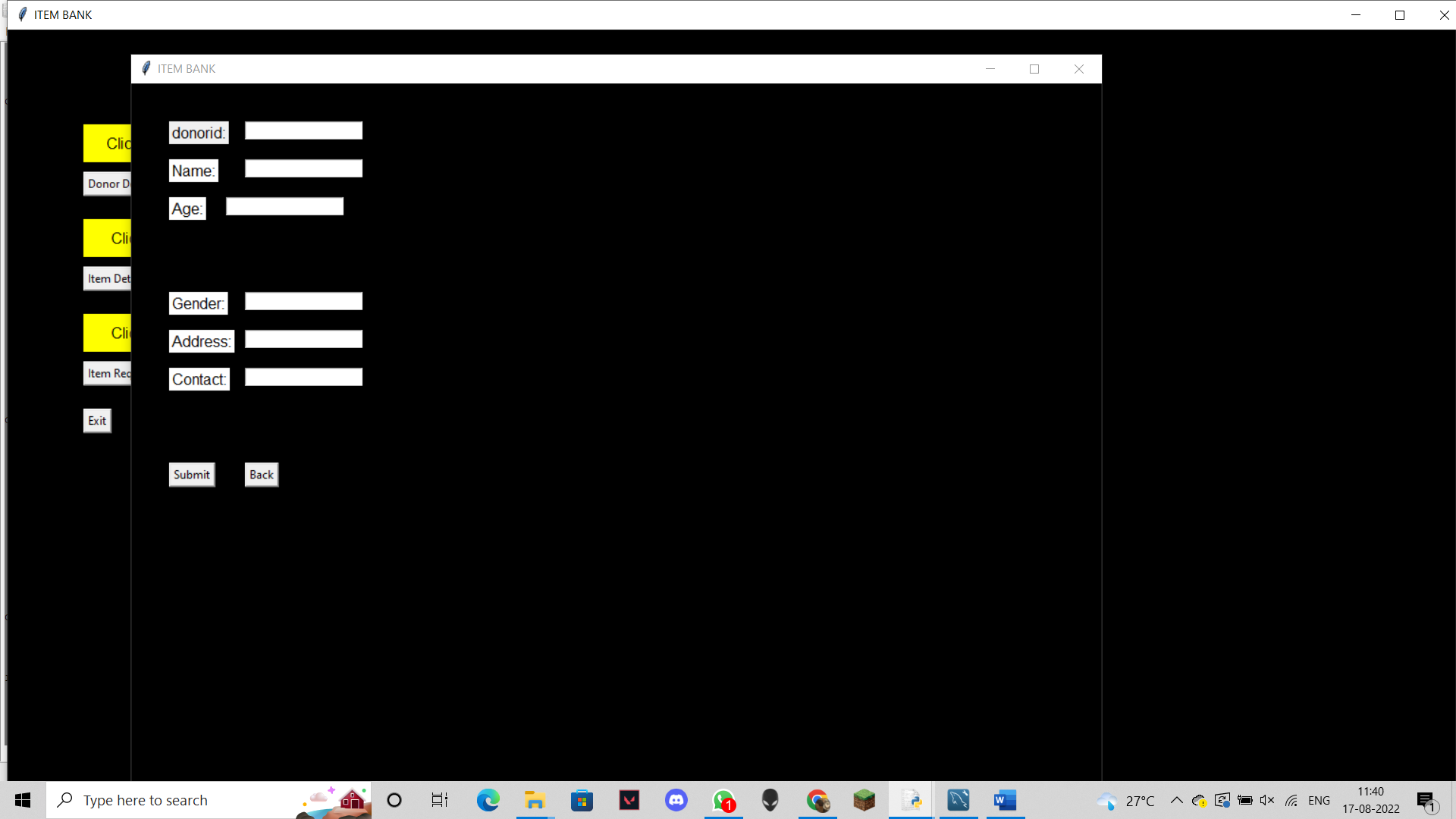


**OUTPUT**

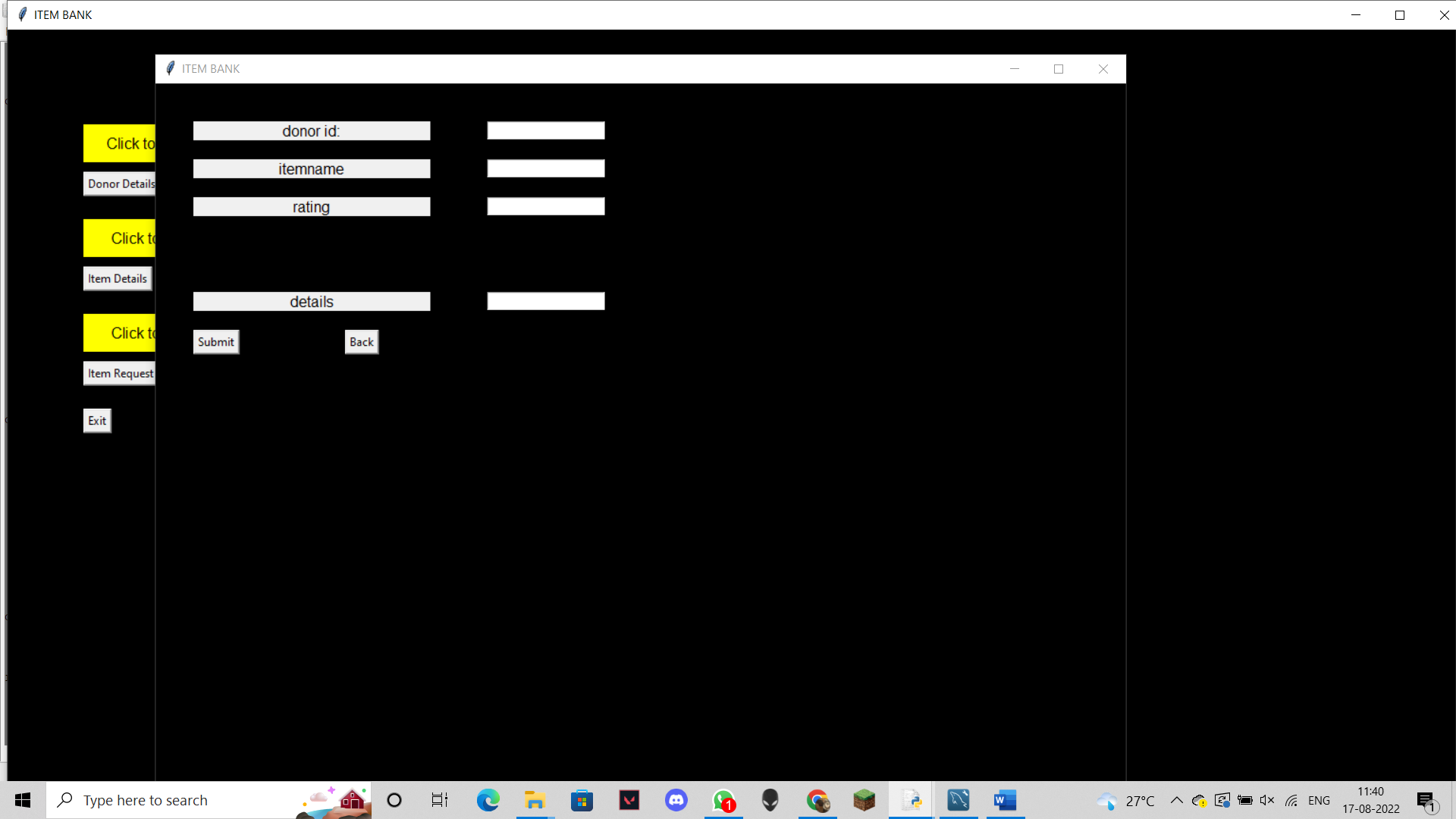
MAIN MENU



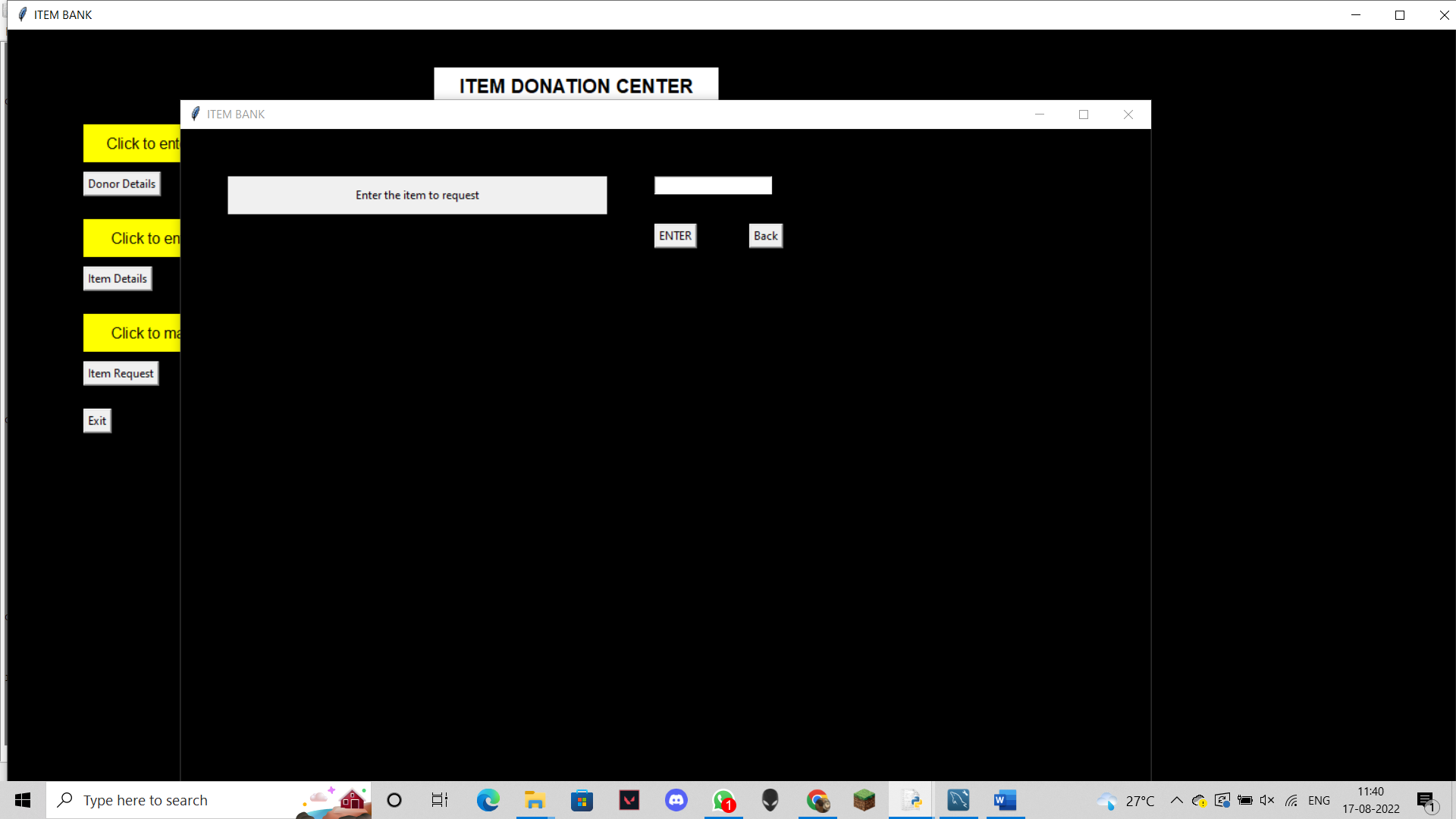
REGISTRATION PAGE



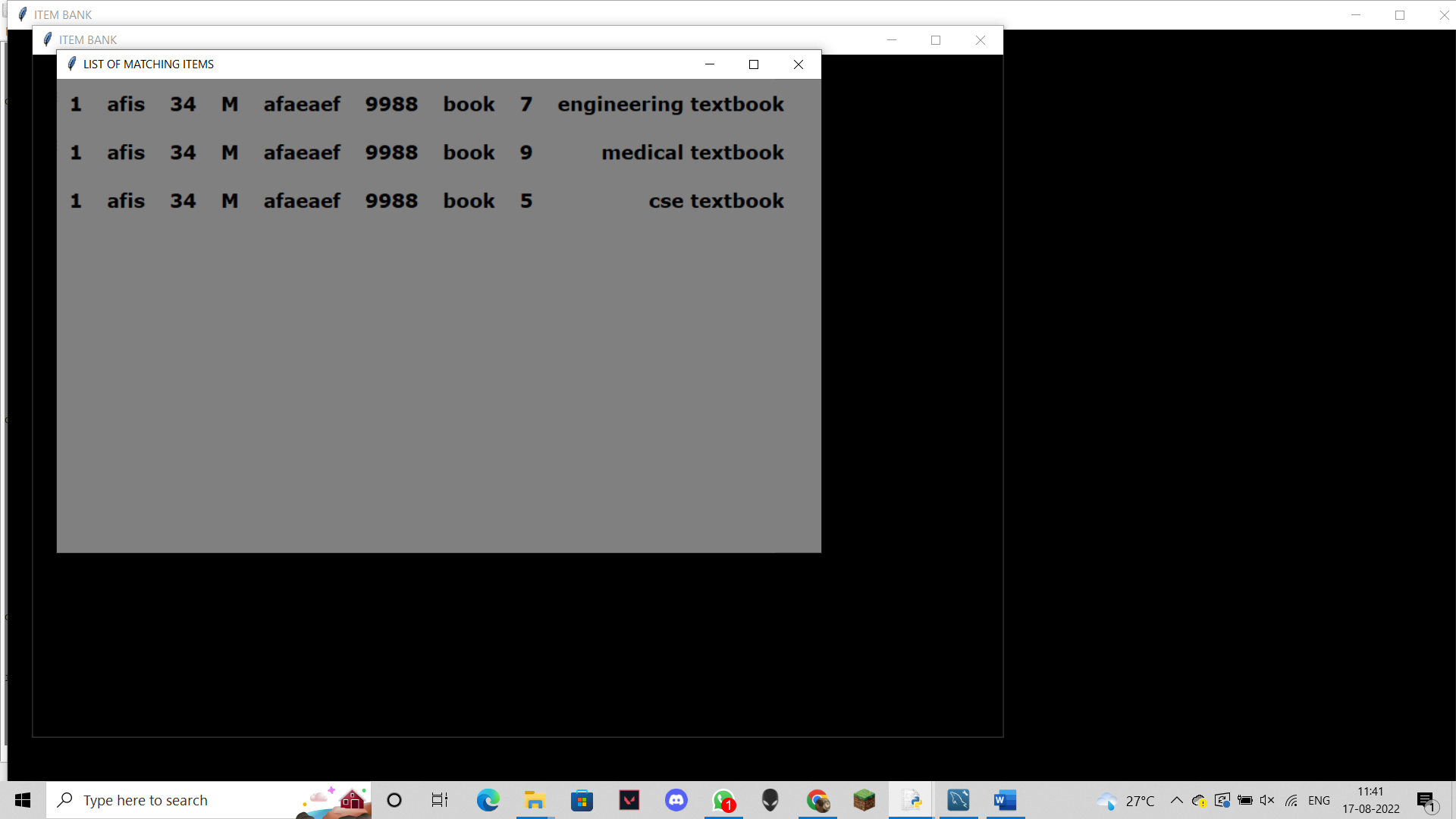
ITEM REGISTRATION



ITEM REQUEST PAGE



AVAILABLE DONORS





**CONCLUSION**

This software is efficient in maintaining donor details and also stores information on item and the quality of donated item and details of the item.

This software also reduces the work load of the item donation management system.