HELPING HAND

A PROJECT REPORT

Submitted by:

PATEL DHRUMIL PARESHBHAI
[201180107004]

In partial fulfilment for the award Of the degree of

BACHELOR OF ENGINEERING

In

COMPUTER ENGINEERING
D.A. ENGINEERING AND TECHNOLOGY
MAHEMDAVAD

Gujarat Technological University, Ahmedabad

APRIL, 2024

D.A. ENGINEERING AND TECHNOLOGY
Smt. Dharini Anilkumar Education Campus

Near Siddhi Vinayak Mandir, Khatraj Chokdi, Mahemdavad, 387130.

CERTIFICATE

This is to certify that the project report submitted along with the project **HELPING WEB APPLICATION** has been carried out by **Dhrumil Pareshbhai Patel** under my guidance in partial fulfillment for the degree of Bachelor of Engineering in Computer Engineering, 8th Semester of Gujarat TechnologicalUniversity, Ahmadabad during the academic year 2023-24

Prof . Rinkal Chauhan
Internal Guide

Prof . Rinkal Chauhan
Head of the Department

COMPANY LETTER

CREART

Date: 16/01/2024

OFFER LETTER

We are pleased to inform that **Mr. Dhrumil Pareshbhai Patel,** B.E (C.E.), Semester-8 (Enrollment Number: 201180107004), a student of **D A Degree Engineering and Technology, Mahemdavad** has been selected for the **"GTU 8 SEM INTERNSHIP"** on **"Python-D'Jango"** at **CreArt Solutions, Ahmedabad.**

During this internship he will work under our guidance and supervision.

We wish him all the success in his future endeavours.

CREART SOLUTION AHMEDABAD

Authorized Signature

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DECLARATION

We hereby declare that the Internship/ Project report submitted along with the Internship entitled Python Language submitted in partial fulfilment for the degree of Bachelor of Engineering in Computer Engineering to Gujarat Technological University, Ahmedabad, is a bonafide record of original project work carried out by me at CreArt Solution under the supervision of Alkesh Kaba and that no part of this report has been directly copied from any students' reports or taken from any other source, without providing due reference.

Name of the Student	Sign of Student
Dhrumil Pareshbhai Patel	_____

ACKNOWLEDGEMENT

We express our heart gratitude to number of people who extended their full support and cooperation in developing this project First, We Would like take this opportunity to thank our College "D.A. Degree Engineering & Technology" for giving us this opportunity and a platform for discovering and developing our potential, This kind of experience that we have received while making this project report is so immense the narrating that in few words is difficult.

No task can be accomplished without proper support, guidance and appraisal. We are highly thankful to many people who contributed either directly or indirectly in our training and provided their invaluable co-operation to us in completion of this project.

Finally, we are thankful to PROF. RINKAL CHAUHAN (HOD) for his continuous support, kind co-operation and fruitful suggestions during the training period for the successful completion of the project. We appreciate their concern and interest regarding the project.

After that our heartiest thank is our internal guide as well as respected faculty PROF. RINKAL CHAUHAN (Internal Guide) for entrusting upon us the responsible and acting as ray of light in darkness. We find our self-short of world to describe our feeling for the role she played of friend, a philosopher and guide, whenever we were in need.

Last but not the least we are also thankful to our friends, project partners, colleagues and parents for their support and understanding they provided us during the project work. We are also very much thankful to all who directly or indirectly helped us

DHRUMIL PARESHBHAI PATEL
201180107004

ABSTRACT

Helping Hand is a web application which is made for an NGO. Using this web application a user can donate the foods, clothes, money, medicines etc. without going anywhere at any time from any place. Volunteer can also connect to this NGO using this web application and can help NGO in taking & delivering things from the user who wants to donate. Even using this system user can register for event if he/she wants to celebrate the event at NGO but for this approval from NGO is must.

Helping Hand is build using technologies such as HTML, CSS, Javascript, In Frontend and designed using Django a Python Framework, mysql as a database.

About the Company

- CreArt is a privately owned venture of IT Solutions and IT Consultants formed in 2013. We always aspire to create a resistant future. We believe in bringing Business, People and Technology together in the way forward. CreArt is focused on rigorous development and comprehensive quality.
- CreArt is dedicated towards perfection in every aspect. Professionalism is the main ingredient of CreArt. They strongly believe in delivering the best services to the clients till their satisfaction.
- Main objective of CreArt is to provide professional , qualitative , innovative and accessible services in every possible form.We take care of development, deliveries, required resources and innovation.Our experienced development and consultancy will add value to mobile or web application development project.
- Our objective is the strong collaboration between design, development, and delivering services on time, which benefits not only clients but also the communities in which the projects are implemented. More to help businesses succeed worldwide, we offer end-toend development of web and mobile apps that integrate dynamic modern technologies like AR/VR Development, AI, Machine Learning and many more.
- I would like to express my sincere gratitude to Mr.Alkesh kaba, the director and instructor at CREART SOLUTIONS PVT. LTD., for his guidance and mentorship throughout my internship. His insights and expertise were instrumental in shaping my learning experience.

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INTRODUCTION

1.1 PROJECT SUMMARY & PROFILE

PROJECT SUMMARY: -

Helping Hand is a web application which is made for an NGO.Using this web application a user can donate the foods, clothes, money, medicines etc. without going anywhere at any time from any place. Volunteer can also connect to this NGO using this web application and can help NGO in taking & delivering things from the user who wants to donate. Even using this system user can register for event if he/she wants to celebrate the event at NGO but for this approval from NGO is must.

PROJECT PROFILE: -

Project title	Helping Hand
Project category	NGO
Objectives	To provide help to people for donate something easily like money,food,clothes,etc.
Front end	PYTHON
Back end	MYSQL
Tool	Draw.io
Server	Xampp,Apache
Documentation tools	Microsoft word and power point presentation
External Guide	Mr. ALKESH KABA
Developed by	PATEL DHRUMIL PARESHBHAI

1.2 PURPOSE: -

- The Purpose of this project is to provide help to Employer getting employees as per requirement .
- Provide help in learning Project along with New Technology.
- Provide Solution to the Queries which are having while developing the Projects

1.3 SCOPE & OBJECTIVES:-

➢ SCOPE: -

- New System will be completely online web-based system so there is no limitation of physical location.
- Fresher's Belongs to IT Field could solve out his/her query by other Working Professional using this Web Application. So, it is very helpful discussion forum
- Developer can upload sample project with source code that easily can download it by other users that can help in learning process.

➢ OBJECTIVES:-

- Provide Solution to the Queries which are having while developing the Project.

1.4 TECHNOLOGIES:-

This project using HTML, CSS, JAVA SCRIPT, PYTHON, MYSQL for our project

HTML: -

Hypertext Markup Language (HTML) is the standard Markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript. It forms a triad of cornerstone technologies for the World Wide Web browsers receive HTML documents from a web server or from local storage and render them into multimedia web pages.HTML describes the structure of

web Page semantically and originally included cues for the appearance of the document.

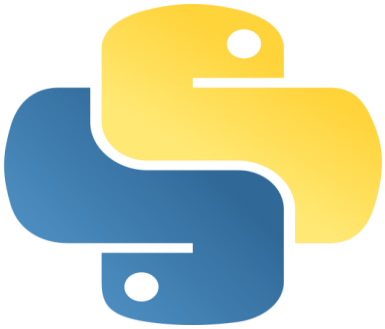
CSS: -

- CSS is the language for describing the presentation of web pages, including colours, layout and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based mark-up language.

JAVA SCRIPT: -

- JavaScript is a client-side scripting language developed by Brendan Each JavaScript can be run on any operating systems and almost all web browsers. The programs in this language are called *scripts.* They can be written right in a web page's HTML and run automatically as the page loads. Scripts are provided and executed as plain text. They don't need special preparation or compilation to run. In this aspect, JavaScript is very different from another language called Java.

PYTHON: -



Python is an interpreter, object-oriented, high-level programming language with dynamic semantics. Its high-level built-in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance. Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

MYSQL: -

- My-SQL is the world's most popular open-source database. With its proven performance, reliability and ease-of-use, My-SQL has become the leading database choice for web-based applications, used by high profile web properties including Facebook, Twitter, YouTube, Yahoo! and many more. Oracle drives My-SQL innovation, delivering new capabilities to power next generation web and embedded applications.

CHAPTER-2

PROJECT MANAGEMENT

2.1 PROJECT PLANNING: -

Project planning is one of the major tasks that are performed during the development of the project. Using project planning, the task of finding the size of the project is done and with that total amount of time and cost required for project development is calculate. Planning of this project was done using a special approach. After getting the project definition, upper-level analysis was performed first. That analysis was confined to the whole project level. That analysis gave the idea about the size and the structure of the project and using that analysis information, planning of the project was done

2.1.1 PROJECT DEVELOPMENT APPROACH & PLANNING:

- **APPROACH: -**

- The approach to develop the software system should follow some systematic way i.e. Software Development Life Cycle. Using the upper-level analysis and the environment of the project, which lifecycle model would fit properly for this project was judged. After deciding the proper software development lifecycle model, the development of this project according to the model was done.

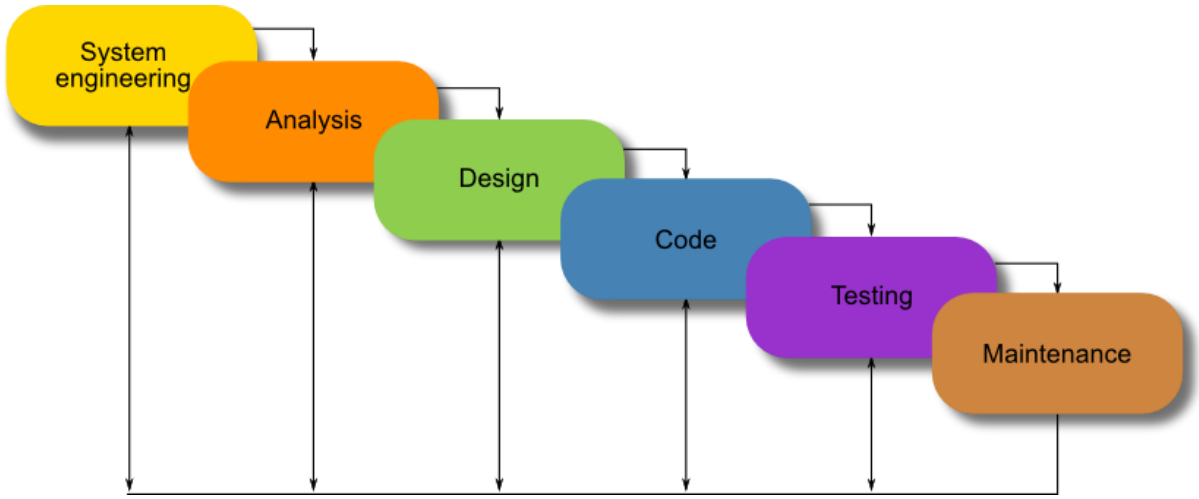
- **WATERFALL MODEL: -**

- The Waterfall Model was the first Process Model to be introduced. It is very simple to understand and use. In a Waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The waterfall model is the earliest SDLC approach that was used for software development.

- In "**The Waterfall**" approach, the whole process of software development is divided into separate phases. The outcome of one phase acts as the input for the next phase sequentially. This means that any phase in the development process begins only if the previous phase is complete. The waterfall model is a sequential design process in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Construction, Testing, reduction/Implementation, and Maintenance

- As the **Waterfall Model** illustrates the software development process in a linear sequential flow; hence it is also referred to as a **Linear-Sequential Life Cycle Model**.

2.1.2 Roles and responsibilities (of all team members):-



2.2 PROJECT SCHEDULING

- Project Scheduling consists of identifying the tasks needed to complete the project, determine the dependency among different tasks, plan the starting and ending dates for various tasks and determine the chain of tasks that determine the duration of the projecting Project scheduling we decide the order in which to do the tasks.

❖ GANTT CHART:

ACTIVITIES	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12
CORE PYTHON												
ADVANCE PYTHON												
HTML/CSS												
MYSQL DATABASE												
DJANGO												

2.3 RISK MANAGEMENT

- Risk management is the process of measuring, or assessing, risk and developing strategies to manage it. Strategies include transferring the risk to another party, avoiding the risk, reducing the negative effect of the risk, and accepting some or all of the consequences of a particular risk.

  Traditional risk management focuses on risks that can be managed using traded financial instruments. In ideal risk management, a prioritization process is followed whereby the risks with the greatest loss and the greatest probability of occurrence and lower loss are handled later.

❖ RISK IDENTIFICATION:

- After establishing the context, the next step in the process of managing risk is to identify potential risks. Risks are about events that, when triggered, cause problems. Hence, risk identification can start with the problem itself. In this project there can be following risks

- The other risk is associated with the software. If in the software the wrong user is authorized by mistake then he may do changes that cause the system in dangerous mode. There can be risk of natural threats.

❖ RISK ANALYSIS:

- Risk analysis is the important aspect of the system planning, whenever planning the Website programmer always has to consider the risk of system which he might face in the App.

There are two types of risks:-

1. PROACTIVE RISK:-

- Proactive Risk Management provides an extremely practical guide to tools, techniques & strategy that best enable that risk-based communication.

2. REACTIVE RISK:-

- Risks can occur in many ways because it is one window system to improve existing real-life system.

- Risk analysis begins with a detailed study of the risk issues that have been identified and approve by decision-makers for further evaluation. The objective is together enough information.

❖ RISK PLANING :

- Once risks have been identified and assessed all techniques to manage the risk fall into one or more of these for major categories:
  - ✓ Tolerate (retention)
  - ✓ Treat (mitigation)
  - ✓ Terminate (elimination)
  - ✓ Transfer (buying insurance)

Ideal use of these strategies may not be possible. Some of them may involve trade-offs that are not acceptable to the organization or person making the risk management decisions.

CHAPTER 3

SYSTEM REQUIREMENT STUDY

3.1 EXISTING SYSTEM

- The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

1. It is less user-friendly.
2. User must go to shop and select products.
3. It is difficult to identify the required product.
4. Description of the product limited.
5. It is a time consuming process
6. Not in reach of distance user.

3.2 PROPOSED SYSTEM

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through the Web application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

3.2.1 MODULES AND FEATURES IN THE NEW SYSTEM

Now-a-days, almost all people are busy with their own works or business. They don't even have time to go to the market for shopping. Although they are in the need of something, they can't go to the shopping centres due to the shortage of time. Keeping these things in mind, businessman started the process of e-commerce, some of the features of our project are as follow:

USER MANAGEMENT:

Customer needs to first register in the system by providing essential details like username and password or phone number. The admin must accept the new users by unblocking him. A user must login with its username and password to the system after registration. User can view the list of products after the successful login. A detailed description of a product with its name, details, image, and price can be viewed by users. Users can search for the particular product by its name.

The user can add the product to the shopping cart option on the product. Users can view all the product added by him in the cart and can remove any items from the cart. After confirming the items user can submit the cart by providing a delivery address. The user can view and edit his/her profile.

CATEGORY & SUB CATEGORY MANAGEMENT:

This Web application provides various categories and sub categories for buying clothes. Major categories for this Web application are men, women and children. We provide various product for different sub-categories like shirts, T-shirts, jeans, etc. for all categories.

ORDER AND PAYMENT:

User can order the desired product in his cart by add to cart option on the product and can confirm the order by providing a delivery address. Admin can view the order which is generated by users and can verify the details. Admin can also delete the order from the order list when the product is taken. Users can pay the amount by both the way i.e. online payment and offline payment. Method of payment is cash on delivery.

INQUIRY AND FEEDBACK:

Users can post an inquiry if users have doubt related to product or application. Admin can view the inquiry and solve the inquiry. Users can give the feedback about the product which the users have purchased from the application either it is good or for the betterment of the service.

3.2.2 MODULES

Admin
User
Volunteer

- **ADMIN:**

- Log in
- Manage categories
- Manage Volunteer
- Manage Users
- Manage Events (Approval/Rejection)
- Manage inquiry
- Manage feedback
- Log Out

- **USER:**

  - Registration
  - Log in
  - Manage profile
  - Can Donate Food, Clothes, Etc.
  - Money Donation
  - Request For Event Celebration
  - Send inquiry
  - Post Feedback
  - Log Out

- **VOLUNTEER:**

  - Registration
  - Log in
  - Manage Profile
  - View All Donation Post
  - Accept/Reject Post
  - Update Remarks of Post
  - Log Out

3.2.3 Hardware and Software Requirements

- **Hardware:**

  Processor: Dual Core or Higher
  RAM : 2 GB or Higher
  Hard Disk : 320 GB

- **Software:**

  Tools : Sublime Text Editor
  Server : XAMPP SERVER

- **Front end:**

  Technology: PYTHON

- **Back-end:**

  Database : MySQL

3.2.4 ASSUMPTION AND DEPENDENCIES

- It is assumed that alumni data will be made available for the project in some phase of its completion. Until the, test data will be used for providing the demo for the presentations.

- It is assumed that the user is familiar with an internet browser and also familiar with handling the keyboard and mouse.

- Since the application is a web based application there is a need for the internet browser. It will be assumed that the users will possess decent internet connectivity.

CHAPTER 4

SYSTEM ANALYSIS

4.1 FEASIBILITY STUDY

The feasibility study is an evaluation and analysis of the potential of the proposed project which is based on extensive investigation and research to support the process of decision making. Feasibility is the measure of how beneficial the development of information system will be to an organization. The feasibility analysis is categorized under four different types.

- ✓ Operational Feasibility
- ✓ Technical Feasibility
- ✓ Schedule Feasibility
- ✓ Economic Feasibility

1) Operational Feasibility:

The System is to be developed for any user who wants to use it. We want our system user friendly and easy to use. The administrator also may be non-technical, so the user interface will be designed in such away that it gets comfortable for non-technical person to operate easily..

2) Technical Feasibility:

It is a partially measurement of specific technical solution and the availability of technical resorts and expertise.The analyst must find out whether the current technical resources, which are available in the system is capable of handling the job.

If not, then the analyst with the help of developer should confirm whether the technology is available and capable or not.

Better Considering:

Here we have to consider those tools which are required for developing the project.
As far as basic knowledge concerned we have studied basic of Objective-C and SQL.

3) Schedule Feasibility:

Schedule feasibility corresponds to whether sufficient time is available to complete the project.

Factor considered:

- Schedule of the project
- Time by which project has to be completed
- Reporting period

4) Economic feasibility:

Economic feasibility is a measure of cost effectiveness of a project or solution. For declaring that the system is economically feasible, the benefits from the project should exceed or at least to the equal to the cost of development.

Scope of Feasibility Study:

In general terms, the elements of a feasibility analysis for a project should cover the following:

Need Analysis:

- This indicates recognition of a need for the project. The need may affect the organization itself, another organization, the public, or the government. A preliminary study is then conducted to confirm and evaluate the need. A proposal of how the need may be satisfied is then made. Pertinent questions that should be asked include:

1. Is the need significant enough to justify the proposed project?
2. Will the need still exist by the time the project is completed?
3. What are the alternate means of satisfying the need?
4. What are the economic, social, environmental, and political impacts of the need?

Process Work:

- This is the preliminary analysis done to determine what will be required to satisfy the need. The work may be performed by a consultant who is an expert in the project field. The preliminary study often involves system models or prototypes. For technology-oriented projects, artist's conception and scaled-down models may be used for illustrating the general characteristics of a process. A simulation of the proposed system can be carried out to predict the outcome before the actual project starts.

5) Engineering & Design

- This involves a detailed technical study of the proposed project. Written quotations are obtained from suppliers and subcontractors as needed. Technology capabilities are evaluated as needed. Product design, if needed, should be done at this time

6) Cost Estimate

- This involves estimating project cost to an acceptable level of accuracy. Levels of around -5% to +15% are common at this level of a project plan. Both the initial and operating costs are included in the cost estimation. Estimates of capital investment and of recurring and nonrecurring costs should also be contained in the cost estimate document. Sensitivity analysis can be carried out on the estimated cost values to see how sensitive the project plan is to the estimated cost values.

7) Financial Analysis

- This involves an analysis of the cash flow profile of the project. The analysis should consider rates of return, inflation, sources of capital, payback periods, breakeven point, residual values, and sensitivity. This is a critical analysis since it determines whether or not and when funds will be available to the project. The project cash flow profile helps to support the economic and financial feasibility of the project.

8) Project Impacts

- This portion of the feasibility study provides an assessment of the impact of the proposed project. Environmental, social, cultural, political, and economic impacts may be some of thefactors that will determine how a project is perceived by the public. The value added potential of the project should also be assessed. A value added tax may be assessed based on the price of a product and the cost of the raw material used in making the product. The tax so collected may be viewed as a contribution to government coffers.

9) Conclusions and Recommendations

- The feasibility study should end with the overall outcome of the project analysis.
  This may indicate an endorsement or disapproval of the project.
  Recommendations on what should be done should be included in this section of the feasibility report.

4.2 SYSTEM ACTIVITY DIAGRAM

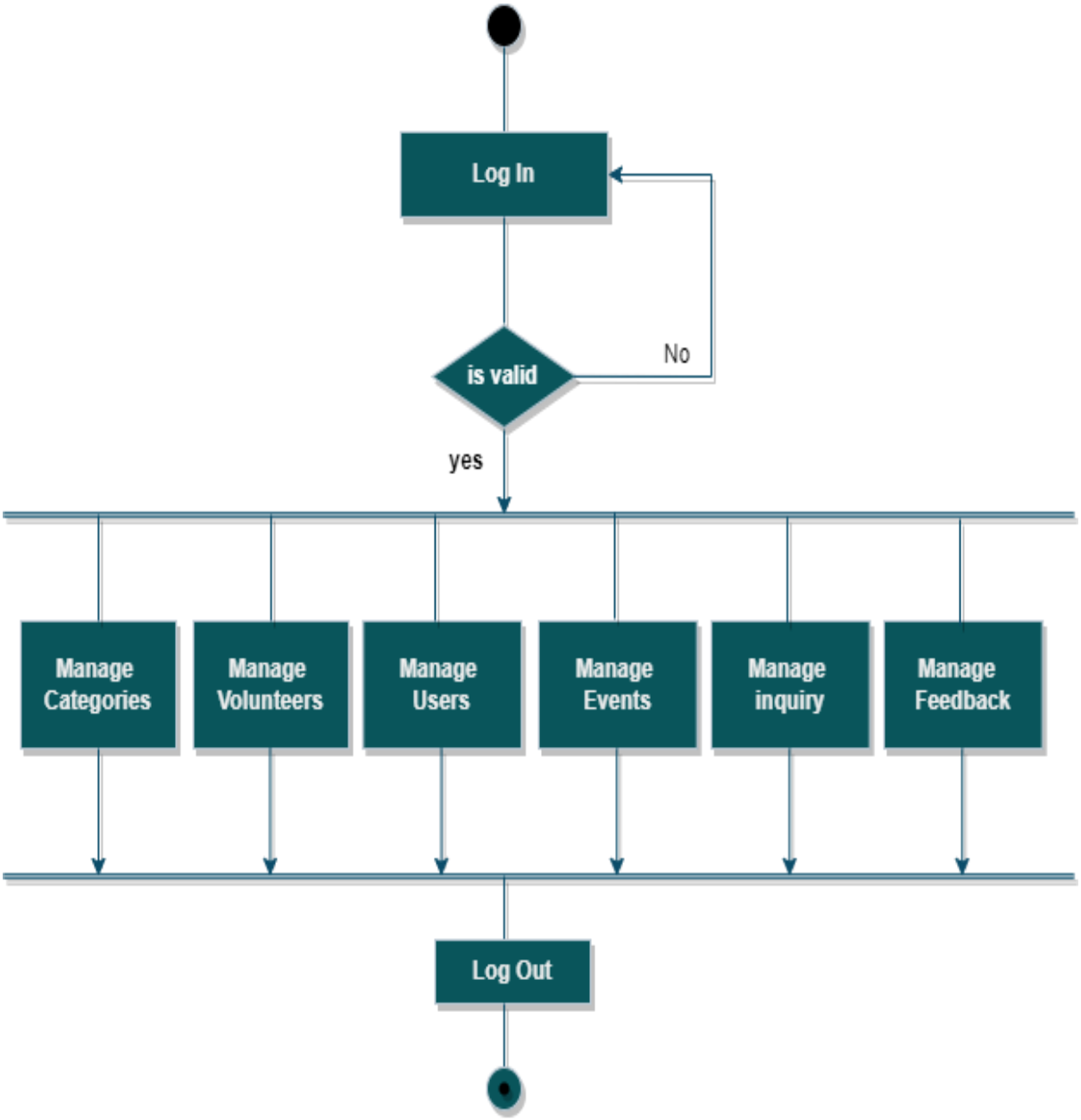


Fig.8 Activity diagram of Admin

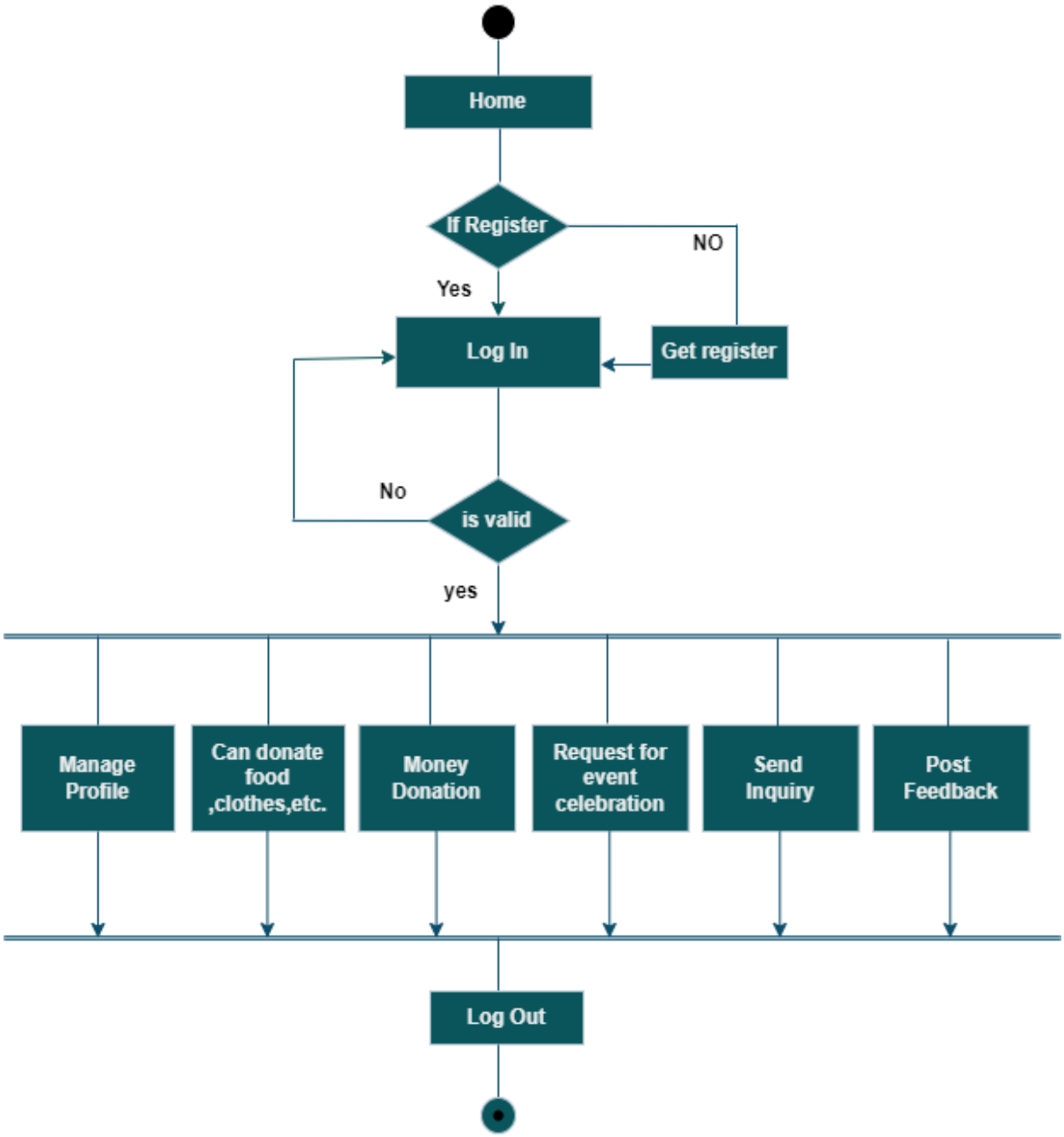


Fig.9 Activity Diagram Of User

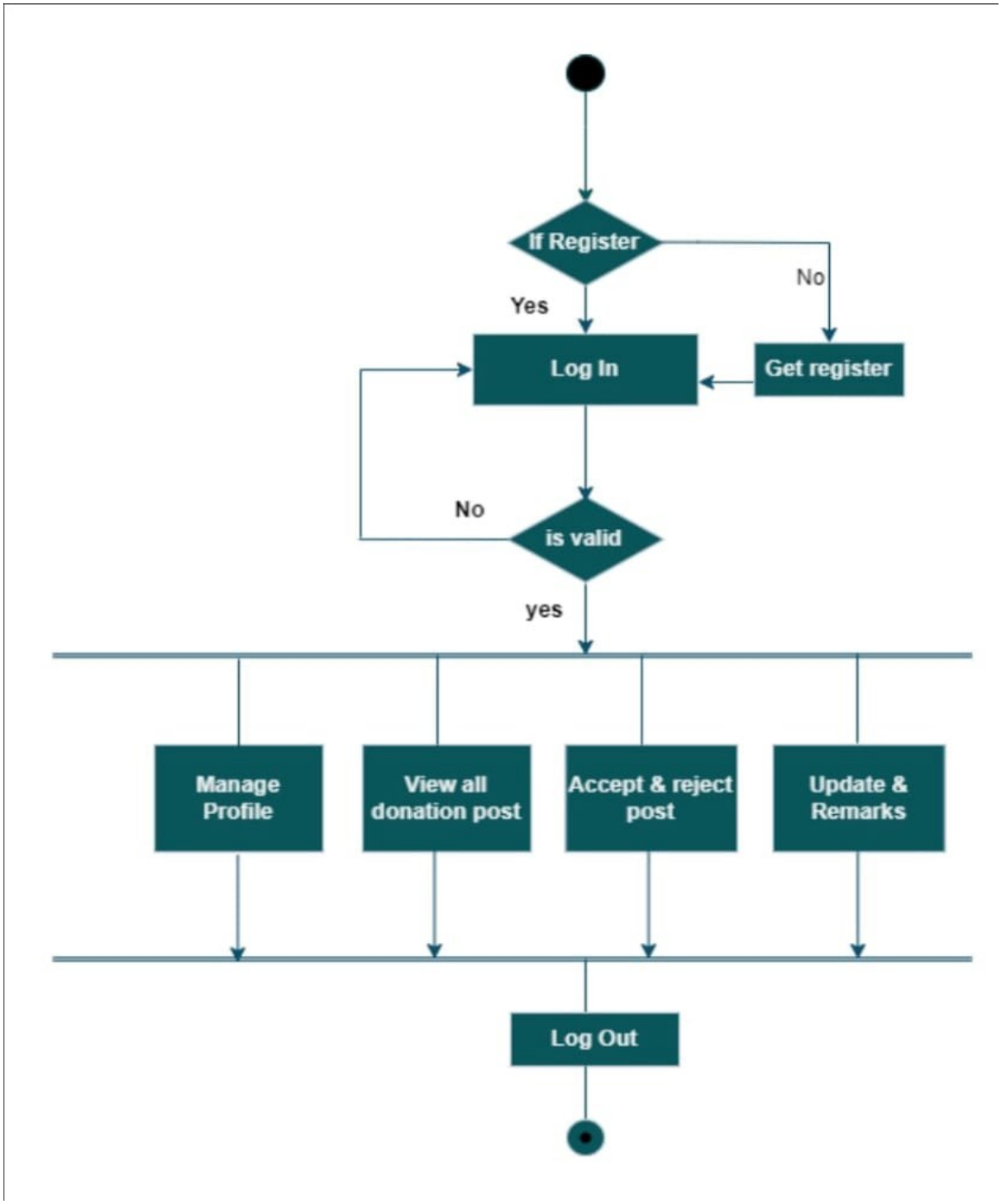


Fig.10 Activity Diagram Of Volunteer

➢ 4.3 USE CASE DIAGRAM

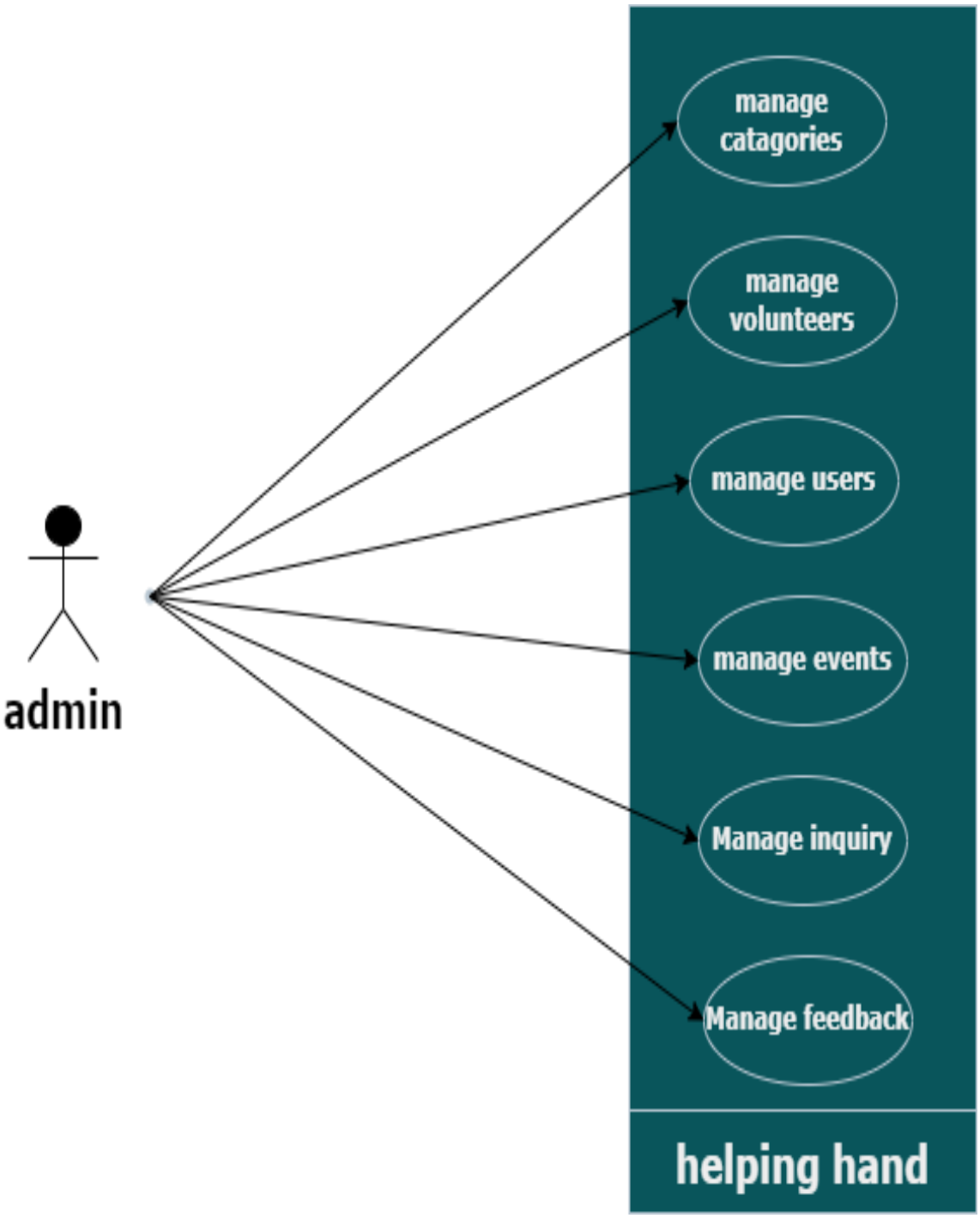


Fig.11 Use Case Diagram Of Admin

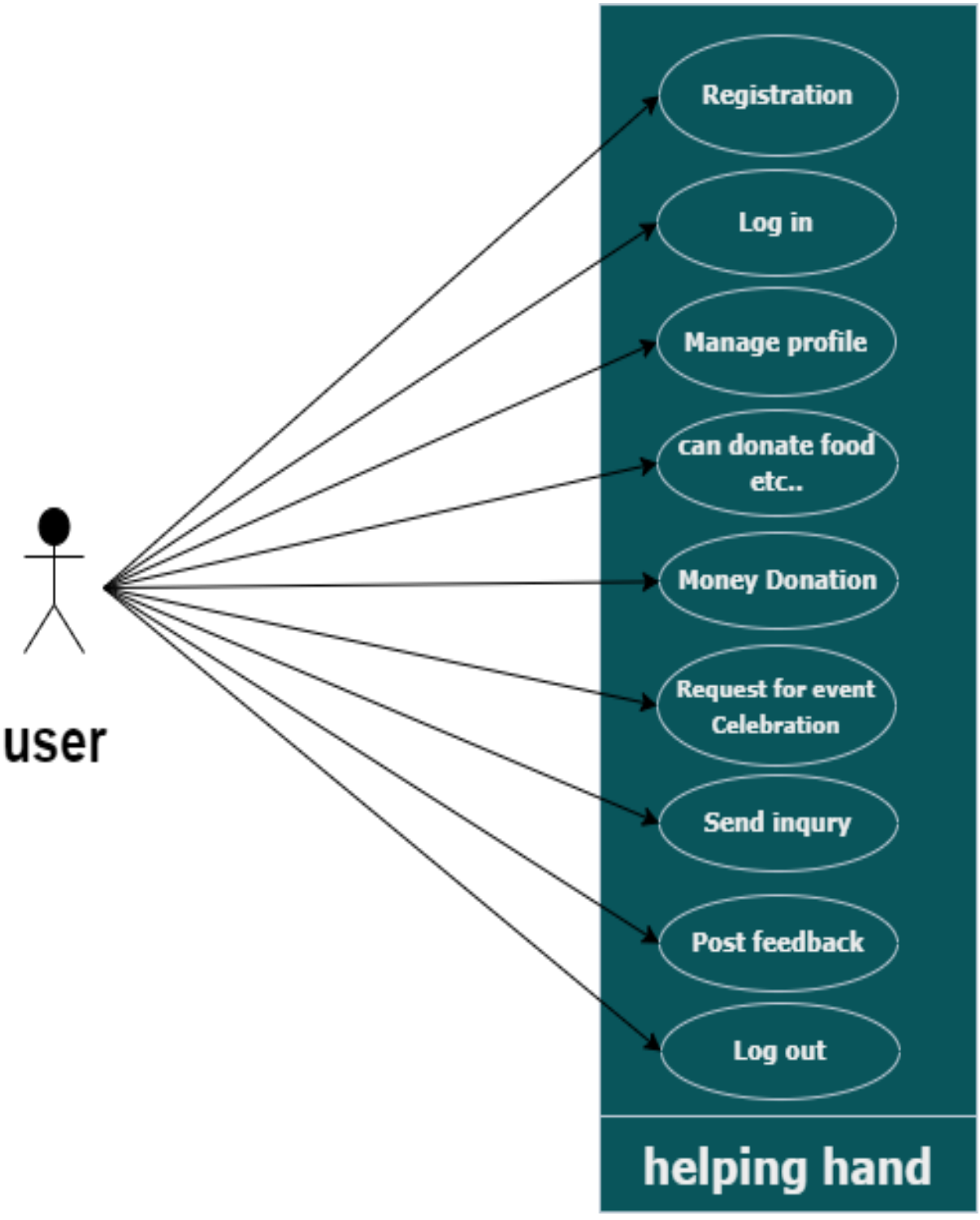


Fig.12 Use Case Diagram Of User

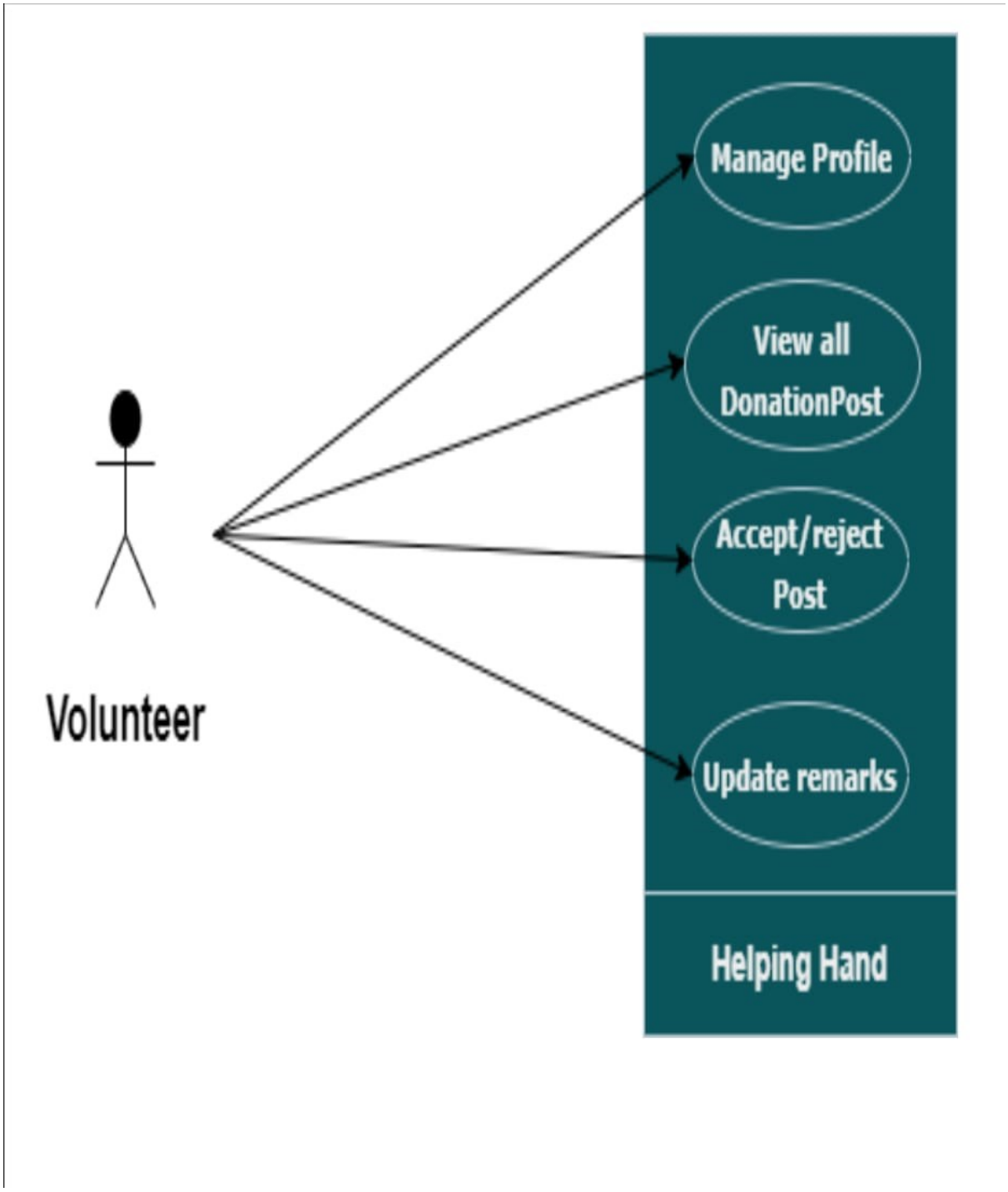


Fig.13 Use Case Diagram Of Volunteer

➢ 4.4 SEQUENCE DIAGRAM

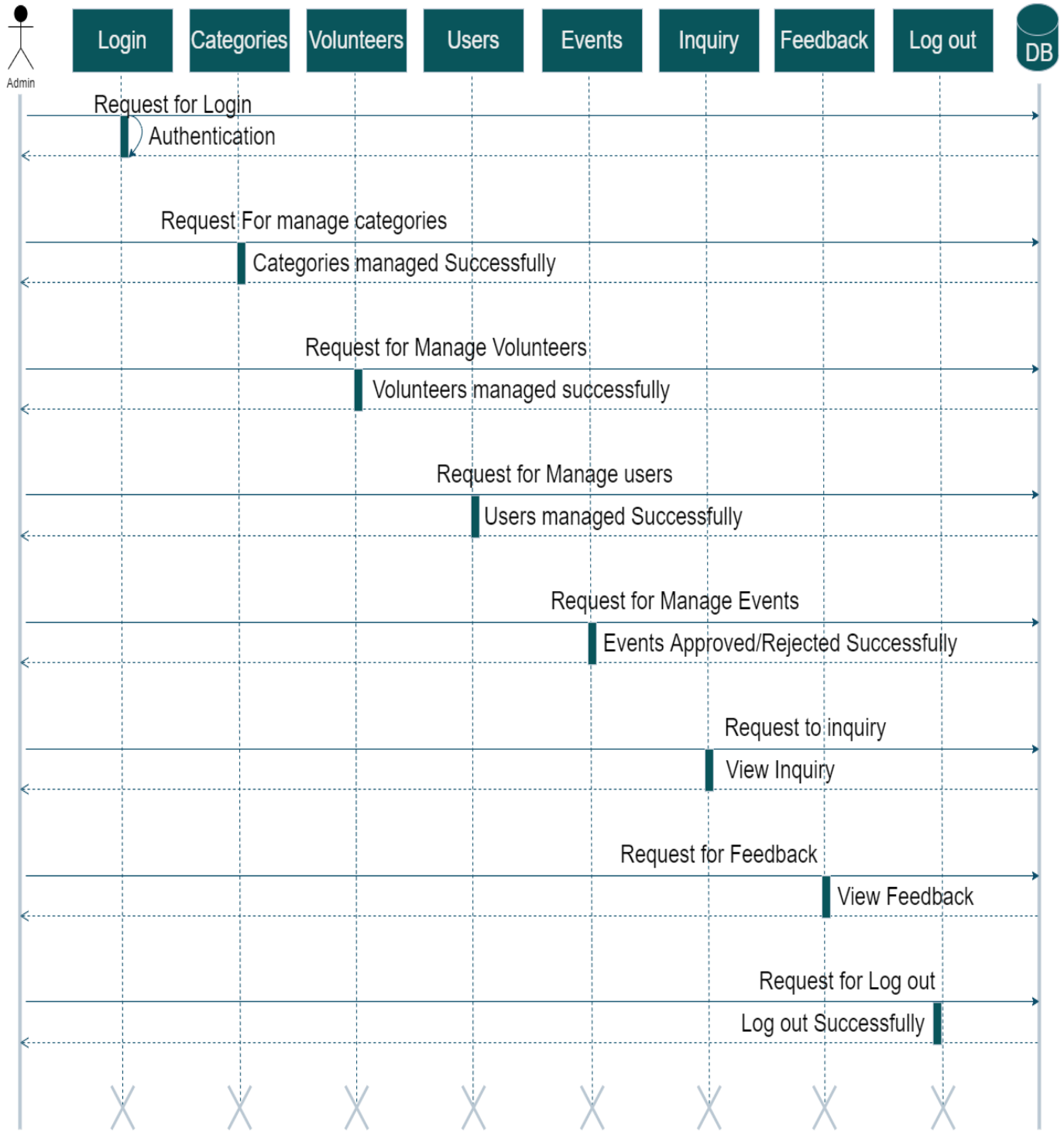


Fig.14 Sequence Diagram Of Admin

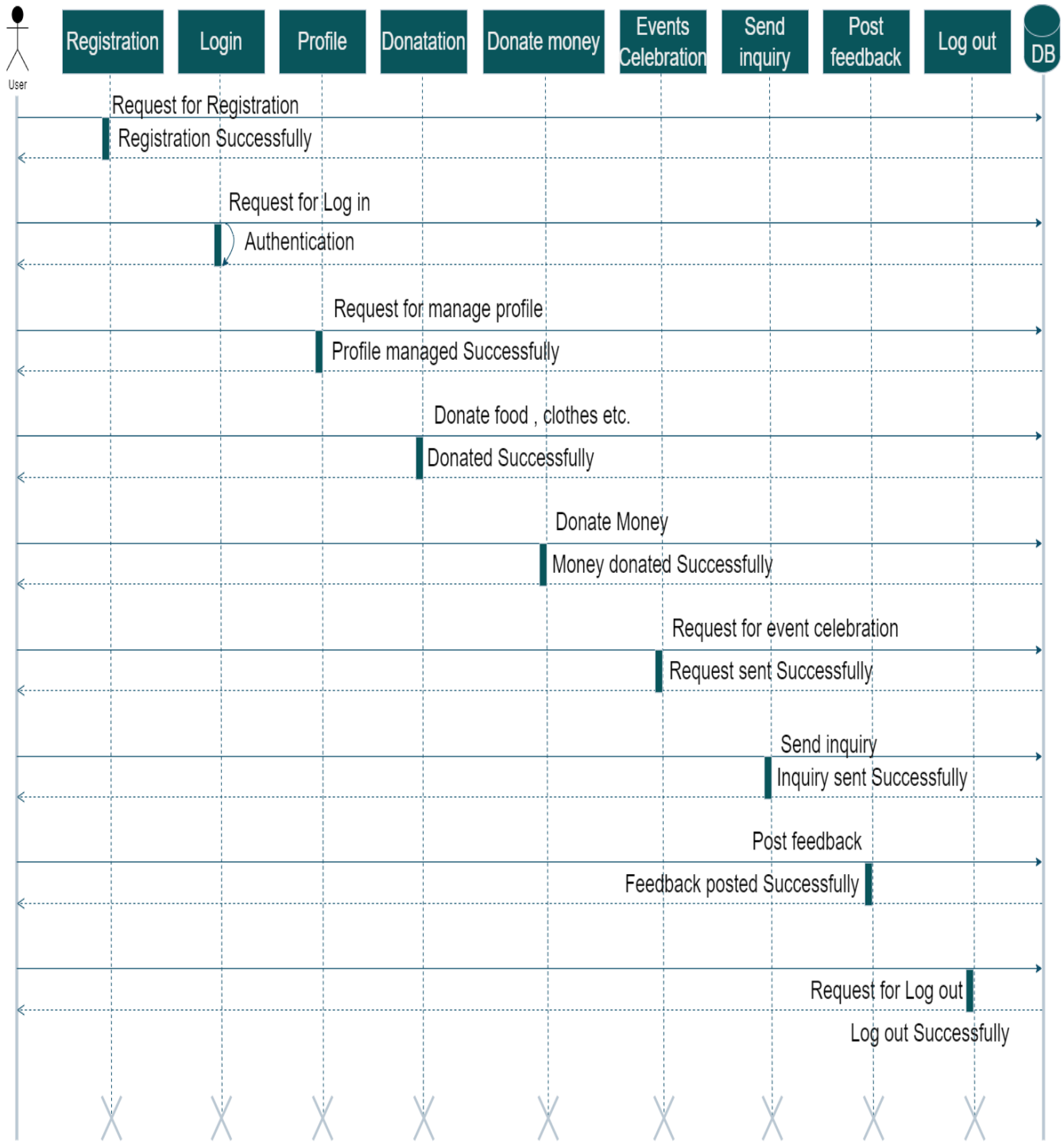


Fig.15 Sequence Diagram Of User

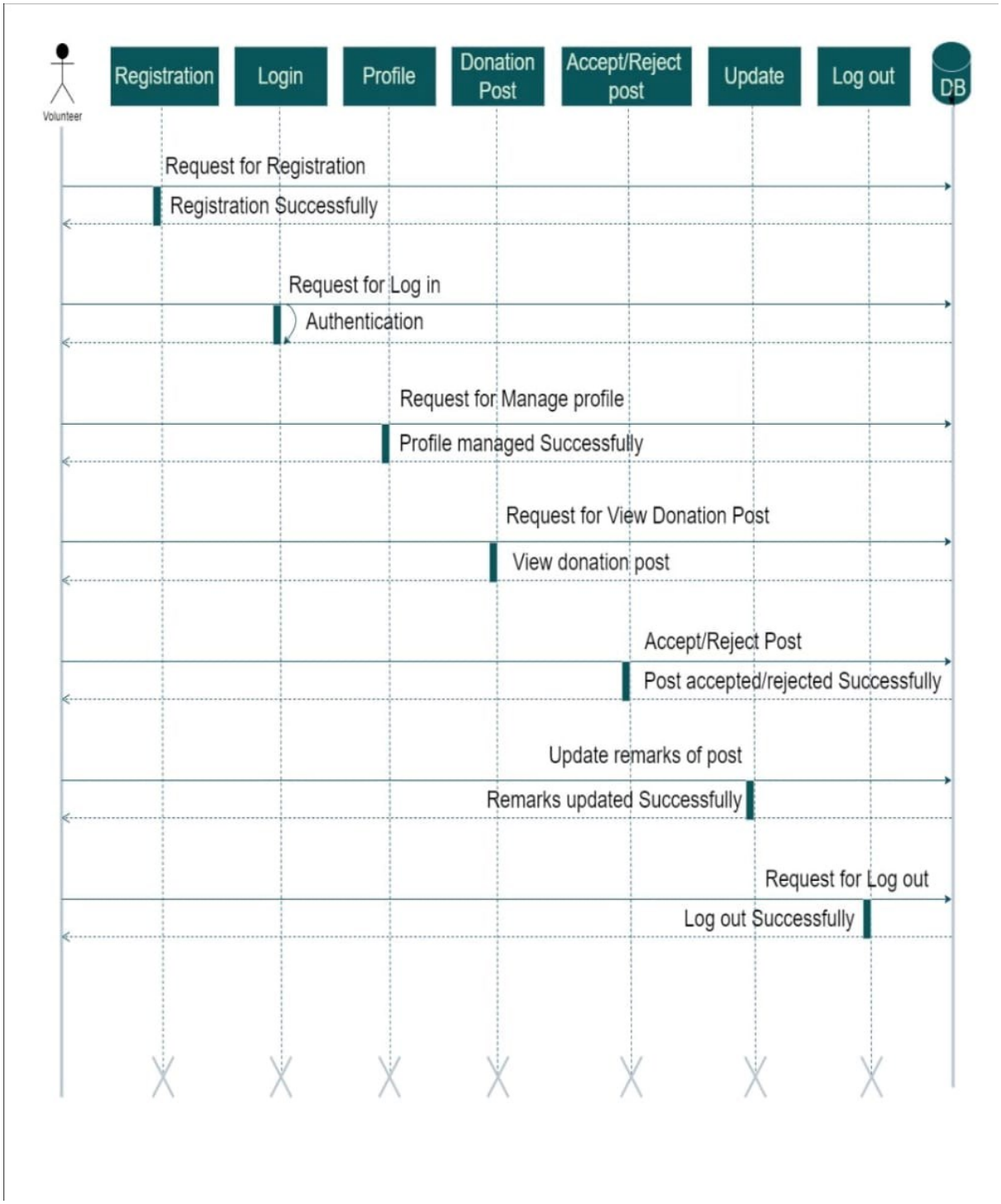


Fig.16 Sequence Diagram Of Volunteer

CHAPTER 5

SYSTEM DESIGN

5.1 DATABASE DESIGN/DATA STRUCTURE DESIGN

Database design is the organization of data according to a database model. The designer determines what data must be stored and how the data elements interrelate. With this information, they can begin to fit the data to the database model. Database design involves classifying data and identifying interrelationships. Several tables are created for the manipulation of the data for the system.

Two essential settings for a database are**:-**

1. Primary Key - the field that is unique for all the record occurrences.
2. Foreign Key-the field used to set relation between tables.

Normalization is a technique to avoid redundancy in the tables.

5.1.1 DATA DICTIONARY

1) CATEGORY

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
cat_id	INTEGER	20	PRIMARY KEY, AUTO INCREMENT	Unique id of category
cat_name	VARCHAR	20	-	store name of category

2) ROLE

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
role_id	INTEGER	12	PRIMARY KEY, AUTO INCREMENT	Represents id of role
role	VARCHAR	20	-	Represents of role

3) CITY

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
City_ID	INTEGER	12	PRIMARY KEY, AUTO_INCREMENT	Represents id of city
City_name	VARCHAR	20	-	Represents name

4) AREA

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
area_id	INTEGER	12	PRIMARY KEY, AUTO_INCREMENT	Represent area id of area
area_name	VARCHAR	12	-	Represent area name of area
city_id	INTEGER	12	Foreign Key	Represent city id of area

5) USERS

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
User_**id**	INTEGER	12	PRIMARY KEY, AUTO_INCREMENT	Representing id of user
Name	VARCHAR	20	-	Representing name of user
image	NONE	NONE	-	Representing image of user
DOB	DATE	NONE	-	Representing date of birth of user
gender	VARCHAR	10	-	Representing gender of user
email	VARCHAR	20	-	Representing email of user
contact	BIGINT	10	-	Representing contact of user
password	VARCHAR	20	-	Representing password of user
address	VARCHAR	100	-	Store address of customer

Reg.date	DATE	50	-	Representing registration date of user
City_id	INTEGER	12		Representing city id of user
Area_id	INTEGER	12		Representing area id of user
Role_id	INTEGER	12		Representing role id of user

6) DONATION

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
id	INTEGER	20	PRIMARY KEY, AUTO_INCREMENT	Unique id of donation
Title	VARCHAR	20	-	Represents title of donation
Description	VARCHAR	20	-	Represents description of donation
Cat_id	INTEGER	50	-	Represents category id of donation
date	DATE	50	-	Represents date of donation
Address	VARCHAR			Represents addressof donation
City_id	INTEGER		FOREIGN KEY	Represents city id of donation
Area_id	INTEGER		FOREIGN KEY	Represents area id of donation
State_id	INTEGER		FOREIGN KEY	Represents state id donation

7) INQUIRY

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
id	INTEGER	20	PRIMARY KEY, AUTO_INCREMENT	Unique id of inquiry
name	VARCHAR	20	-	Store name of inquiry
email	VARCHAR	20	-	Store email of inquiry

contact	INTEGER	50	-	Store the contact of inquiry
message	VARCHAR	50	-	Store the message of inquiry
date	DATE	30	-	Store the date of inquiry

8) FEEDBACK

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
F_id	INTEGER	20	PRIMARY KEY, AUTO_INCREMENT	Unique F_id of feedback
Ratings	INTEGER	20	-	Store the ratings
comment	VARCHAR	50	-	Store message of feedback
date	DATE	30	-	Store the date of feedback
User_id	INTEGER	10	FOREIGN KEY	Represent user id of feedback

9) Volunteer acceptence

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
Id	INTEGER	1	Primary key	Represent id of volunteer acceptance
Donation _id	INTEGER	10	None	Represent donation id of volunteer acceptance
User_id	INTEGER	10	None	Represent user id of volunteer acceptance
Date time	DATE	NONE	None	Represent date and time of volunteer acceptance
State_id	INTEGER	10	None	Represent state id of volunteer acceptance

10) Money Donation

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
Id	INTEGER	10	Primary key	Represent id of money donation
User_id	INTEGER	1	None	Represent user id of money donation
Amount	FLOAT	10,2	None	Represent amount of money donation
Description	VARCHAR	10	None	Represent description of money donation
Date	DATE	NONE	None	Represent date of money donation

11) EVENTS

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
Id	INTEGER	10	Primary key	Represent id of event
Title	VARCHAR	20	None	Represent title of event
Description	VARCHAR	20	None	Represent description of event
Date	DATE	NONE	None	Represent date of event
User_id	INTEGER	10	None	Represent user id of event
State_id	INTEGER	10	None	Represent state id of event
Event_type	VARCHAR	20	None	Represent event type of event

12) STATE

FIELD NAME	DATA TYPE	SIZE	CONSTRAINT	DESCRIPTION
State_id	INTEGER	12	Primary key	Represent state id of state
State_name	VARCHAR	20	None	Represent state name of state

5.1.2 E-R Diagram

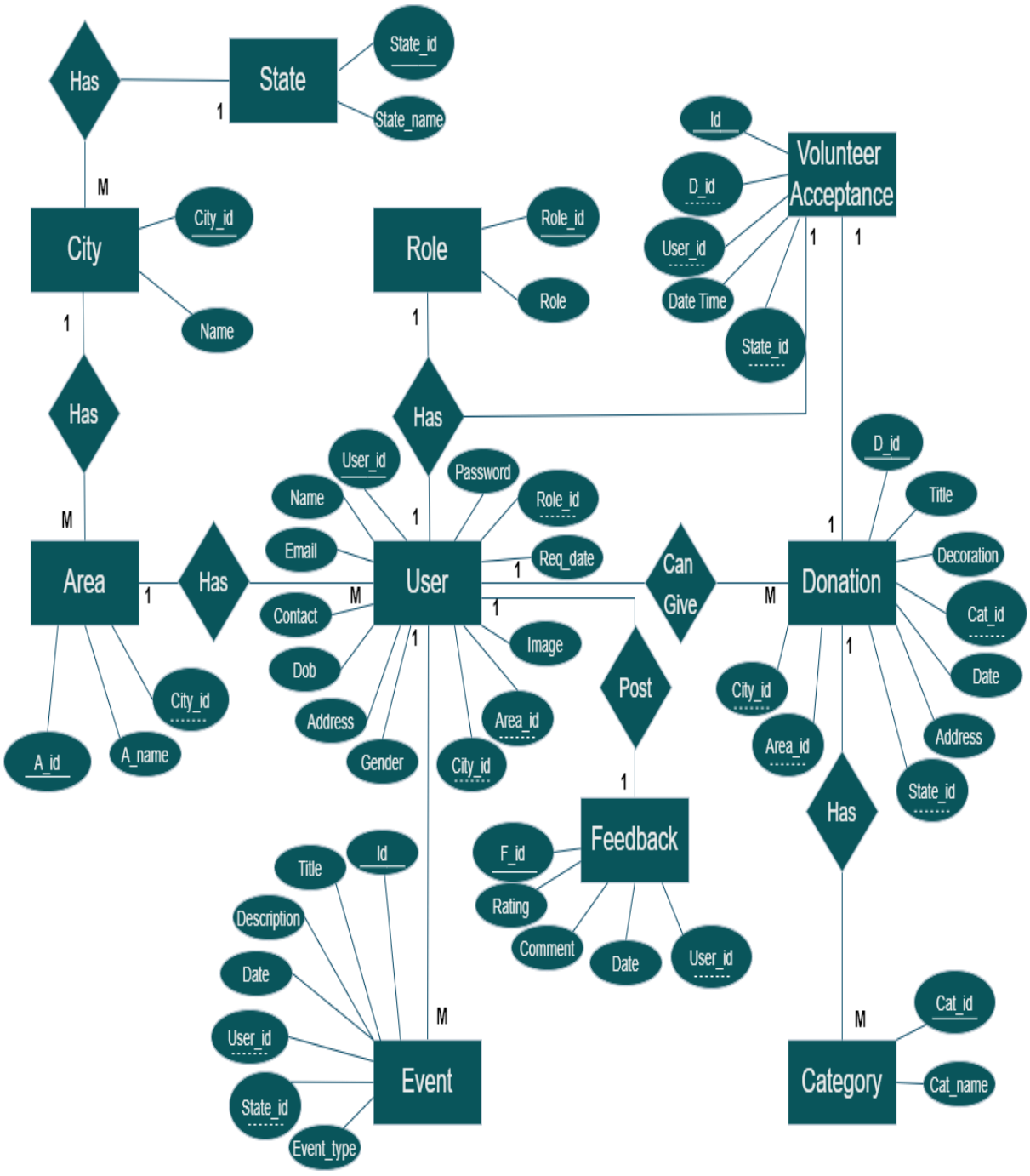


Fig.17:- E_R - Diagram

5.1.3 DATA FLOW DIAGRAM

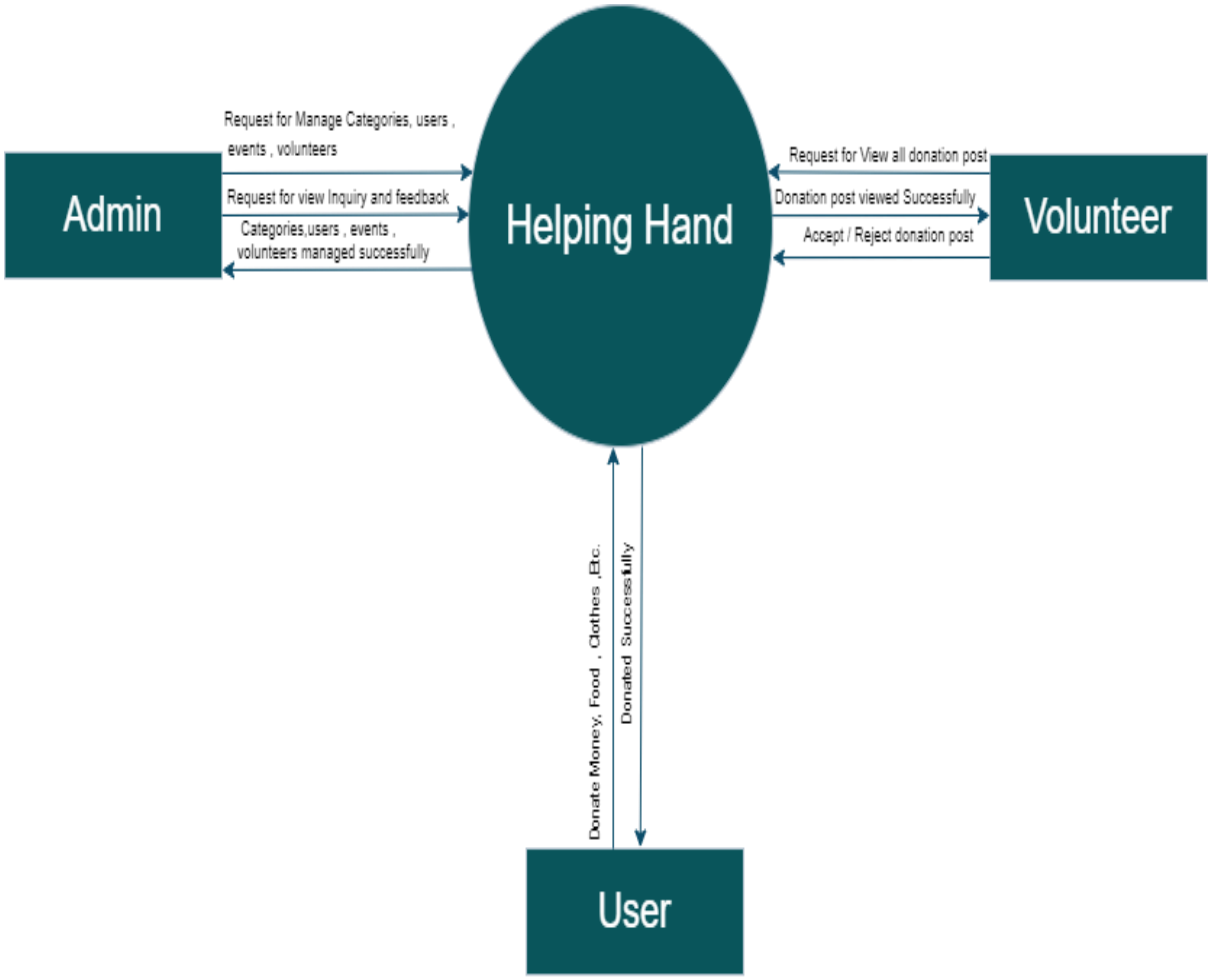


Fig.18 Data Flow Diagram LEVEL 0

DFD LEVEL 1 : ADMIN

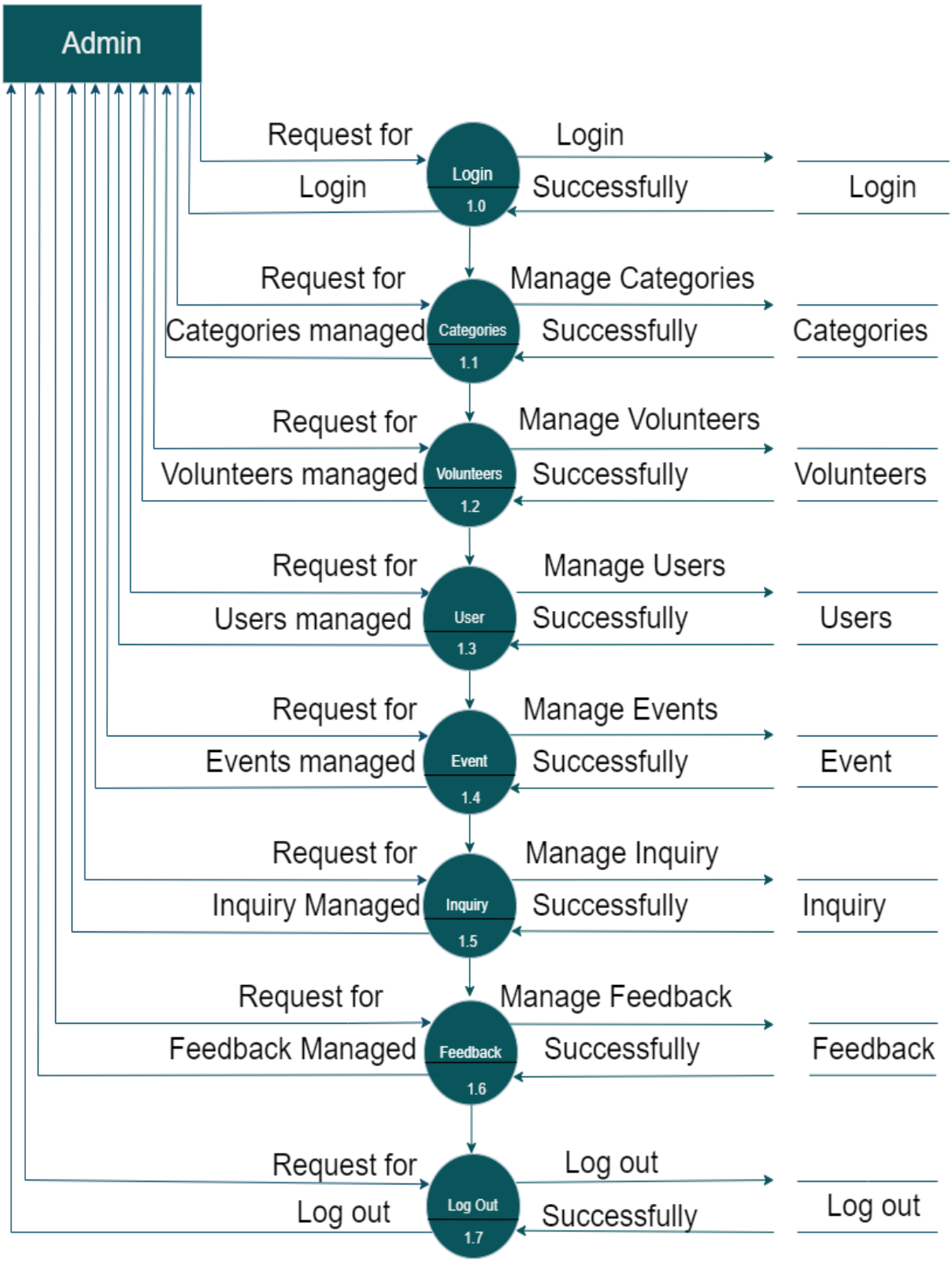


Fig.19 Data Flow Diagram LEVEL 1-Admin

DFD LEVEL 1: USER

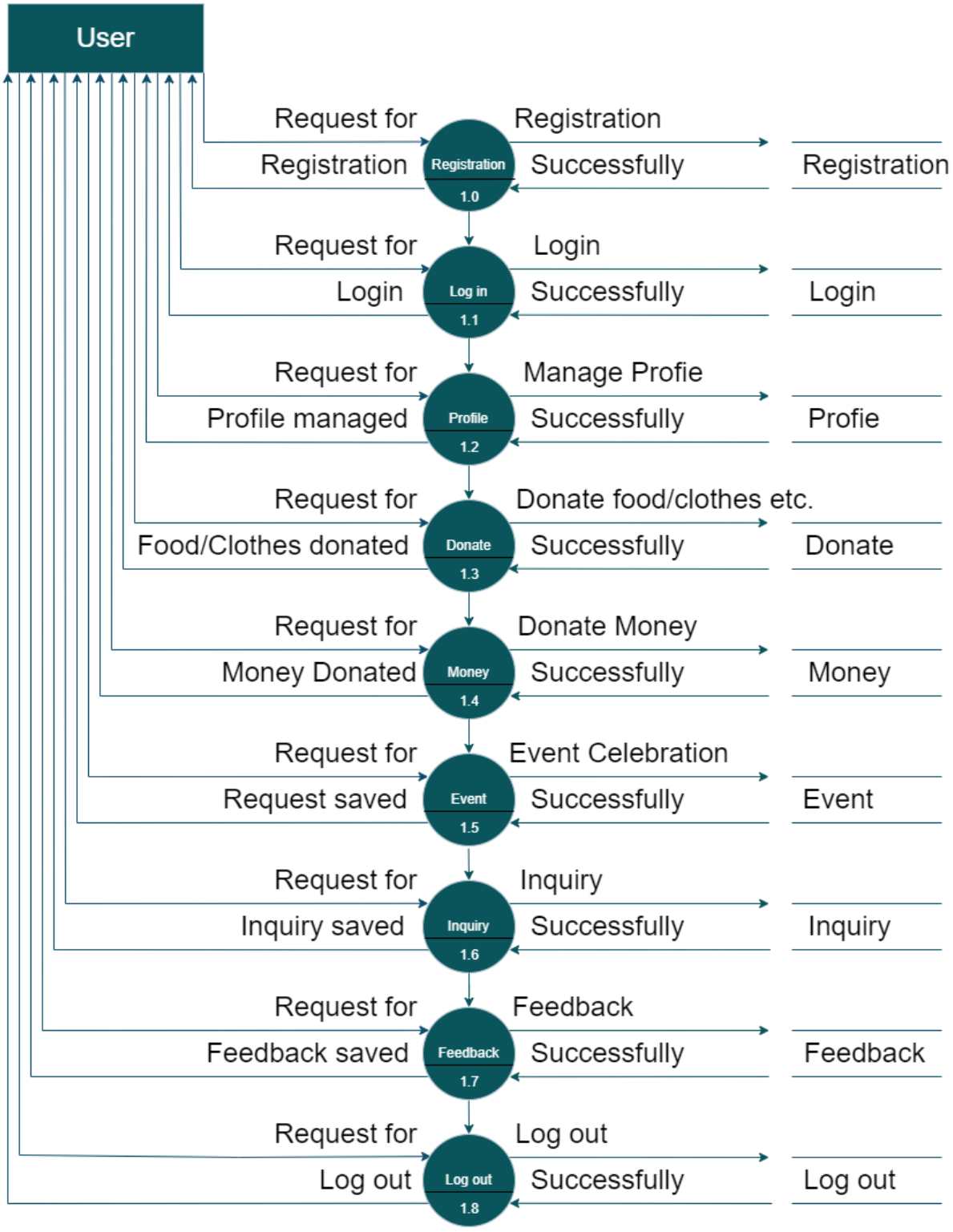


Fig.20 Data Flow Diagram LEVEL 1-User

DFD LEVEL 1: VOLUNTEER

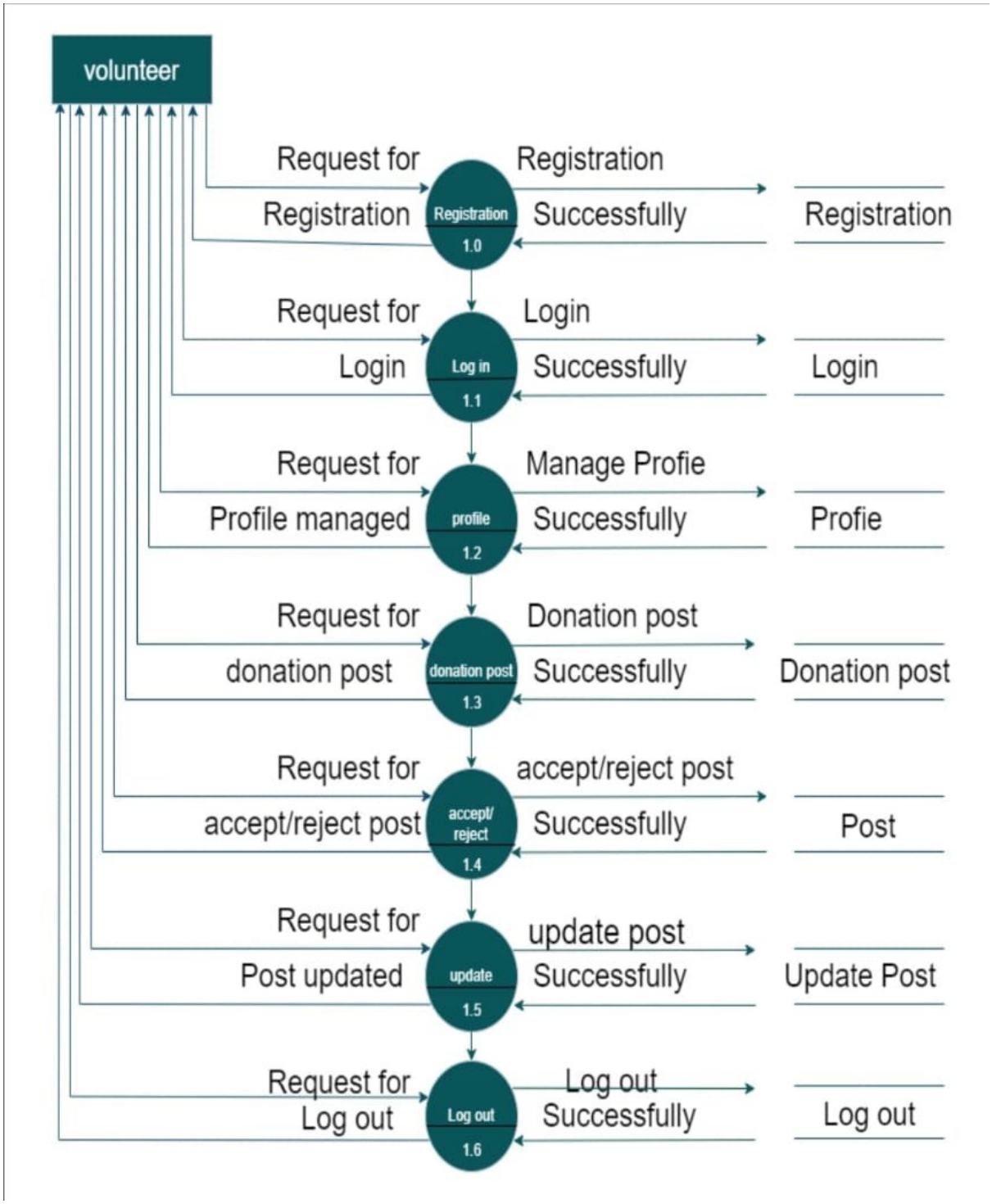


Fig.21 Data Flow Diagram LEVEL 1-Volunteer

5.2 Input/Output and Interface Design

5.2.1 FLOW CHART

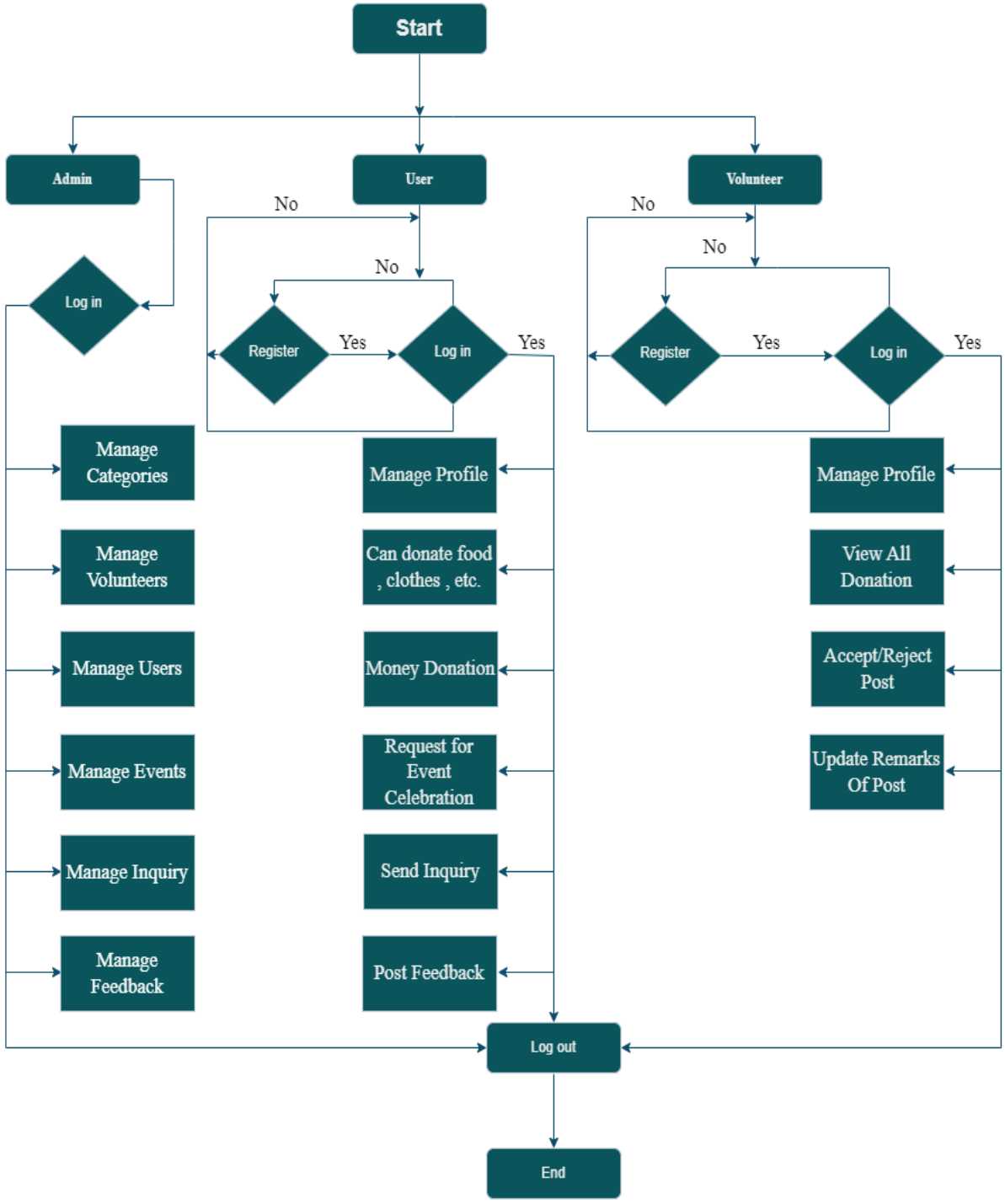
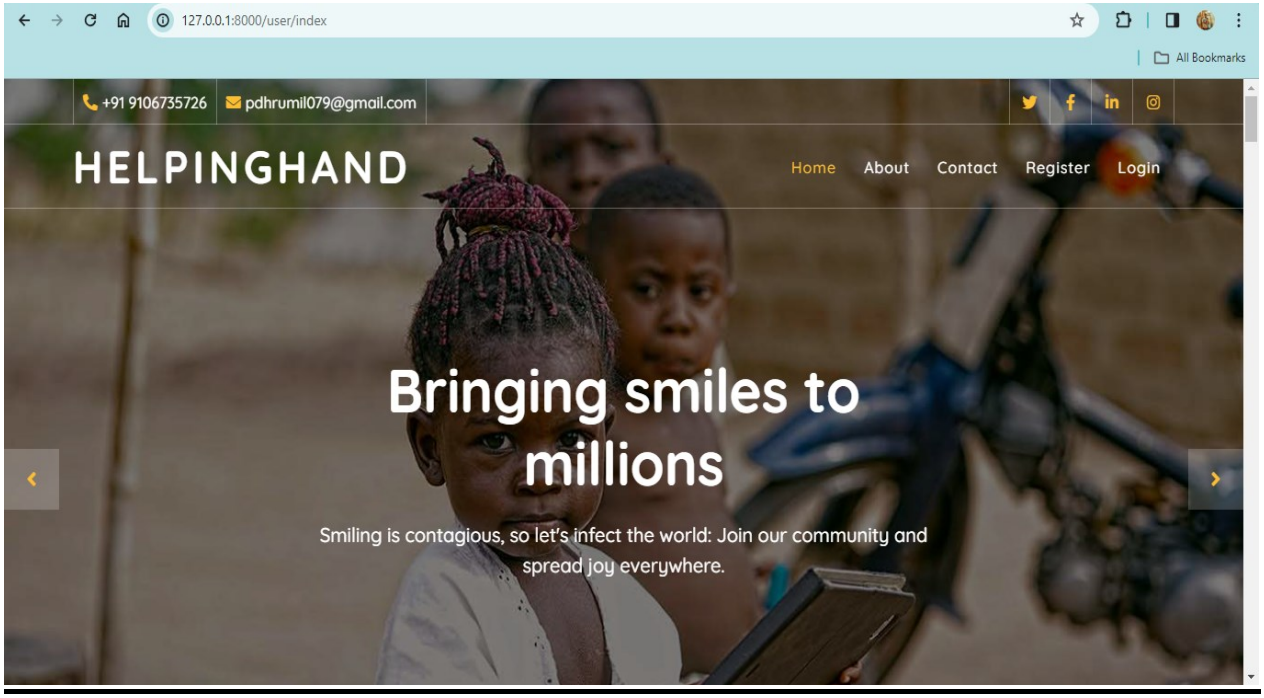
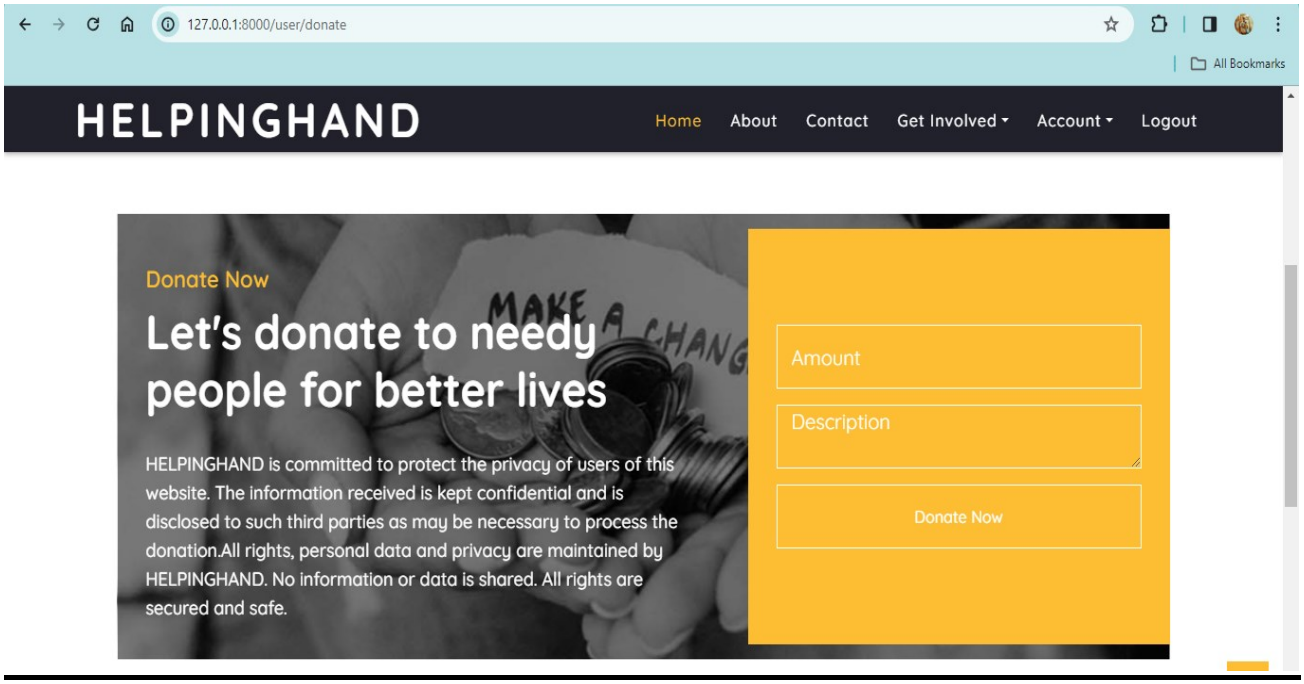


Fig.18 Flow chart

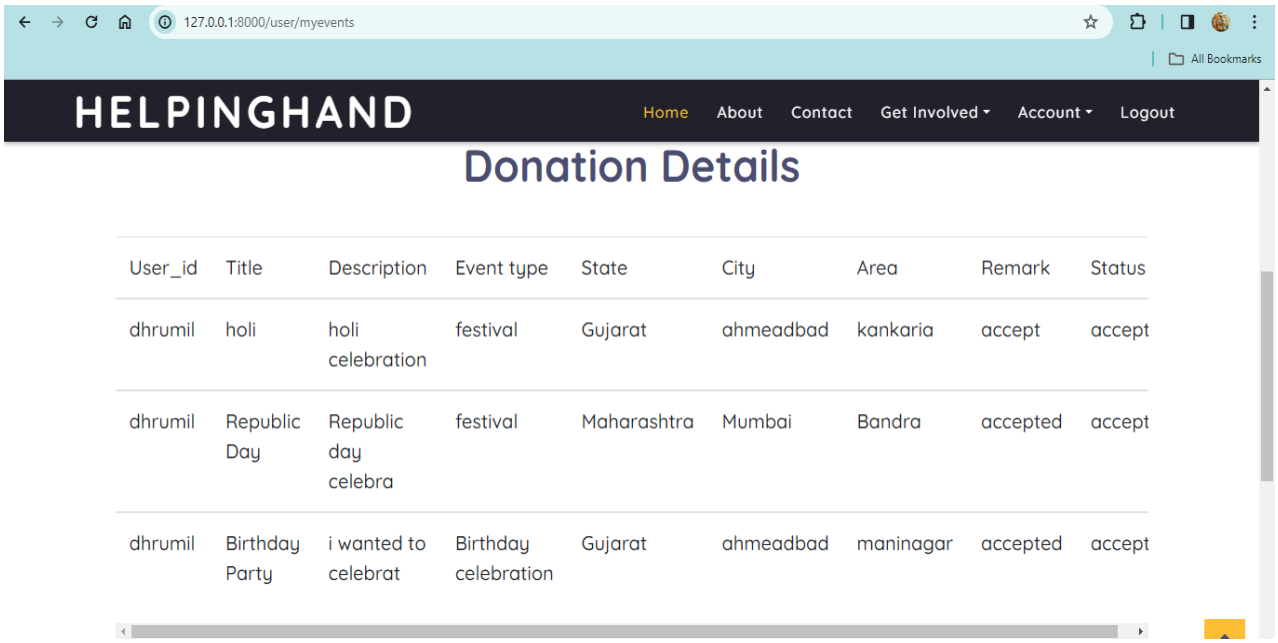
User Pannel



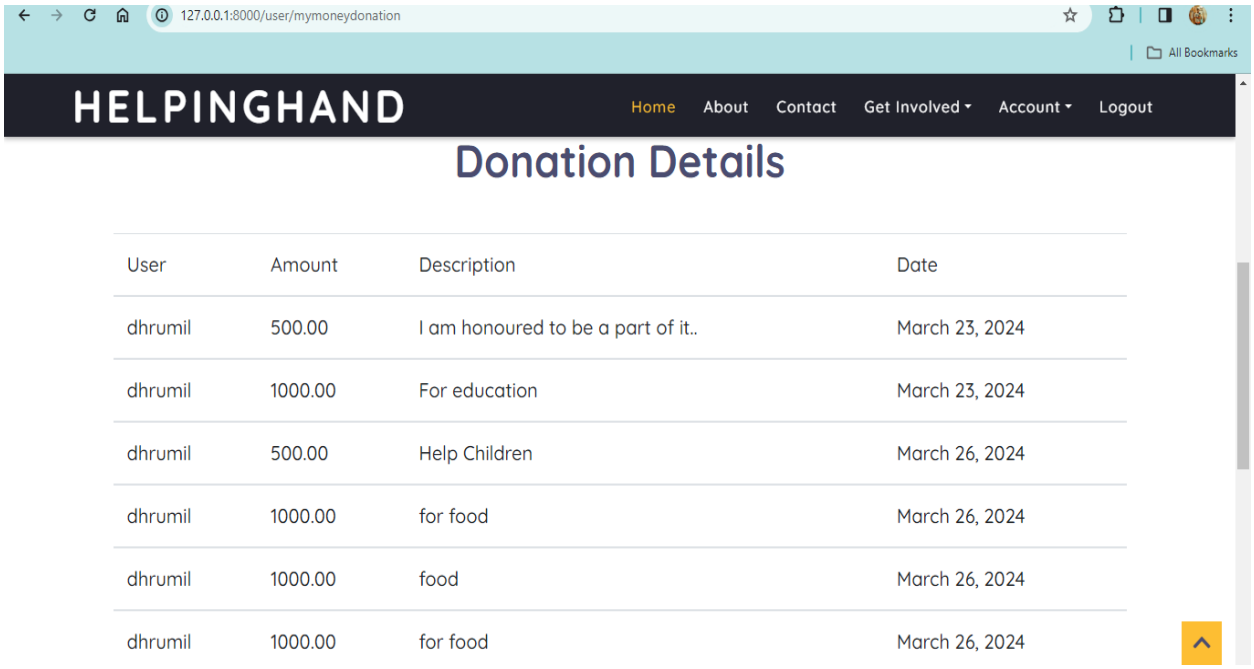
Userside index page



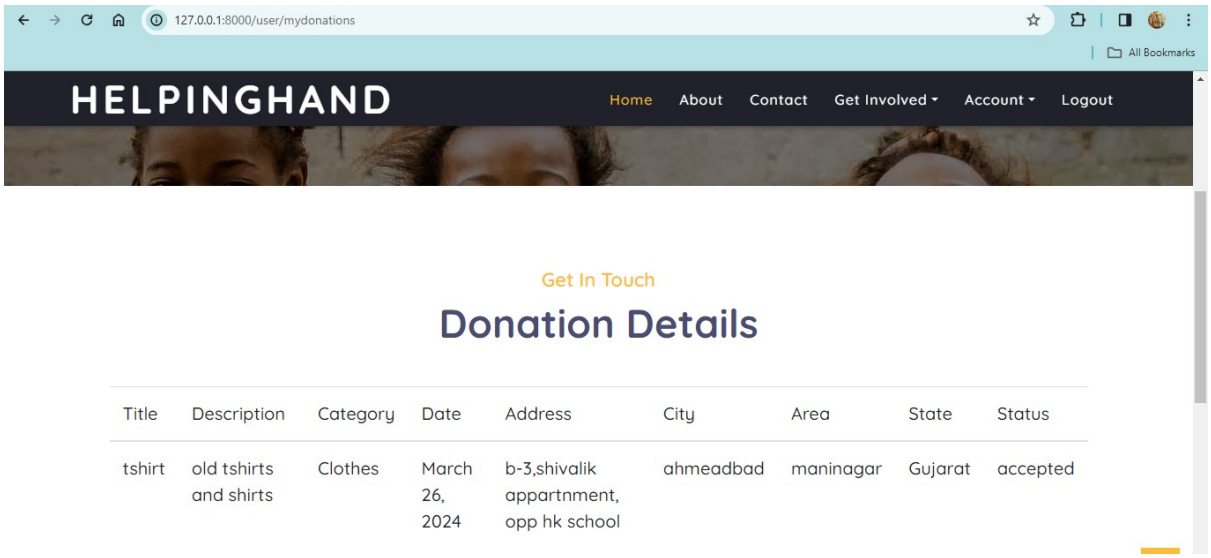
Money Donation page



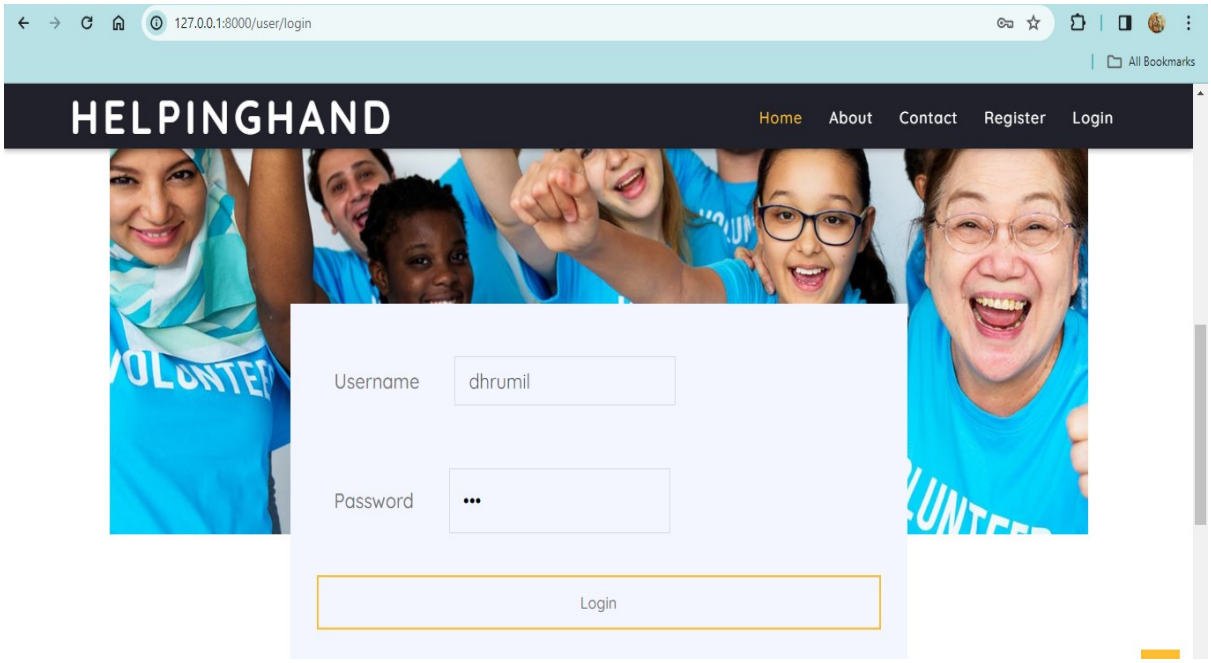
My Requests for Event Celebration



My Money Donation page

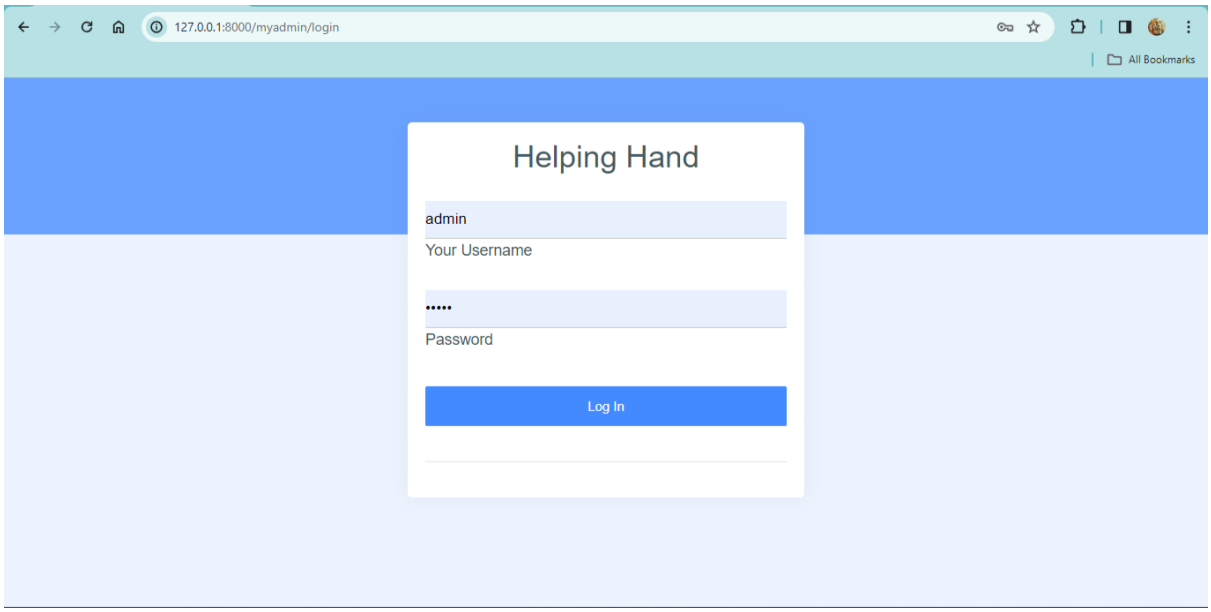


My Donation Details

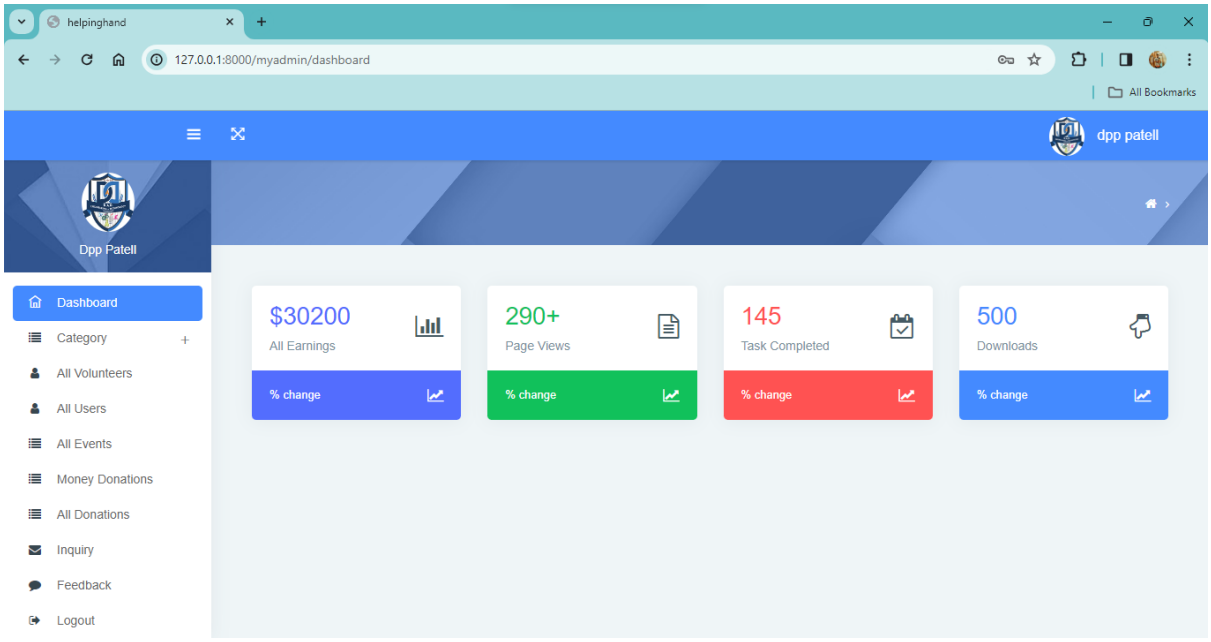


User Login Page

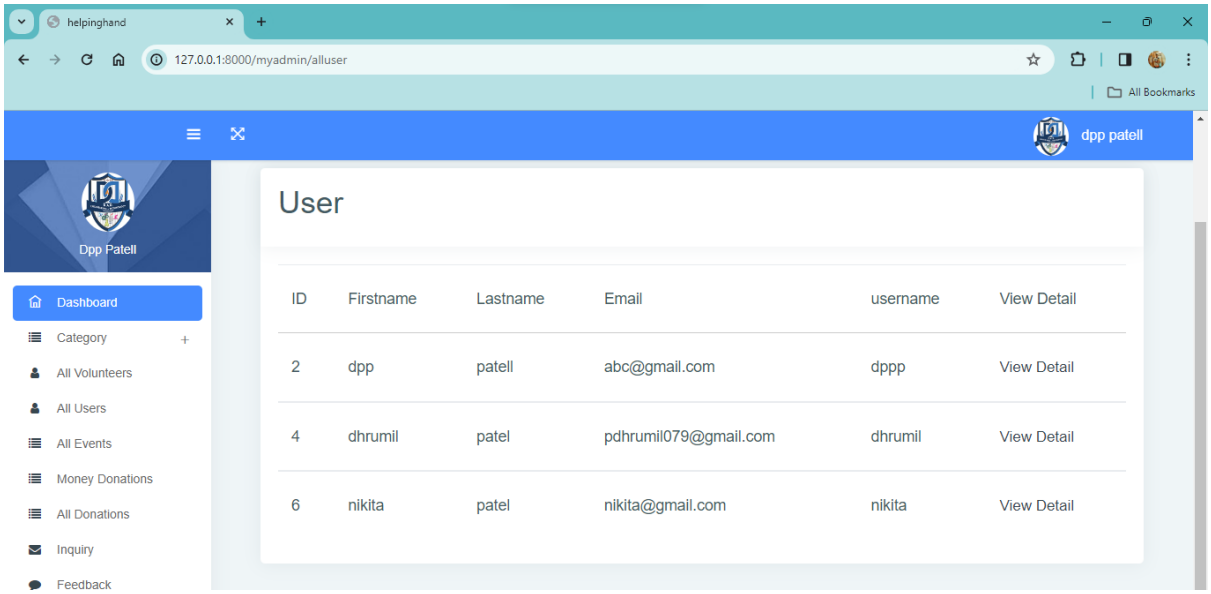
Admin Pannel



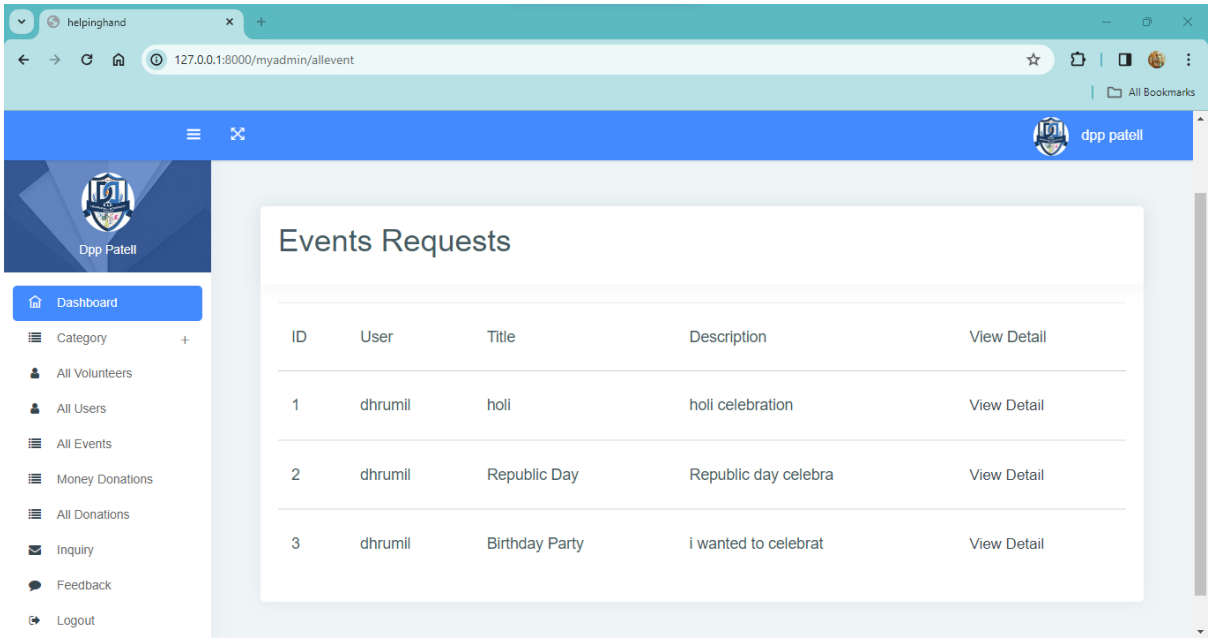
Admin Login Page



Admin Dashboard

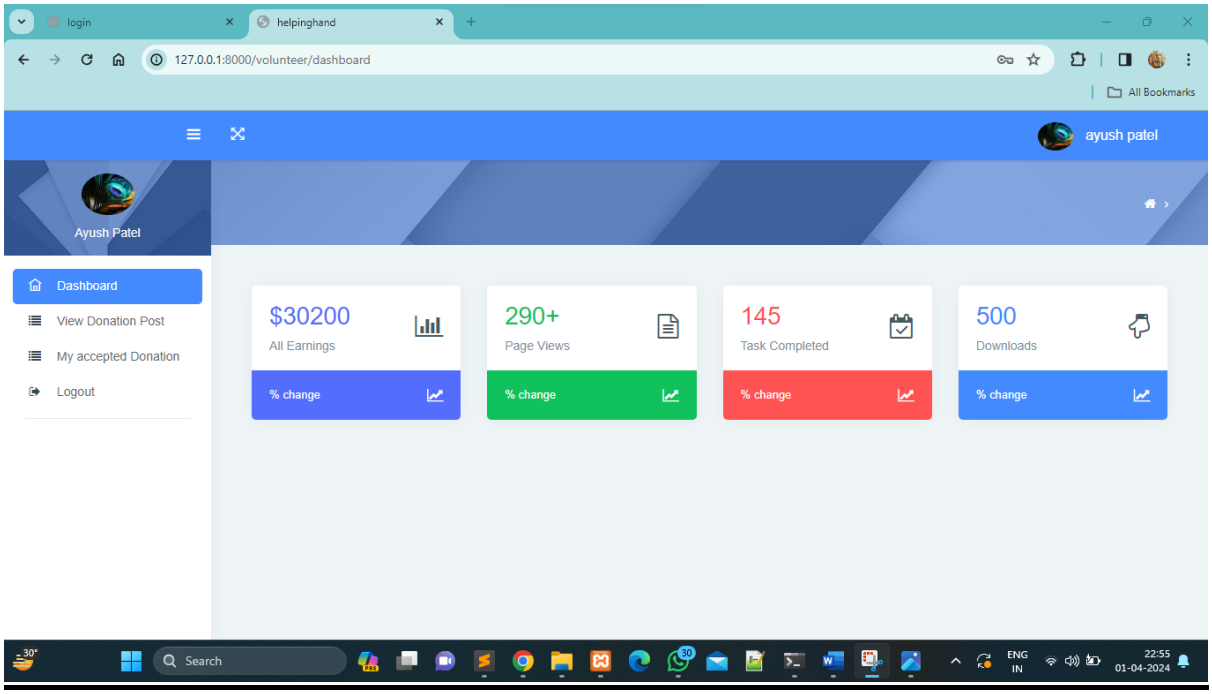


All Registered Users

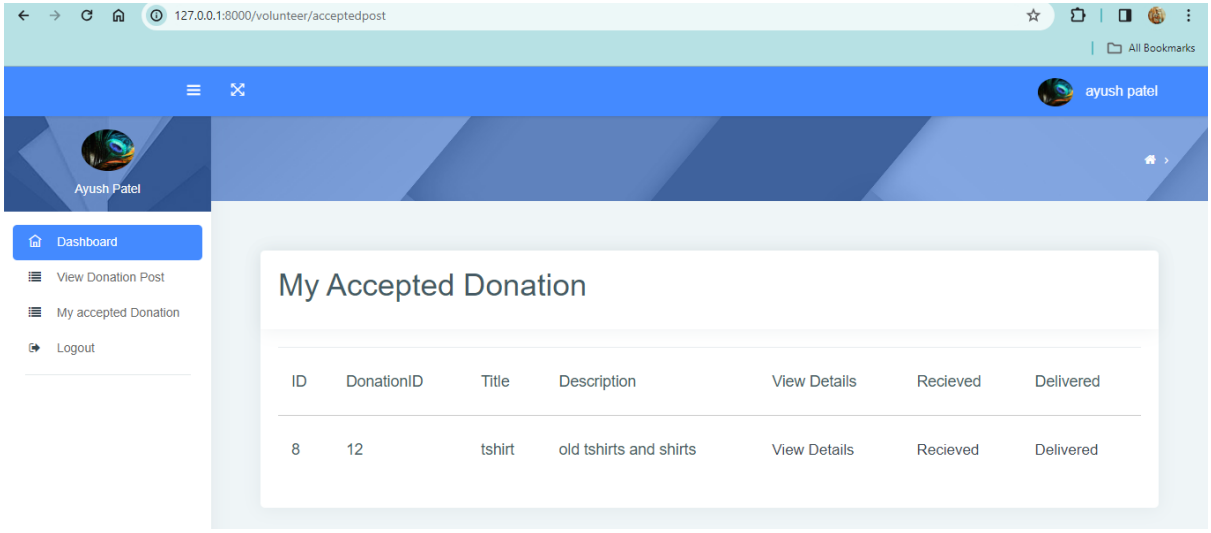


All Events Requested by users

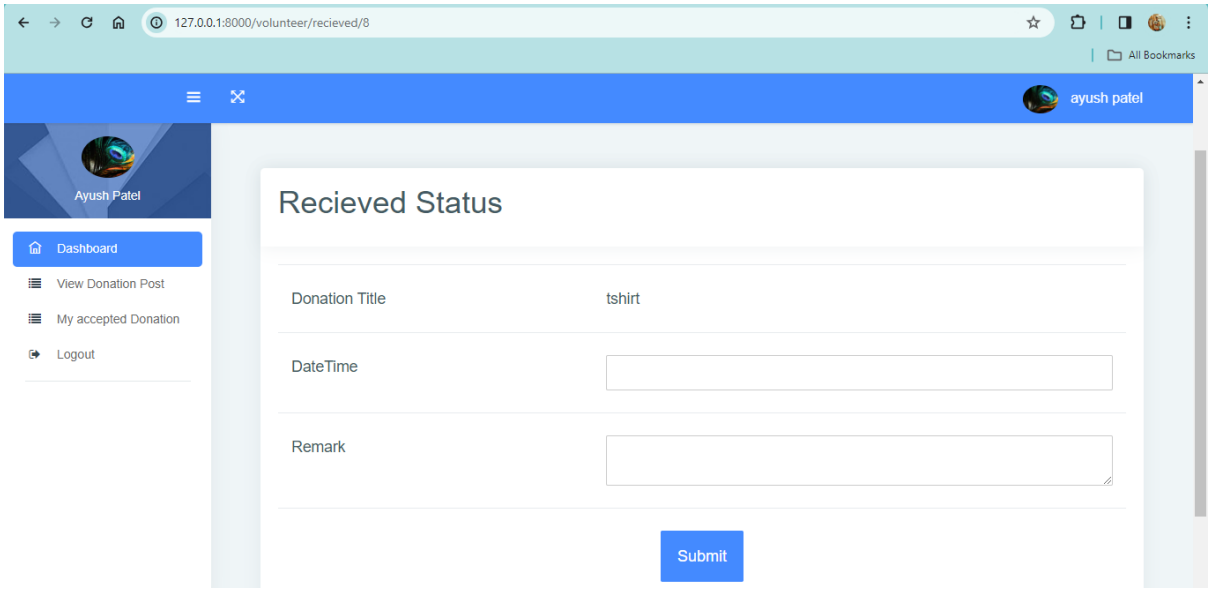
Volunteer Pannel



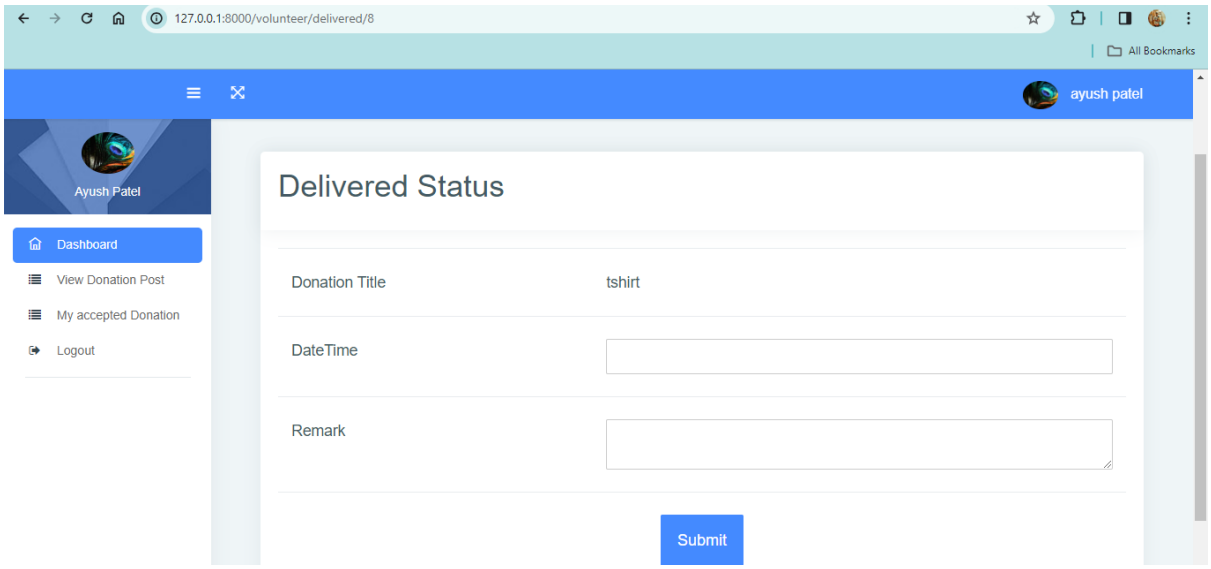
Volunteer Dashboard



Volunteer Accepted Donations page



Received Donation update page



Delivered Donation update page