Final Project's Proposal Object Oriented Programming

"Do-Nation, a donating application"



By:

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Chapter 1 Introduction

A. Background

Humans are social creatures whose can't be separated from interaction, socialization, and communication which is the reason why humans need each other. The feeling of care to others is very much needed for increasing social sense and solidarity between people. Helping the society is one of the forms of social interaction that needed by us to make a harmonic social environment, and Donation is the way.

From the Cambride Dictionary, Donation is to give money or goods to help a person or organization. Donation can be in forms of money, organs, body cells, or other useful things to others. Donation usually given for the people who needed it the most. The Inner satisfaction is one of the benefits of a Donator.

World nowadays is full of technology advancements, where to the point that it can be implemented to do everyday stuff in purpose to make things more efficient and faster. In donation, we can make the process of donating itself much reliable and easier, anywhere everywhere. That is why we initiating to make a donation application called 'Do-Nation'.

'Do-Nation' can be interpreted as donation by words, but it has a greater meaning. 'Do-Nation' is a way to make an impact to a Nation through donation. A Nation consist of a lot of people, which makes 'Do-Nation' is expected to help many people lives. We hope that in the making of this application, there will be people that reach the intention that we are putting, especially from sharing.

Chapter II System Design

2. System Design

A. System Description

The Do-Nation application is made by Java Programming Language which takes form in Online Object-Oriented Web. This application processes are including:

- 1. Login using the web account
- 2. Donation through money, blood, or in-kind.
- 3. Helping the donation process On The Go (ex : Medical Technician comes into your location)
- 4. Collect the list and data of the Institutions who's in need

B. Application Functionality

- 1. Web Login.
- 2. Real Time Donation Management.
- 3. Collecting in-need Institutions.

C. User Target:

- 1. Donator.
- 2. In-need Institutions.

D. Software Usage

The software that we use for making this project possible are:

- 1. Netbeans 8 : IDE for developing a software
- 2. Java: Programming language for developing a software
- 3. Servlite: Database server for Java.

E. User Scenario

- 1. Sign up to the web, choose either you are a Donator or The Institution in-need.
- 2. If you are a Donator, then you will be asked for information about yourself. But if you a Institution in-need you will be granted a Different Form with email confirmation.
- 3. Login to the web.

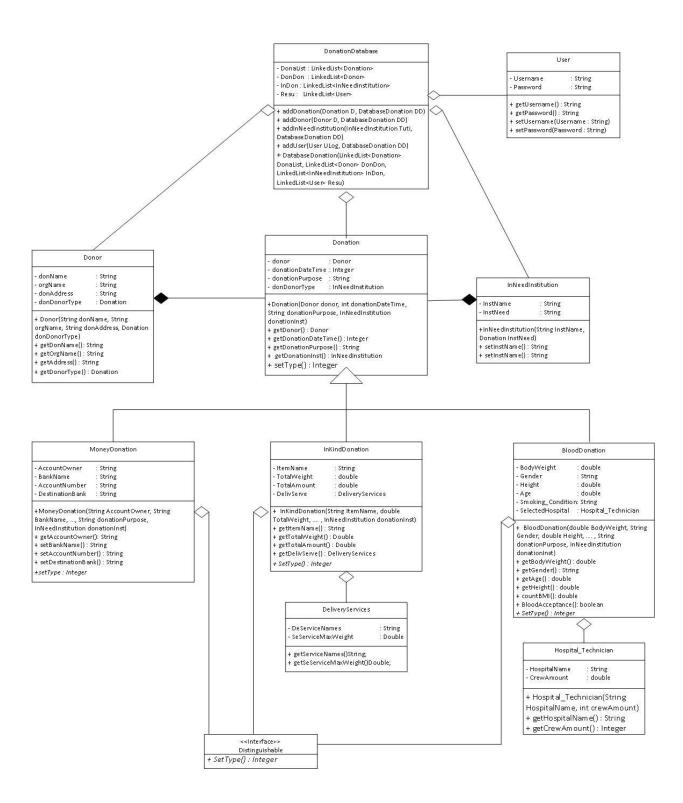
- Donator Login:

- 4. Donation Submission : A Donator picks what form what will be donated, and then it is divided by three scenarios.
 - a. Money: Filling the needed data regarding the transfer process, then requesting a transfer code.
 - b. In-kind: Filling the needed data regarding the stuff delivery, then requesting a delivery code.
 - c. Blood: Filling the needed data regarding the Donator's health condition, then requesting a meetup with Medical technicians on our site.
- 5. Selecting various range of In-need Institutions.
- 6. The Donator and Institution gets notified when the Donation is successful. If it is not, then the stuff will be returned to the Donator.

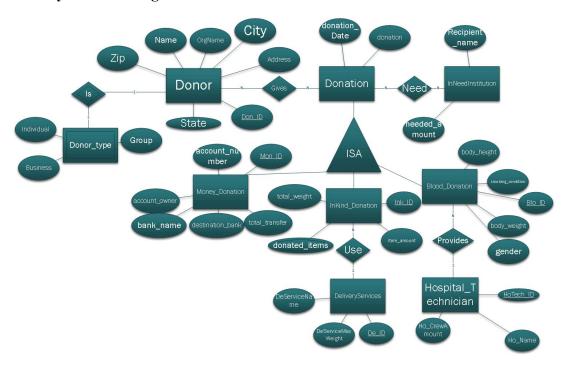
- Institution Login:

- 4. In-need Submission: The Institution request the Donation with the amount, and then wait until the Admin of the site Confirms that it is legit.
- 5. The institution will receive notification if the Submission is confirmed and when the Donation process is successful or already delivered.

2.1. Class Diagram

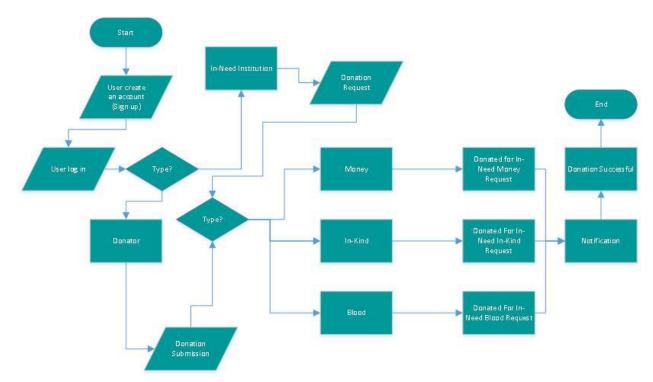


2.2. System ER Diagram



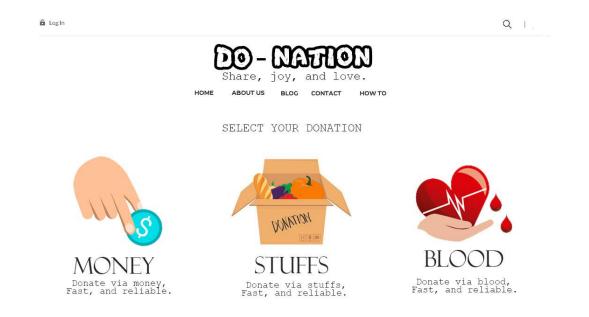
In-Kind donation: Donasi Barang.

2.3. System Flowchart



2.4. Mockup GUI

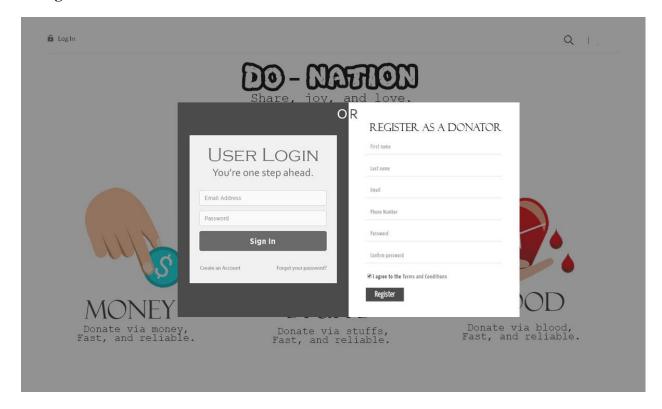
a. Front Page, Selecting donation type



b. Login or Register



c. Register



d. Selecting a institution



SELECT AN INSTITUTION

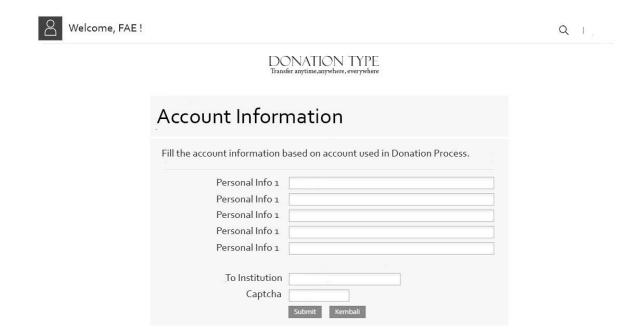
With 100.000 different Instituttion



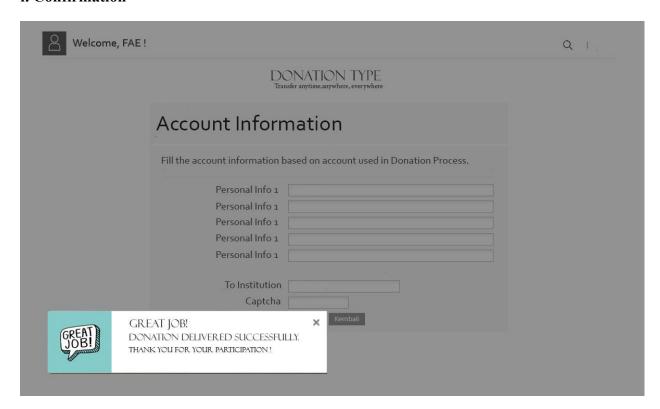




e. Account Details



f. Confirmation



Manual Guide

The program will ask the user to input their Username and Password. But id they didn't have one, then they can fill the register data to create a new user.

After the user sign in, they can choose what kind of donation did they want to donate. The program has 3 kinds of donation, there is Money donation, Stuff Donation, and Blood Donation. The user can choose either only one of them, or all of them.

If the user choose Money Donation, then the user can fill all the data that needed to be filled, and insert the data into the dayabase. This also goes for Stuff Donation and Blood Donation.

The user can see all the donation that has been inputed by other donator, there is list for blood donation, stuff, also money donation. User also can add the institution if there's any need institution.

And there's exist the setting for the admin, wich used for delete, update the user data. Like change the user username or password.