Minor Project Report On

Blood Bank Management

By

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In partial fulfillment of requirements for the award of the degree

Bachelor of Technology (Computer Science)

(2020)

Under the guidance of

Er. Priyanka Arora

Professor

Dr. Parminder Singh

HOD

Guru Nanak Dev Engineering College

Gill Park

Guru Nanak Dev Engineering College

Department of Computer Science

Certificate

This is to certify that Guneet Kohli (1805172) and His/Her Friend, student of Bachelor of Technology, Fifth Semester, Department of Computer Science of Guru Nanak Dev Engineering College, has pursued the Minor Project titled “Blood Bank Management” under the supervision of Dr. Parminder Singh, Head Of Department (HOD) and Internal guide Er. Priyanka Arora and the report has been submitted in partial fulfillment of requirements for the award of the degree, Bachelor of Technology in Computer Science by Guru Nanak Dev Engineering College in the Year 2020.

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External Examiner

Signature

Internal Examiner

Signature

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We would like to thank Dr. Parminder Singh, Head of Department and whole of department for their constant support.

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ABSTRACT

The purpose of this study was to develop a blood management information system to assist in the management of blood donor records and ease/or control the distribution of blood in various parts of the country basing on the hospital demands. Without quick and timely access to donor records creating market strategies for blood donation, lobbying and sensitization of blood donors becomes very difficult.The blood management information system offers functionalities to quick access to donor records collected from various parts of the country. It enables monitoring of the results and performance of the blood donation activity such that relevant and measurable objectives of the organization can be checked.It provides to management timely, confidential and secure medical reports that facilitates planning and decision making and hence improved medical service delivery. The reports generated by the system give answers to most of the challenges management faces as faras blood donor records are concerned.

The proposed of Blood Bank App helps the people who are in need of a blood by giving them all details of blood group availability or regarding the donors with the same blood group. They don’t need to go anywhere to search the blood when they need. They just need to use this software then al the result will appear in just a second.Our life is so busy so we don’t have time to spend going here and there, we can use technical way to search the blood by using the Blood Bank software we can find thousands ofpeople who are donating the blood and also get the detail the of that person that in which city he belongs to and what is the Blood group of that person.So this is the most useful software ever .

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CHAPTER 1 : INTRODUCTION

1.1 INTRODUCTION

The software system is an online blood bank management system that helps in managing various blood bank operations effectively. The project consists of a central repository containing various blood deposits available along with associated details. These details include blood type, storage area and date of storage. These details help in maintaining and monitoring the blood deposits. The project is an online system that allows to check weather required blood deposits of a particular group are available in the blood bank. Moreover the system also has added features such as patient name and contacts, blood booking and even need foe certain blood group is posted on the website to find available donors for a blood emergency. This online system is developed on .net platform and supported by an Sql database to store blood and user specific details.

1.2 AIM

The main aim of developing this software is to provide blood to the people who are in need of blood. The numbers of persons who are in need of blood are increasing in large number day by day. Using this system user can search the blood group available in the city and he can also get contact number of the donor who has the same blood group. Inorder to help people who are in need of blood, this Online Blood Bank software can be used effectively for getting the details of available blood groups and user can also get contact number of the blood donors having the same blood group and within the same city.

1.3 EXISTING SYSTEM

There are a quite good number of software packages that exist for BLOOD BANK Inventory control. But, when I visited blood bank of Karnataka cancer hospital in navanagar. I found that existing system is limited only to those particular bloodbank.At the present there is no software to keep any records in blood bank. It becomes difficult to provide any record immediately at times ofemergency. Required more human efforts in maintaining the branch related information . Manually to keep the accounts is also tedious & risky job & to maintain those accounts in ledgers for a long period is also very difficult.Difficult to manage and maintain the files.Chance of damage of files, if the data is stored in the files for duration of time. Privacy is difficult. Time consuming is retervieng, storing and updating the data. It is difficult to keep track the record about the donor & receiver he has donated or recievered the blood at the last time.

1.4 PROPOSED SYSTEM

The proposed system (Blood Bank Management System) is designed to help the Blood Bank administrator to meet the demand of Blood by sending and/or serving the request for Blood as and when required.The proposed system gives the procedural approach of how to bridge the gap between Recipient, Donor, and Blood Banks. This Application will provide a common ground for all the three parties (i.e. Recipient, Donor, and Blood Banks) and will ensure the fulfillment of demand for Blood requested by Recipient and/or Blood Bank.The features of proposed system are ease of data entry , system should provide user friendly interfaces , no need to maintain any manual register and form , immediate data retrievel and so on. The new system covers all the aspects of the existing system as well asenhanced features for the existing system For e.g. Bill provision etc.

1.5 FEASIBILITY STUDY

A feasibility study is a high-level capsule version of the entire System analysis and Design Process. The study begins by classifying the problem definition. Feasibility is to determine if it's worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

1) Operational Feasibility

2) Technical Feasibility

3) Economical Feasibility

1.5.1 OPERATIONAL FEASIBILITY

Operational feasibility is the measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development.The operational feasibility assessment focuses on the degree to which the proposed development projects fits in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture and existing business processes.To ensure success, desired operational outcomes must be imparted during design and development. These include such design-dependent parameters as reliability, maintainability, supportability, usability, producibility, disposability, sustainability, affordability and others. These parameters are required to be considered at the early stages of design if desired operational behaviours are to be realised. A system design and development requires appropriate and timely application of engineering and management efforts to meet the previously mentioned parameters. A system may serve its intended purpose most effectively when its technical and operating characteristics are engineered into the design. Therefore, operational feasibility is a critical aspect of systems engineering that needs to be an integral part of the early design phases.

1.5.2 TECHNICAL FEASIBILITY

This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology. The assessment is based on outline design of system requirements in terms of input, processes, output, fields, programs and procedures. This can be qualified in terms of volume of data, trends, frequency of updating inorder to give an introduction to the technical system. The application is the fact that it has been developed on windows XP platform and a high configuration of 1GB RAM on Intel Pentium Dual core processor. This is technically feasible .The technical feasibility assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the need of the proposed system.

1.5.3 ECONOMICAL FEASIBILITY

Establishing the cost-effectiveness of the proposed system i.e. if the benefits do not outweigh the costs then it is not worth going ahead. In the fast paced world today there is a great need of online social networking facilities. Thus the benefits of this project in the current scenario make it economically feasible. The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes quantification and identification of all the benefits expected. This assessment typically involves a cost/benefits analysis.

1.6 Giant Chart

Activity	Time Frame					
	08/08/2020 To 10/08/2020	11/08/2020 To 31/08/2020	01/09/2020 To 29/09/2020	01/10/2020 To 30/10/2020	01/11/2020 To 07/11/2020	08/11/2020 To 18/11/2020
Literature Survey & Planning						
Feature Finalisation With Mockup						
Front End Developments						
BackEnd Development						
Testing & Fault Detection						
Project Report						

1.7 ORGANISATION OF THE REPORT

1.7.1 INTRODUCTION

This section includes the overall view of the project i.e. the basic problem definition and the general overview of the problem which describes the problem in layman terms. It also specifies the software used and the proposed solution strategy.

1.7.2 SOFTWARE REQUIREMENTS SPECIFICATION

This section includes the Software and hardware requirements for the smooth running of the application.

1.7.3 DESIGN & PLANNING

This section consists of the Software Development Life Cycle model. It also contains technical diagrams like the Data Flow Diagram and the Entity Relationship diagram.

1.7.4 IMPLEMENTATION DETAILS

This section describes the different technologies used for the entire development process of the Front-end as well as the Back-end development of the application.

1.7.5 RESULTS AND DISCUSSION

This section has screenshots of all the implementation i.e. user interface and their description.

1.7.6 SUMMARY AND CONCLUSION

This section has screenshots of all the implementation i.e. user interface and their description.

CHAPTER 2 : SOFTWARE REQUIREMENTS SPECIFICATION

2.1 Hardware Requirements

Number	Description
1	PC with 250 GB or more Hard disk.
2	PC with 2 GB RAM.
3	PC with Pentium 1 and Above.

2.2 Software Requirements

Number	Description	Type
1	Operating System	Windows XP / Windows
2	Language	PHP
3	Database	MySQL
4	IDE	Visual Code
5	Browser	Google Chrome

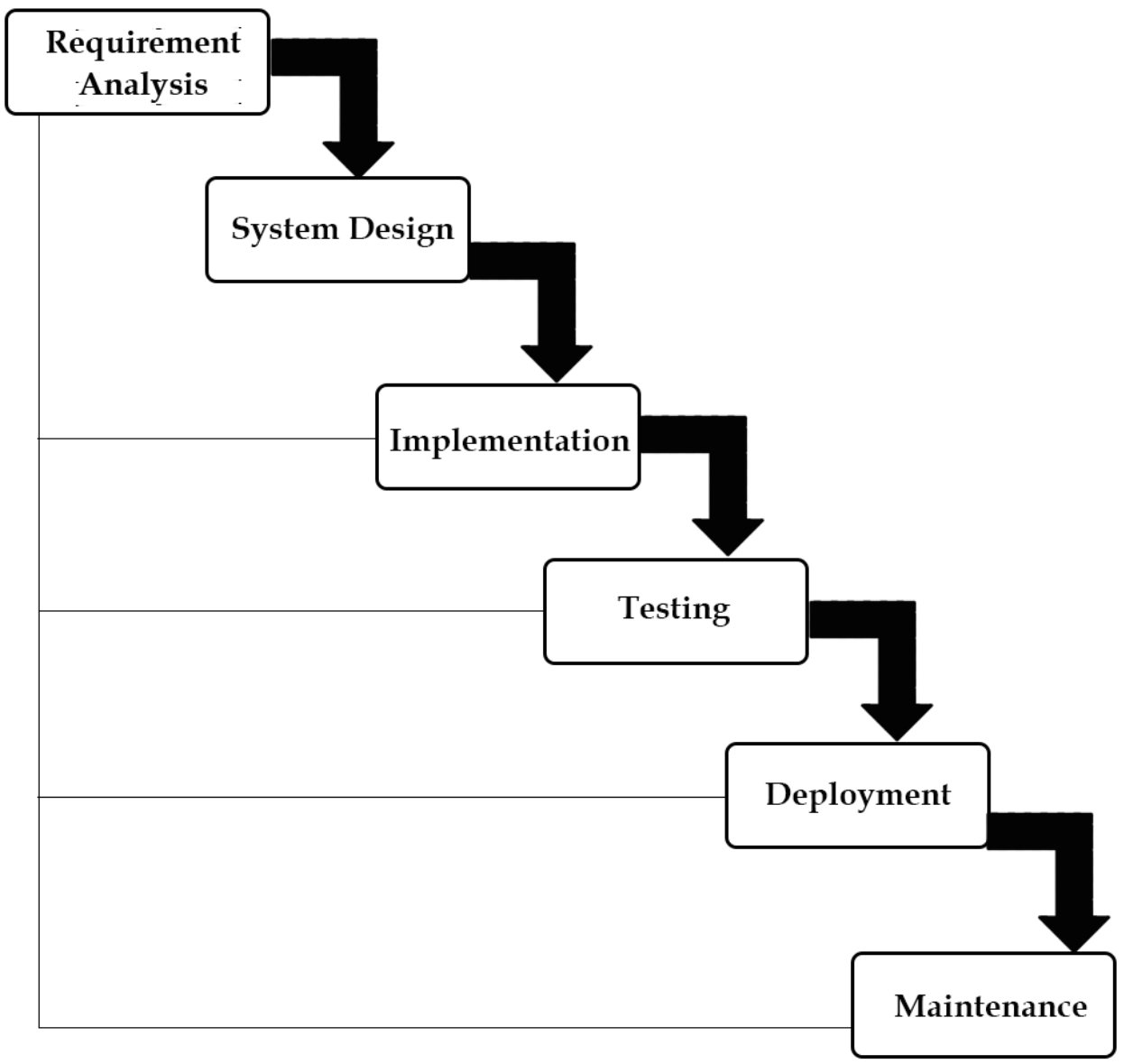
CHAPTER 3 : DESIGN & PLANNING

3.1 Software Development Life Cycle Model

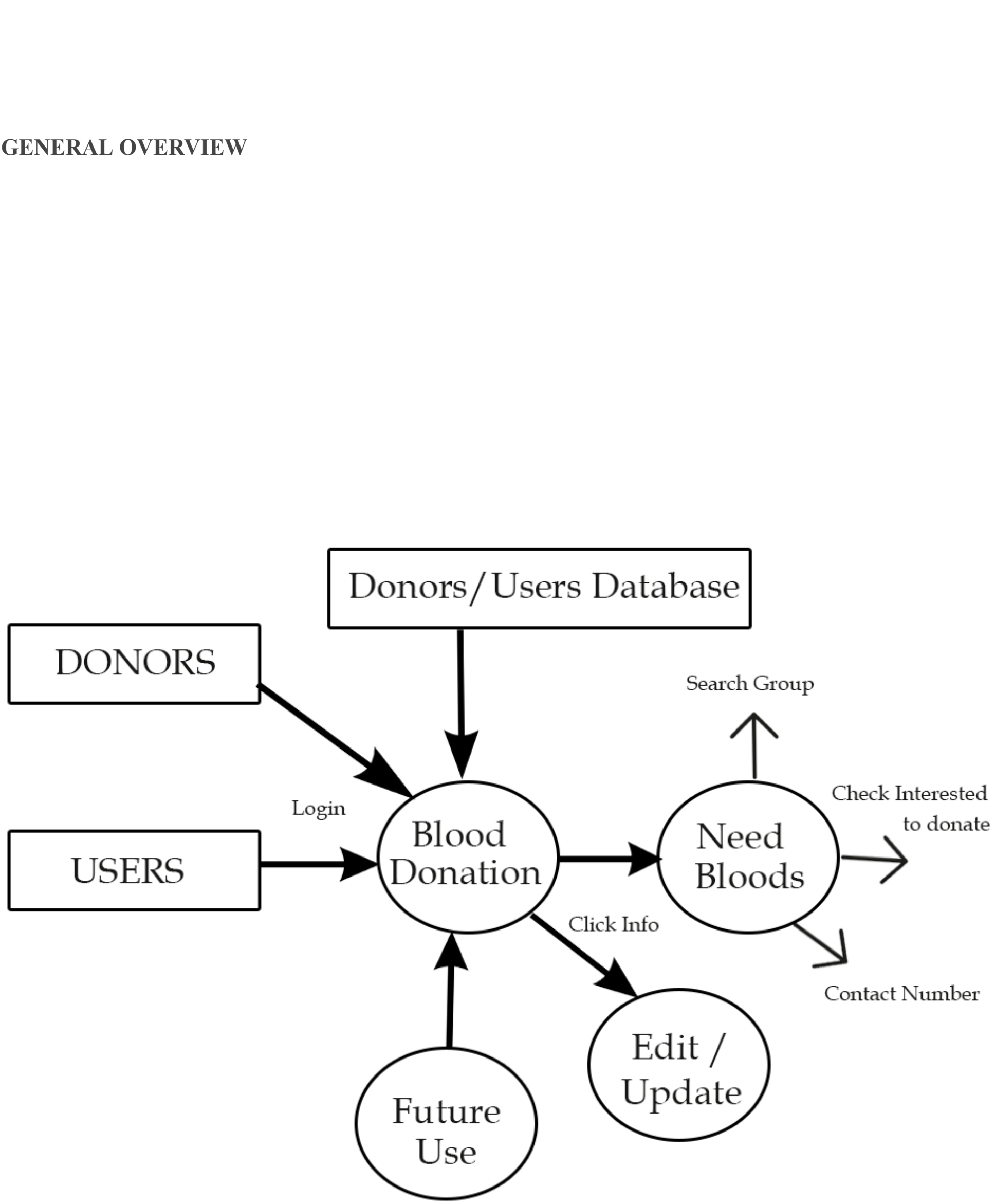
3.1.1 WATERFALL MODEL

The waterfall model was selected as the SDLC model due to the following reasons:

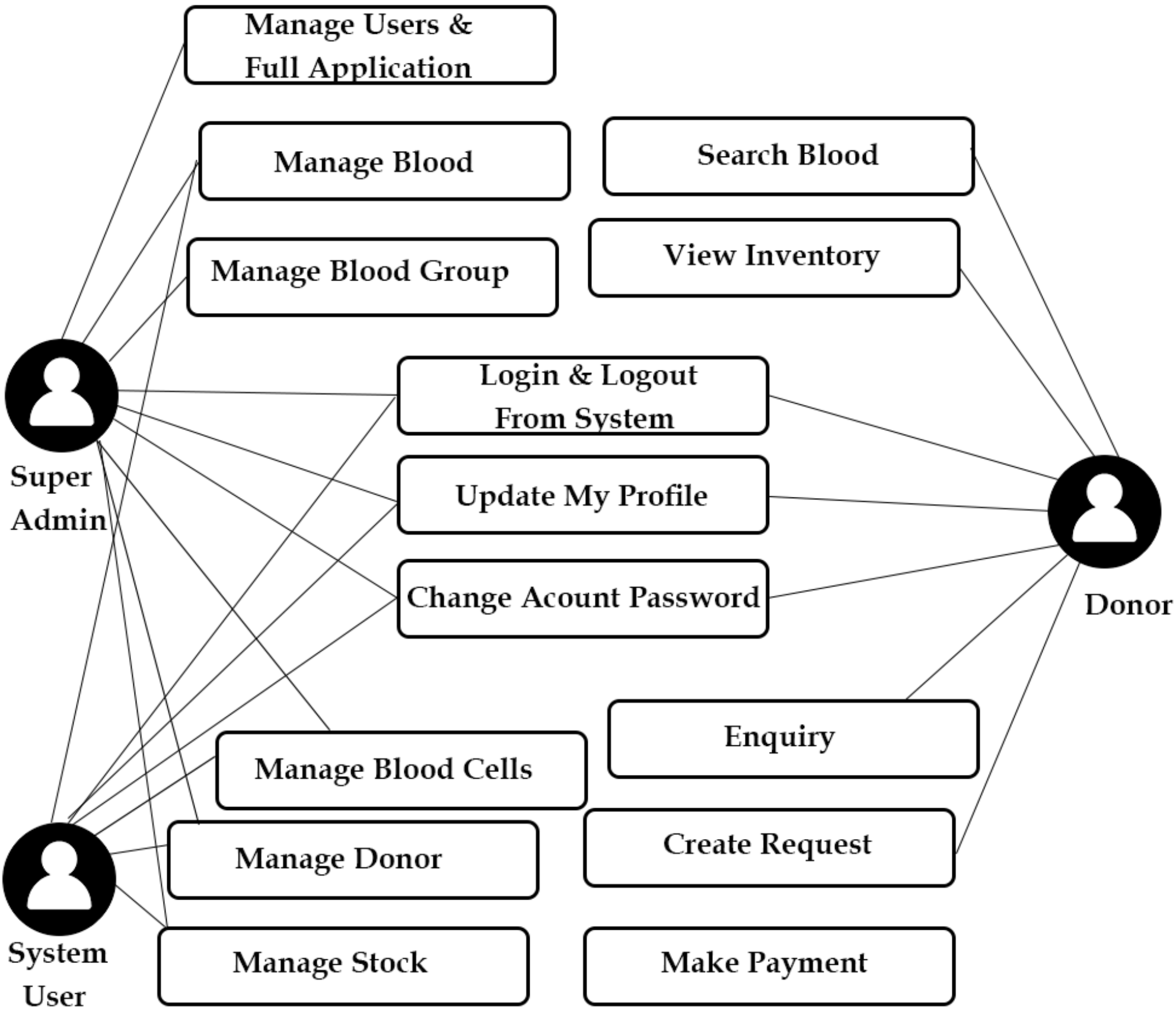
- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones.Easy to arrange tasks.



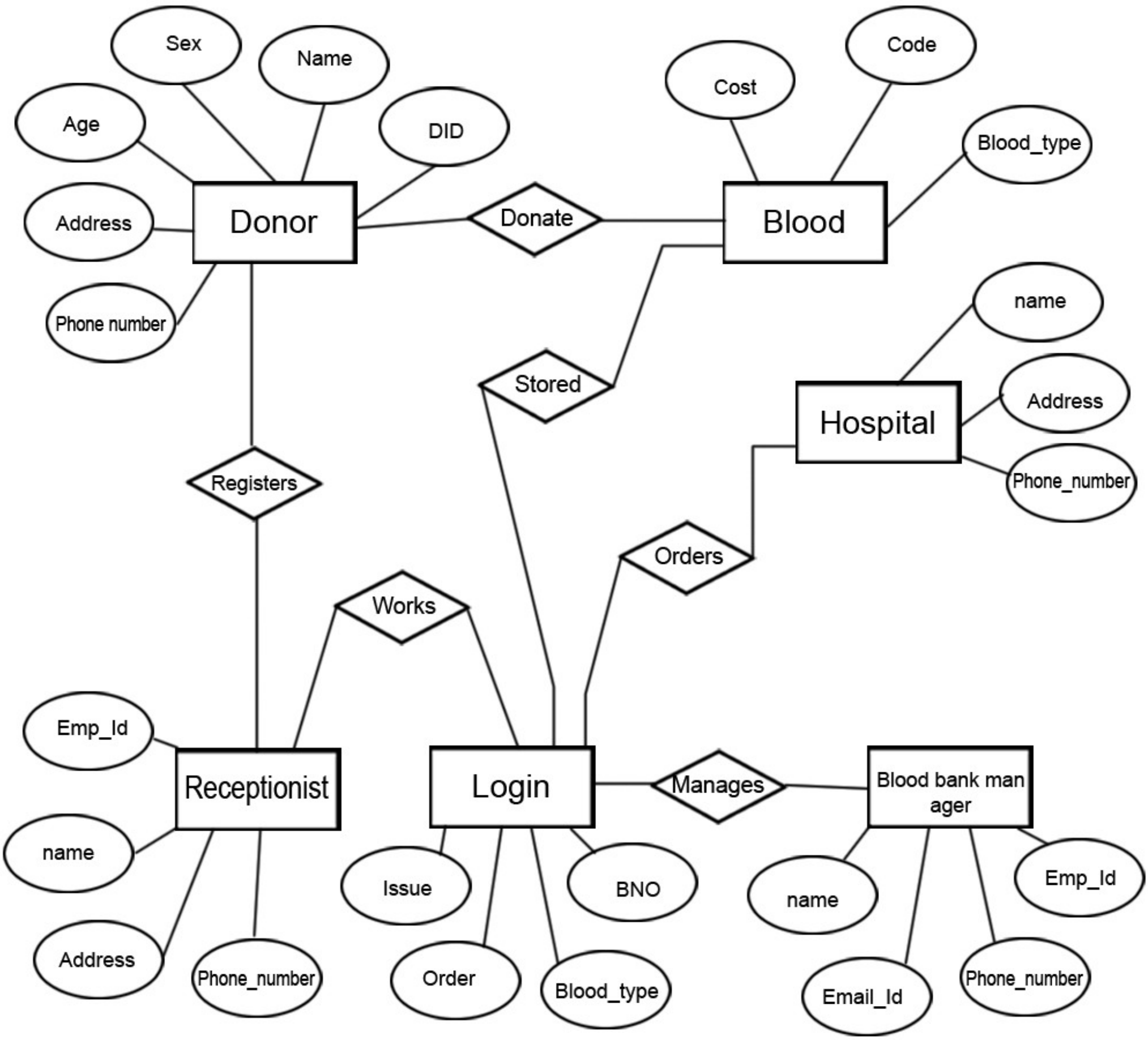
3.2 GENERAL OVERVIEW



3.3 Use Case Diagram

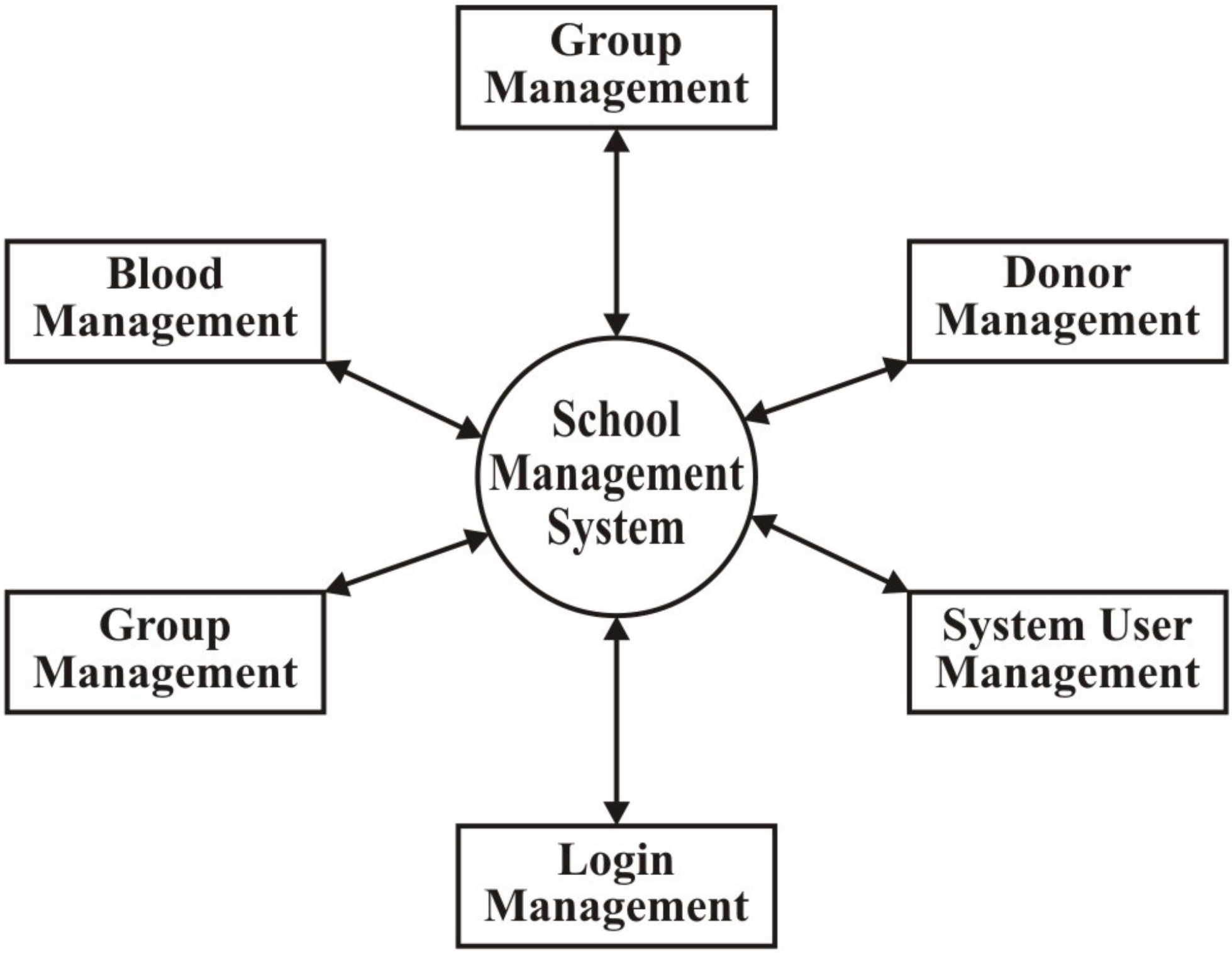


3.4 ER Diagram



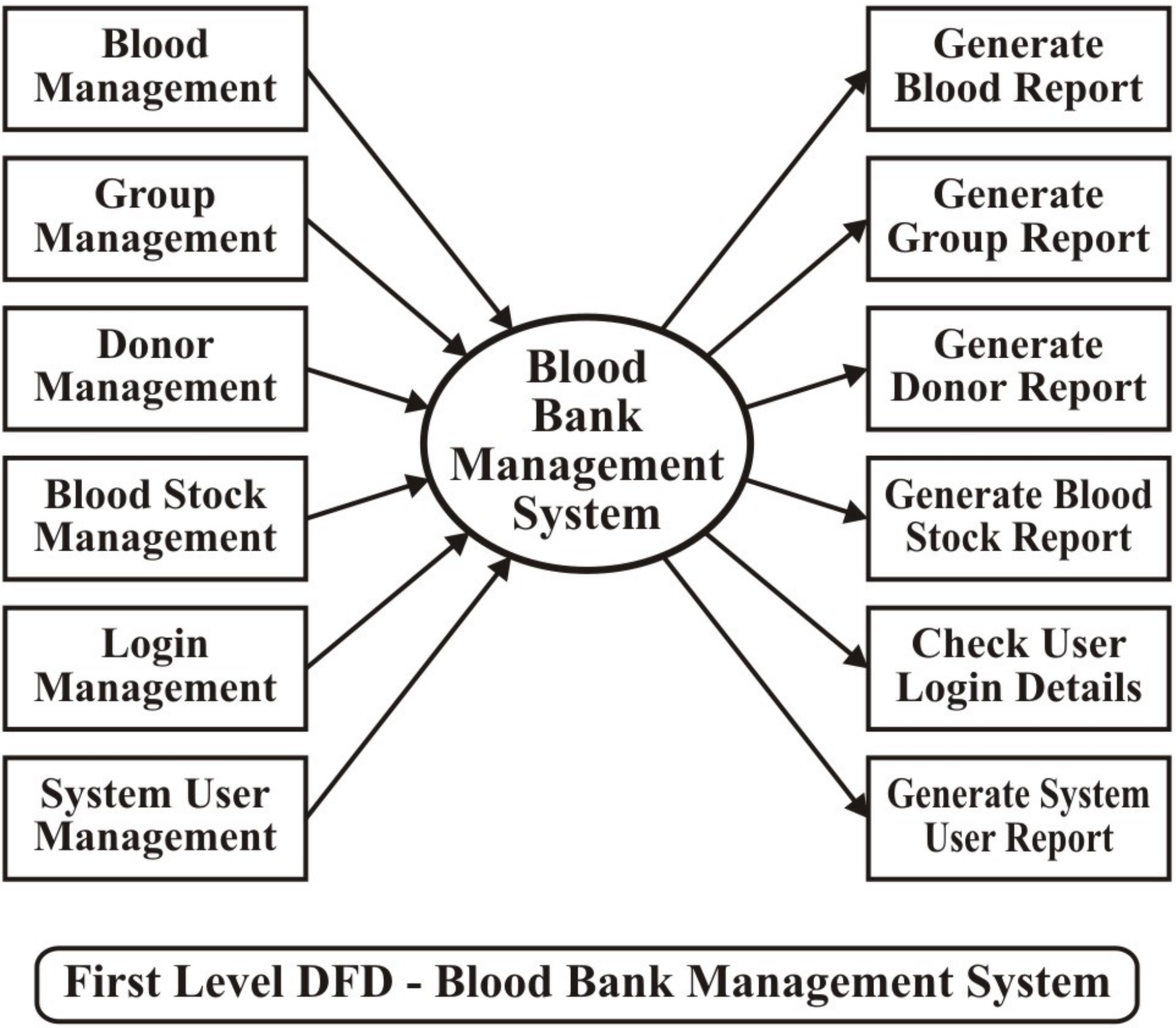
3.5 DFD Diagram

3.5.1 Zero-Level DFD Diagram



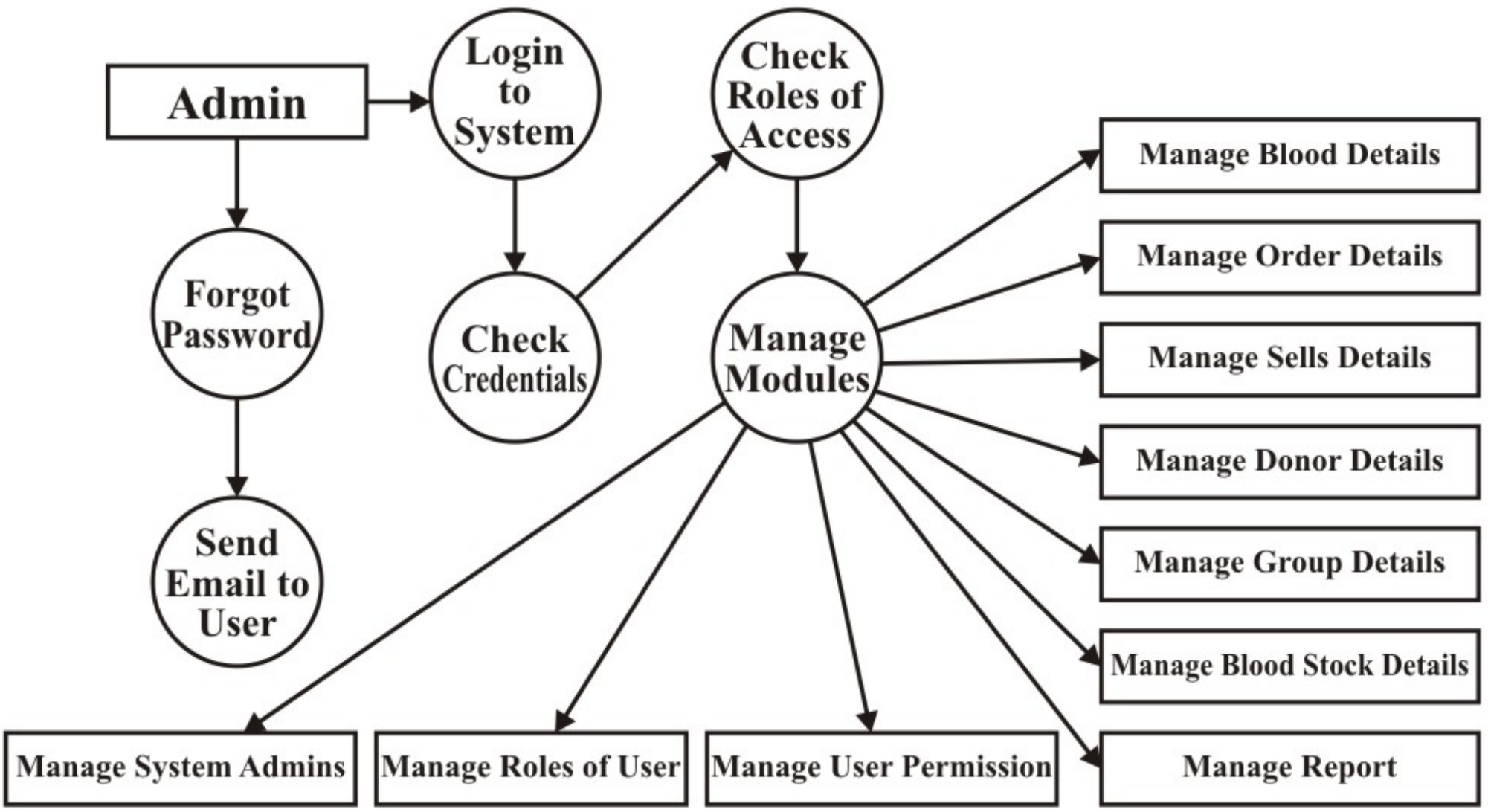
Zero Level DFD - Blood Bank Management System

3.5.2 First-Level DFD Diagram



First Level DFD - Blood Bank Management System

3.5.3 Second-Level DFD Diagram



Second Level DFD - Blood Bank Management System

CHAPTER 4 : IMPLEMENTATION DETAILS

In this Section we will do Analysis of Technologies to use for implementing the project.

4.1 : FRONT END

4.1.1 HTML 

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as <img /> and <input /> directly introduce content into the page. Other tags such as <p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

4.1.2 JavaScript

JavaScript s a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web.JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it,and major web browsers have a dedicated JavaScript engine to execute it.As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features.

Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that make JavaScript available for writing mobile and desktop applications, including desktop widgets.

The terms Vanilla JavaScript and Vanilla JS refer to JavaScript not extended by any frameworks or additional libraries. Scripts written in Vanilla JS are plain JavaScript code.Google's Chrome extensions, Opera's extensions, Apple's Safari 5 extensions, Apple's Dashboard Widgets, Microsoft's Gadgets, Yahoo! Widgets, Google Desktop Gadgets, and Serence Klipfolio are implemented using JavaScript.

4.1.3 Css 

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML.CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts.This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium.The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. The process is called cascading.

One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

4.2 : BACK END

4.2.1 Java 

Java is a general-purpose programming language that is class-based, object-oriented[15] (although not a pure object-oriented language, as it contains primitive types , and designed to have as few implementation dependencies as possible. It is intended to let application developers write once, run anywhere (WORA),meaning that compiled Java code can run on all platforms that support Java without the need for recompilation.Java applications are typically compiled to bytecode that can run on any Java virtual machine (JVM) regardless of the underlying computer architecture. The syntax of Java is similar to C and C++, but it has fewer low-level facilities than either of them. As of 2019, Java was one of the most popular programming languages in use according to GitHub,particularly for client-server web applications, with a reported 9 million developers.

Java was originally developed by James Gosling at Sun Microsystems (which has since been acquired by Oracle) and released in 1995 as a core component of Sun Microsystems' Java platform. The original and reference implementation Java compilers, virtual machines, and class libraries were originally released by Sun under proprietary licenses. As of May 2007, in compliance with the specifications of the Java Community Process, Sun had relicensed most of its Java technologies under the GNU General Public License. Meanwhile, others have developed alternative implementations of these Sun technologies, such as the GNU Compiler for Java (bytecode compiler), GNU Classpath (standard libraries), and IcedTea-Web (browser plugin for applets).

The latest versions are Java 12, released in March 2019, and Java 11, a currently supported long-term support (LTS) version, released on September 25, 2018; Oracle released for the legacy Java 8 LTS the last free public update in January 2019 for commercial use, while it will otherwise still support Java 8 with public updates for personal use up to at least December 2020. Oracle (and others) highly recommend that you uninstall older versions of Java, because of serious risks due to unresolved security issues.Since Java 9 (and 10) is no longer supported, Oracle advises its users to immediately transition to Java 11 (Java 12 is also a non-LTS option).

4.2.1 Python 

Python is an interpreted, high-level, general-purpose programming language. Created by Guido van Rossum and first released in 1991, Python's design philosophy emphasizes code readability with its notable use of significant whitespace. Its language constructs and object-oriented approach aim to help programmers write clear, logical code for small and large-scale projects.Python is dynamically typed and garbage-collected. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python is often described as a "batteries included" language due to its comprehensive standard library.

Python was conceived in the late 1980s as a successor to the ABC language. Python 2.0, released 2000, introduced features like list comprehensions and a garbage collection system capable of collecting reference cycles. Python 3.0, released 2008, was a major revision of the language that is not completely backward-compatible, and much Python 2 code does not run unmodified on Python 3. Due to concern about the amount of code written for Python 2, support for Python 2.7 (the last release in the 2.x series) was extended to 2020. Language developer Guido van Rossum shouldered sole responsibility for the project until July 2018 but now shares his leadership as a member of a five-person steering council.

Python interpreters are available for many operating systems. A global community of programmers develops and maintains CPython, an open source[32] reference implementation. A non-profit organization, the Python Software Foundation, manages and directs resources for Python and CPython development.

4.2.2 MySQL

MySQL is an open-source relational database management system (RDBMS) based on Structured Query Language (SQL).Its name is a combination of "My", the name of co-founder Michael Widenius's daughter, and "SQL", the abbreviation for Structured Query Language. A relational database organizes data into one or more data tables in which data types may be related to each other; these relations help structure the data. SQL is a language programmers use to create, modify and extract data from the relational database, as well as control user access to the database. In addition to relational databases and SQL, an RDBMS like MySQL works with an operating system to implement a relational database in a computer's storage system, manages users, allows for network access and facilitates testing database integrity and creation of backups.

MySQL is pretty easy to master in comparison with other database software like Oracle Database, or Microsoft SQL Server. MySQL can run on various platforms UNIX, Linux, Windows, etc. You can install it on a server or even in a desktop. Besides, MySQL is reliable, scalable, and fast. The official way to pronounce MySQL is My Ess Que Ell, not My Sequel. However, you can pronounce it whatever you like, who cares?

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation).In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB.

MySQL is a component of the LAMP web application software stack (and others), which is an acronym for Linux, Apache, MySQL, Perl/PHP/Python. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Facebook, Youtube, Twitter and so on.

CHAPTER 5 : TESTING

5.1 : UNIT TESTING

5.1.1 Introduction

In computer programming, unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine whether they are fit for use. Intuitively, one can view a unit as the smallest testable part of an application. In procedural programming, a unit could be an entire module, but it is more commonly an individual function or procedure. In object-oriented programming, a unit is often an entire interface, such as a class, but could be an individual method. Unit tests are short code fragments created by programmers or occasionally by white box testers during the development process. It forms the basis for component testing. Ideally, each test case is independent from the others. Substitutes such as method stubs, mock objects, fakes, and test harnesses can be used to assist testing a module in isolation. Unit tests are typically written and run by software developers to ensure that code meets its design and behaves as intended.

5.1.2 Benifits

The goal of unit testing is to isolate each part of the program and show that the individual parts are correct. A unit test provides a strict, written contract that the piece of code must satisfy. As a result, it affords several benefits.

1) Find problems early : Unit testing finds problems early in the development cycle. In test-driven development (TDD), which is frequently used in both extreme programming and scrum, unit tests are created before the code itself is written. When the tests pass, that code is considered complete. The same unit tests are run against that function frequently as the larger code base is developed either as the code is changed or via an automated process with the build. If the unit tests fail, it is considered to be a bug either in the changed code or the tests themselves. The unit tests then allow the location of the fault or failure to be easily traced. Since the unit tests alert the development team of the problem before handing the code off to testers or clients, it is still early in the development process.

2) Facilitates Change : Unit testing allows the programmer to refactor code or upgrade system libraries at a later date, and make sure the module still works correctly (e.g., in regression testing). The procedure is to write test cases for all functions and methods so that whenever a change causes a fault, it can be quickly identified. Unit tests detect changes which may break a design contract.

3) Simplifies Integration : Unit testing may reduce uncertainty in the units themselves and can be used in a bottom-up testing style approach. By testing the parts of a program first and then testing the sum of its parts, integration testing becomes much easier.

4) Documentation : Unit testing provides a sort of living documentation of the system. Developers looking to learn what functionality is provided by a unit, and how to use it, can look at the unit tests to gain a basic understanding of the unit's interface (API).Unit test cases embody characteristics that are critical to the success of the unit. These characteristics can indicate appropriate/inappropriate use of a unit as well as negative behaviors that are to be trapped by the unit.

5.2 : INTEGRATION TESTING

Integration testing (sometimes called integration and testing, abbreviated I&T) is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.

5.2.1 Purpose

The purpose of integration testing is to verify functional, performance, and reliability requirements placed on major design items. These "design items", i.e., assemblages (or groups of units), are exercised through their interfaces using black-box testing, success and error cases being simulated via appropriate parameter and data inputs. Simulated usage of shared data areas and inter-process communication is tested and individual subsystems are exercised through their input interface. Test cases are constructed to test whether all the components within assemblages interact correctly, for example across procedure calls or process activations, and this is done after testing individual modules, i.e., unit testing. The overall idea is a "building block" approach, in which verified assemblages are added to a verified base which is then used to support the integration testing of further assemblages.Software integration testing is performed according to the software development life cycle (SDLC) after module and functional tests. The cross-dependencies for software integration testing are: schedule for integration testing, strategy and selection of the tools used for integration, define the cyclomatical complexity of the software and software architecture, reusability of modules and life-cycle and versioning management.Some different types of integration testing are big-bang, top-down, and bottom-up, mixed (sandwich) and risky-hardest. Other Integration Patterns[2] are: collaboration integration, backbone integration, layer integration, client-server integration, distributed services integration and high-frequency integration.

5.2.1.1 Big Bang

In the big-bang approach, most of the developed modules are coupled together to form a complete software system or major part of the system and then used for integration testing. This method is very effective for saving time in the integration testing process. However, if the test cases and their results are not recorded properly, the entire integration process will be more complicated and may prevent the testing team from achieving the goal of integration testing.A type of big-bang integration testing is called "usage model testing" which can be used in both software and hardware integration testing. The basis behind this type of integration testing is to run user-like workloads in integrated user-like environments. In doing the testing in this manner, the environment is proofed, while the individual components are proofed indirectly through their use. Usage Model testing takes an optimistic approach to testing, because it expects to have few problems with the individual components. The strategy relies heavily on the component developers to do the isolated unit testing for their product. The goal of the strategy is to avoid redoing the testing done by the developers, and instead flesh-out problems caused by the interaction of the components in the environment.

5.2.1.2 Top-down And Bottom-up

Bottom-up testing is an approach to integrated testing where the lowest level components are tested first, then used to facilitate the testing of higher level components. The process is repeated until the component at the top of the hierarchy is tested.All the bottom or low-level modules, procedures or functions are integrated and then tested. After the integration testing of lower level integrated modules, the next level of modules will be formed and can be used for integration testing. This approach is helpful only when all or most of the modules of the same development level are ready. This method also helps to determine the levels of software developed and makes it easier to report testing progress in the form of a percentage.Top-down testing is an approach to integrated testing where the top integrated modules are tested and the branch of the module is tested step by step until the end of the related module.Sandwich testing is an approach to combine top down testing with bottom up testing.

5.3 : SOFTWARE VERIFICATION AND VALIDATION

5.3.1 Introduction

In software project management, software testing, and software engineering, verification and validation (V&V) is the process of checking that a software system meets specifications and that it fulfills its intended purpose. It may also be referred to as software quality control. It is normally the responsibility of software testers as part of the software development lifecycle. Validation checks that the product design satisfies or fits the intended use (high-level checking), i.e., the software meets the user requirements.This is done through dynamic testing and other forms of review.Verification and validation are not the same thing, although they are often confused. Boehm succinctly expressed the difference between

- Validation : Are we building the right product?
- Verification : Are we building the product right?

According to the Capability Maturity Model (CMMI-SW v1.1)

Software Verification: The process of evaluating software to determine whether the products of a given development phase satisfy the conditions imposed at the start of that phase.

Software Validation: The process of evaluating software during or at the end of the development process to determine whether it satisfies specified requirements.

In other words, software verification is ensuring that the product has been built according to the requirements and design specifications, while software validation ensures that the product meets the user's needs, and that the specifications were correct in the first place. Software verification ensures that "you built it right". Software validation ensures that "you built the right thing". Software validation confirms that the product, as provided, will fulfill its intended use.

From Testing Perspective

- Fault – wrong or missing function in the code.
- Failure – the manifestation of a fault during execution.
- Malfunction – according to its specification the system does not meet its specified functionality

Both verification and validation are related to the concepts of quality and of software quality assurance. By themselves, verification and validation do not guarantee software quality; planning, traceability, configuration management and other aspects of software engineering are required.Within the modeling and simulation (M&S) community, the definitions of verification, validation and accreditation are similar:

- M&S Verification is the process of determining that a • computer model, simulation, or federation of models and simulations implementations and their associated data accurately represent the developer's conceptual description and specifications.
- M&S Validation is the process of determining the degree to which a model, simulation, or federation of models and simulations, and their associated data are accurate representations of the real world from the perspective of the intended use(s).

5.3.2 Classification of Methods

In mission-critical software systems, where flawless performance is absolutely necessary, formal methods may be used to ensure the correct operation of a system. However, often for non-mission-critical software systems, formal methods prove to be very costly and an alternative method of software V&V must be sought out. In such cases, syntactic methods are often used.

5.3.3 Test Cases

A test case is a tool used in the process. Test cases may be prepared for software verification and software validation to determine if the product was built according to the requirements of the user. Other methods, such as reviews, may be used early in the life cycle to provide for software validation.

5.4 : Black-Box Testing

Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings. This method of test can be applied virtually to every level of software testing: unit, integration, system and acceptance. It typically comprises most if not all higher level testing, but can also dominate unit testing as well.

5.4.1 Test Procedures

Specific knowledge of the application's code/internal structure and programming knowledge in general is not required. The tester is aware of what the software is supposed to do but is not aware of how it does it. For instance, the tester is aware that a particular input returns a certain, invariable output but is not aware of how the software produces the output in the first place.

5.4.2 Test Cases

Test cases are built around specifications and requirements, i.e., what the application is supposed to do. Test cases are generally derived from external descriptions of the software, including specifications, requirements and design parameters. Although the tests used are primarily functional in nature, non-functional tests may also be used. The test designer selects both valid and invalid inputs and determines the correct output, often with the help of an oracle or a previous result that is known to be good, without any knowledge of the test object's internal structure.

5.5 : White-Box Testing

White-box testing (also known as clear box testing, glass box testing, transparent box testing, and structural testing) is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality (i.e. black-box testing). In white-box testing an internal perspective of the system, as well as programming skills, are used to design test cases. The tester chooses inputs to exercise paths through the code and determine the appropriate outputs. This is analogous to testing nodes in a circuit, e.g. in-circuit testing (ICT). White-box testing can be applied at the unit, integration and system levels of the software testing process. Although traditional testers tended to think of white-box testing as being done at the unit level, it is used for integration and system testing more frequently today. It can test paths within a unit, paths between units during integration, and between subsystems during a system–level test. Though this method of test design can uncover many errors or problems, it has the potential to miss unimplemented parts of the specification or missing requirements.

5.5.1 Levels

1) Unit testing : White-box testing is done during unit testing to ensure that the code is working as intended, before any integration happens with previously tested code. White-box testing during unit testing catches any defects early on and aids in any defects that happen later on after the code is integrated with the rest of the application and therefore prevents any type of errors later on.

2) Integration testing : White-box testing at this level are written to test the interactions of each interface with each other. The Unit level testing made sure that each code was tested and working accordingly in an isolated environment and integration examines the correctness of the behaviour in an open environment through the use of white-box testing for any interactions of interfaces that are known to the programmer.

3) Regression testing : White-box testing during regression testing is the use of recycled white-box test cases at the unit and integration testing levels.

5.5.2 Procedures

White-box testing's basic procedures involves the tester having a deep level of understanding of the source code being tested. The programmer must have a deep understanding of the application to know what kinds of test cases to create so that every visible path is exercised for testing. Once the source code is understood then the source code can be analyzed for test cases to be created. These are the three basic steps that white-box testing takes in order to create test cases:

- Input involves different types of requirements, functional specifications, detailed designing of documents, proper source code, security specifications. This is the preparation stage of white-box testing to layout all of the basic information.
- Processing involves performing risk analysis to guide whole testing process, proper test plan, execute test cases and communicate results. This is the phase of building test cases to make sure they thoroughly test the application the given results are recorded accordingly.
- Output involves preparing final report that encompasses all of the above preparations and results.

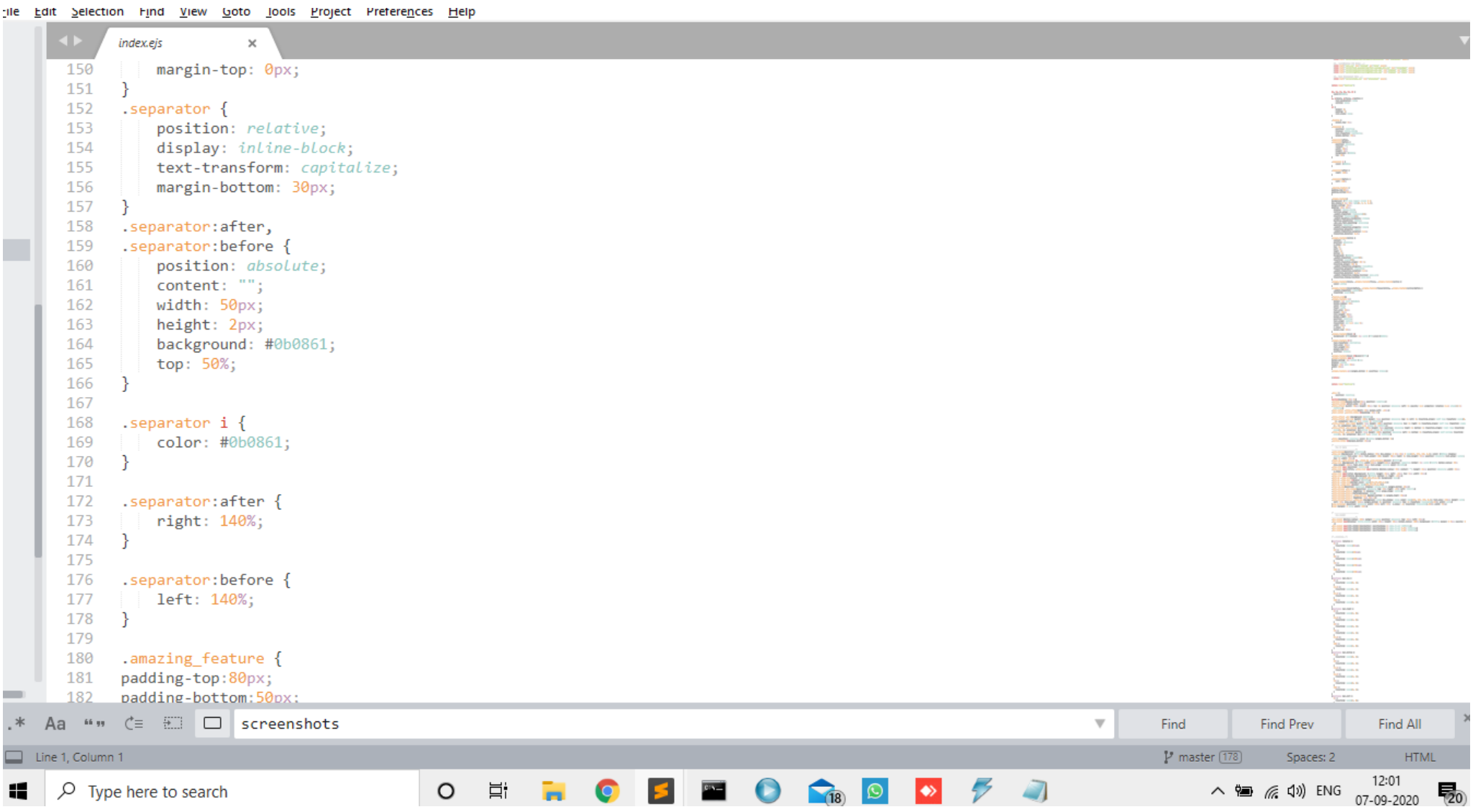
5.6 : SYSTEM TESTING

System testing of software or hardware is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements. System testing falls within the scope of black-box testing, and as such, should require no knowledge of the inner design of the code or logic. As a rule, system testing takes, as its input, all of the "integrated" software components that have passed integration testing and also the software system itself integrated with any applicable hardware system(s). The purpose of integration testing is to detect any inconsistencies between the software units that are integrated together (called assemblages) or between any of the assemblages and the hardware. System testing is a more limited type of testing; it seeks to detect defects both within the "inter-assemblages" and also within the system as a whole.

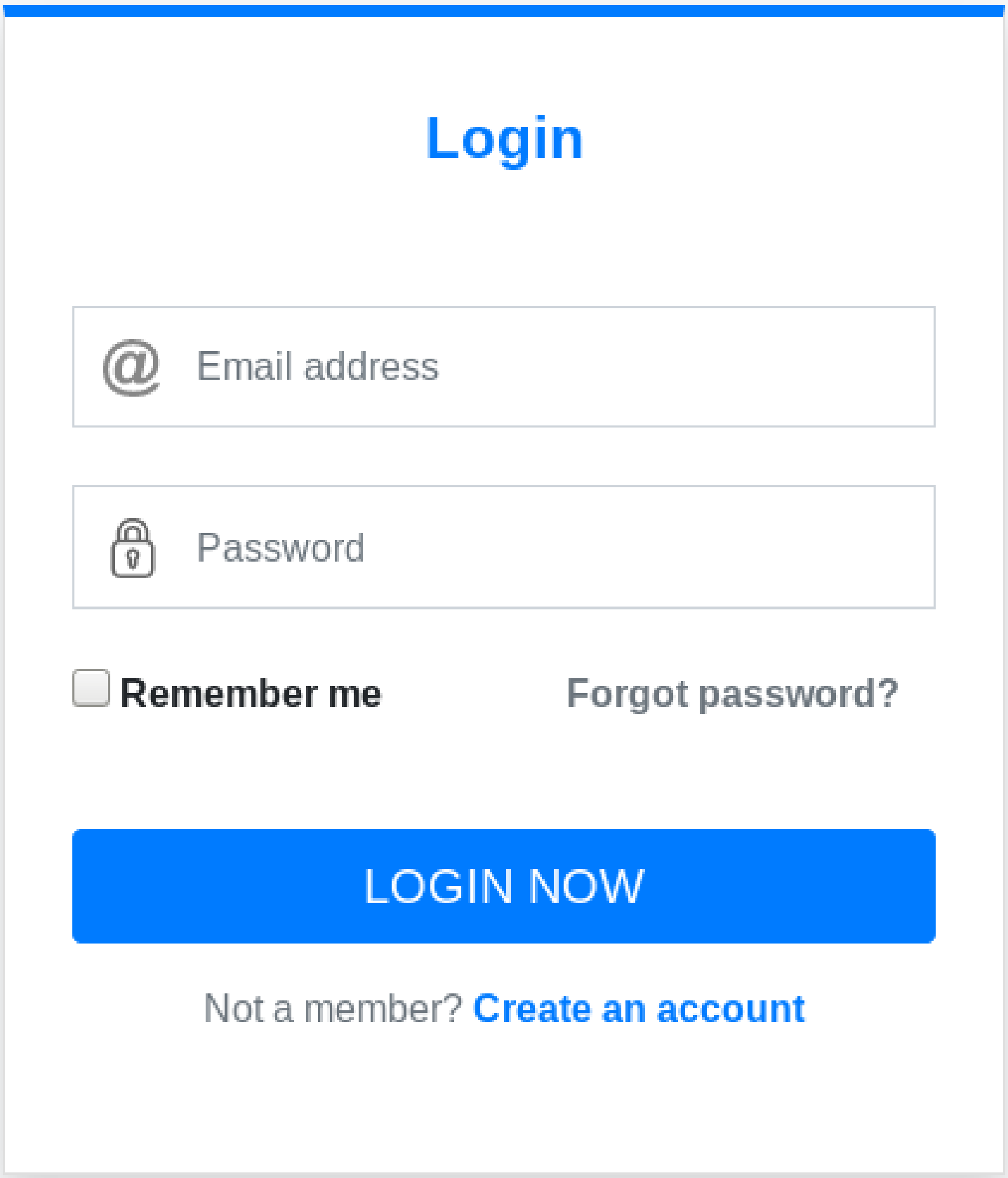
System testing is performed on the entire system in the context of a Functional Requirement Specification(s) (FRS) and/or a System Requirement Specification (SRS). System testing tests not only the design, but also the behavior and even the believed expectations of the customer. It is also intended to test up to and beyond the bounds defined in the software/hardware requirements specification(s).

CHAPTER 6 : RESULTS

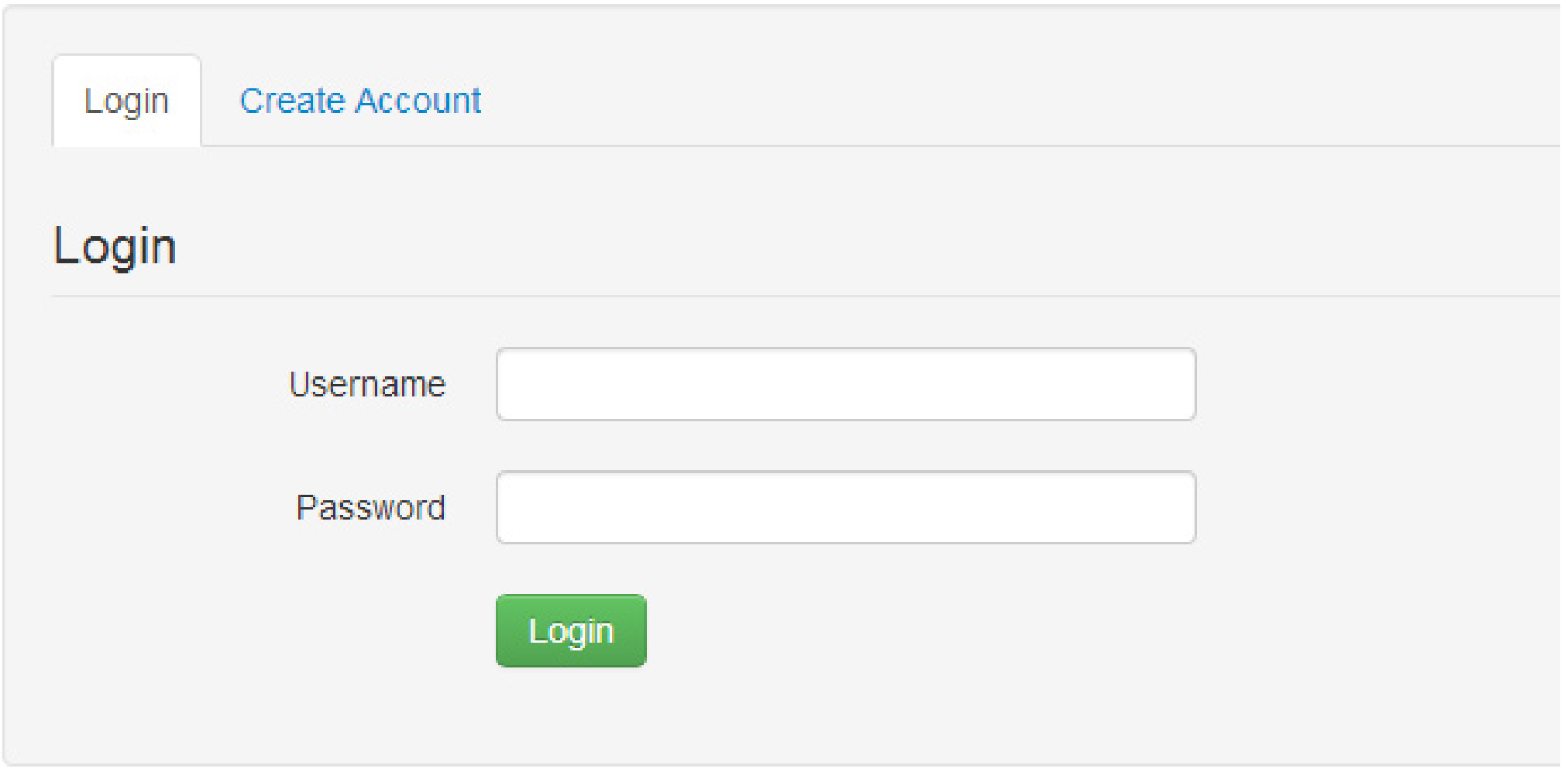
6.1 Css Code



6.2 User Login



6.3 Admin Login



CHAPTER 7 : ADVANTAGES

- Helps Blood Banks to automate blood donor and depository online.
- Encourages blood donors to donate.
- Helps people find blood donors in times of need.
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CHAPTER 8 : CONCLUSION

This paper explained the proposed Blood bank system, which is linked the blood bank with the donors by sending messages to the donor who registered in the blood bank as a constant donor. To inform them of a shortfall in one of the blood groups both by his platoon. The application used by the blood bank employee through smartphones. It characterized by ease of use in organizing the blood donation.

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