SOFTWARE ENGINEERING ASSIGNMENT

Course No: **CSE-3103**
Course Title: **Software Engineering**

SUBMITTED TO

SK Alamgir Hossain

Associate Professor,

Computer Science and Engineering discipline,

Khulna University, Bangladesh.

SUBMITTED BY

Moniruzzaman

Student ID: 190231

Computer Science and Engineering discipline,

Khulna University, Bangladesh.

Blood Donation Management system

We need to donate **Blood** when someone has an accident, organ transplant, cancer treatment, etc. On the other hand, whoever wishes to donate blood needs to check any Camping of blood donation or visit the blood bank. Here comes our **blood donation management system**.

Our System will track all the activities related to the Blood Donation. Firstly this system will collect the data of interested donor in its database. Where everything related to blood donation information will have. Such that any **health issues**, **blood donation availability**, **last donate date**, **time** and **where**, ete. This online blood donation management system maintains the list of blood donors and also helps the recipients to track and search the right donor easily. It has two modules namely **Admin** and **User**. Users can register and make a request. Users can ***also register as a donor***.

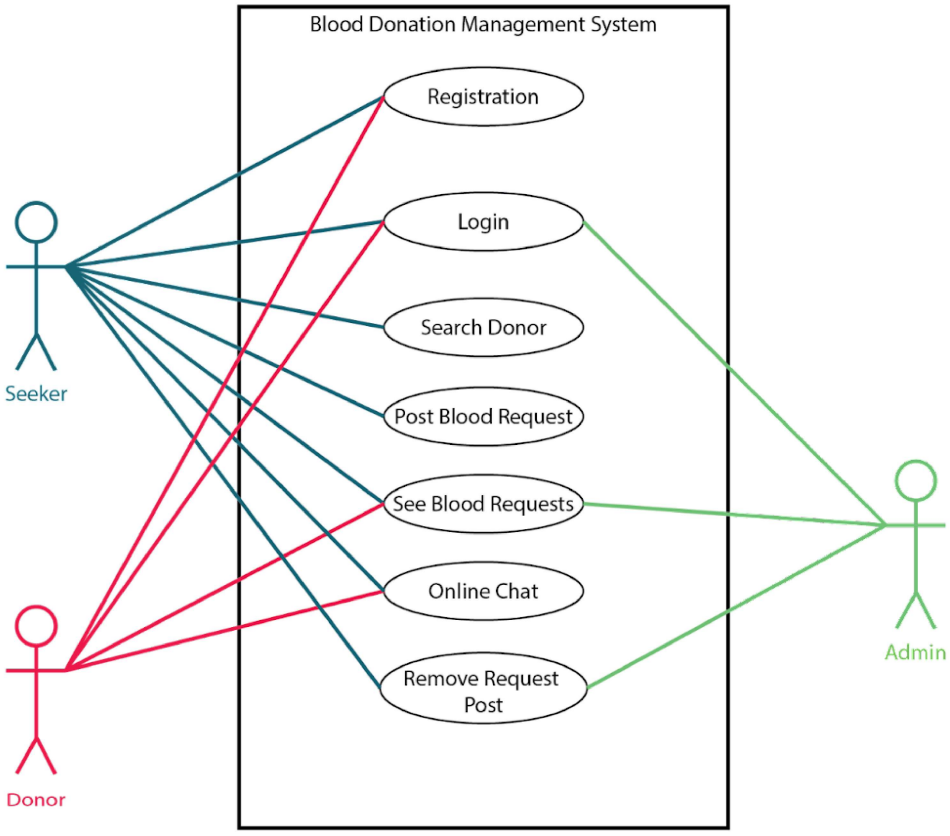
Using this system one will be able to **request for an blood**. They will provide the system very relative information to donation. System automatically find and suggest the donor to the requestor.

Seeker can also view the list of donors of a particular area with proper Blood cross match. He can also check for blood requests and in case of emergency, seeker can send **notifications** to blood donors as per the requirements.

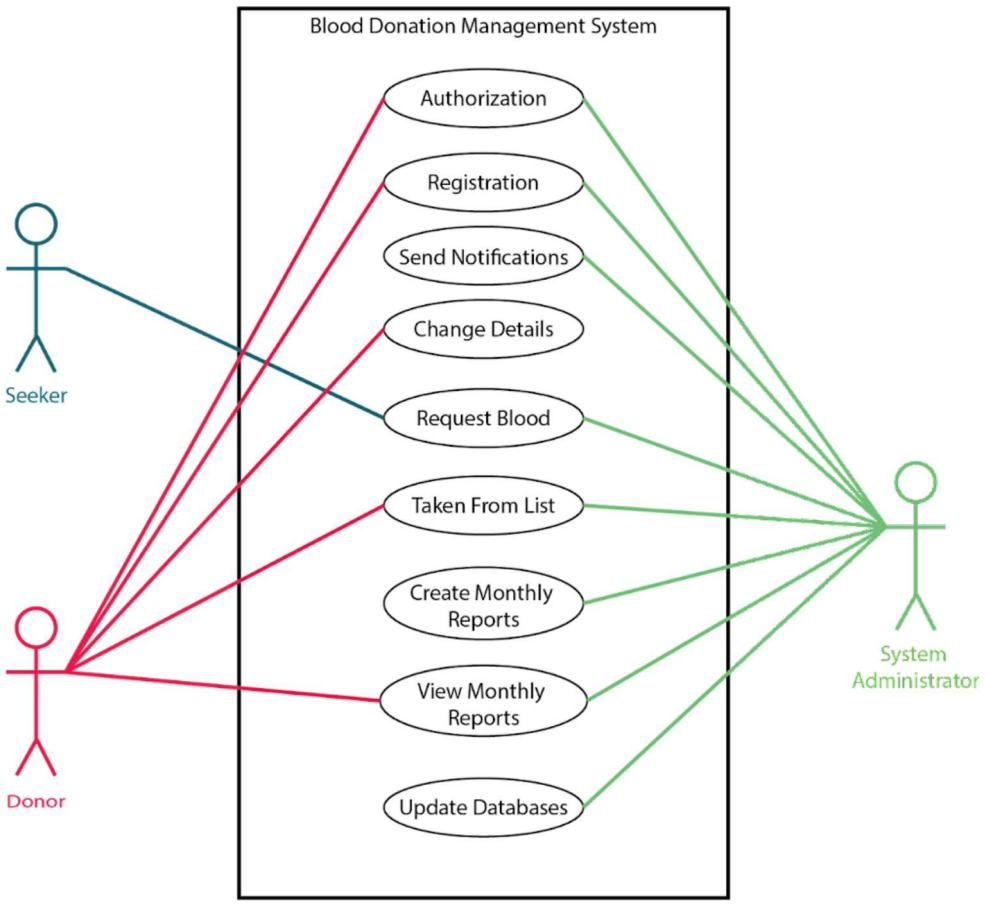
Then **Seeker** and **Donor** can **chat between them** regarding donation. And system also send **notifications** in case of emergency. They can either **accept or ignore it**.

This project aims at maintaining all information regarding blood donors, and different blood groups available in database, and help them manage in a better way.

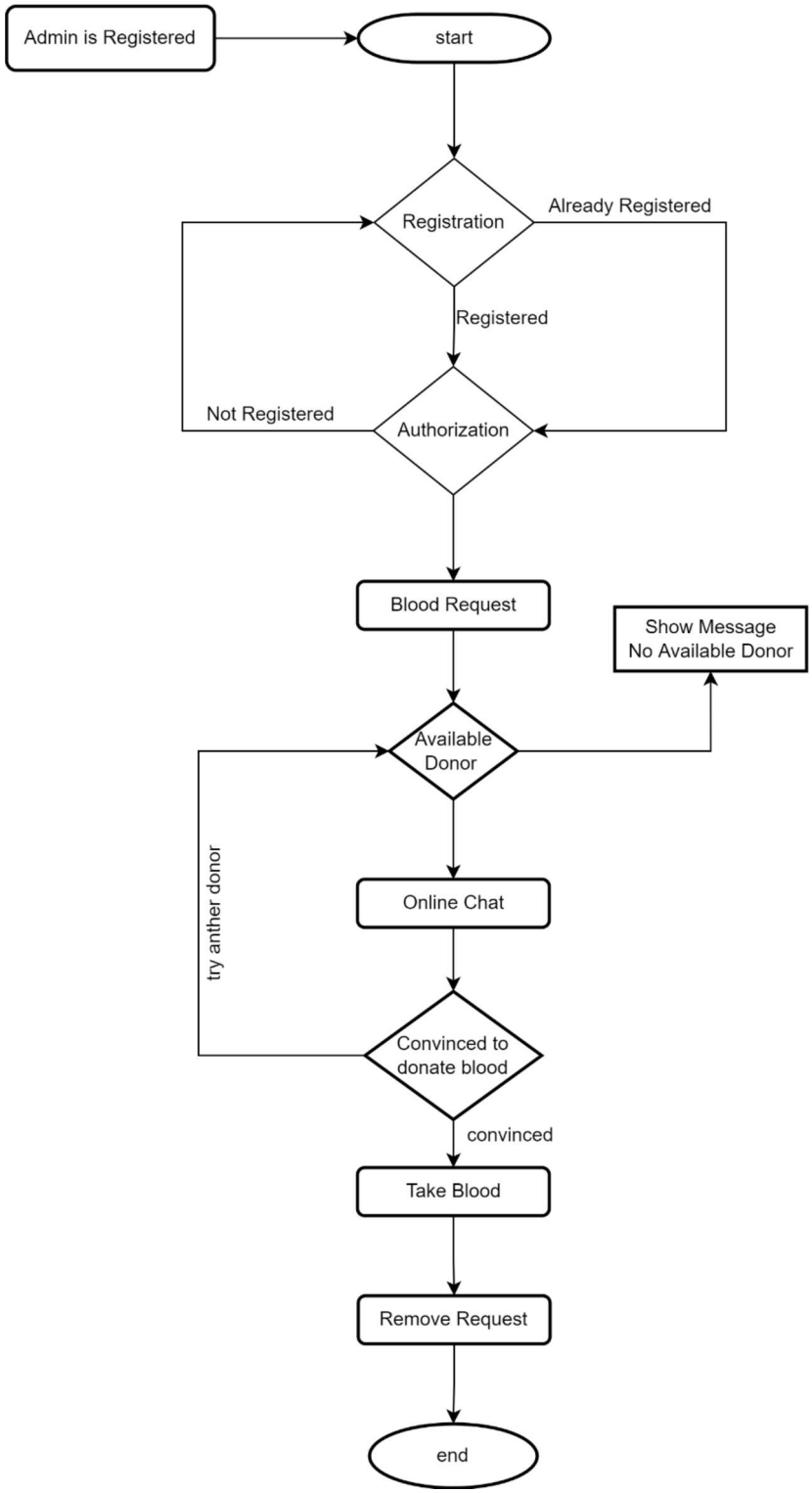
Use Case Diagram-I



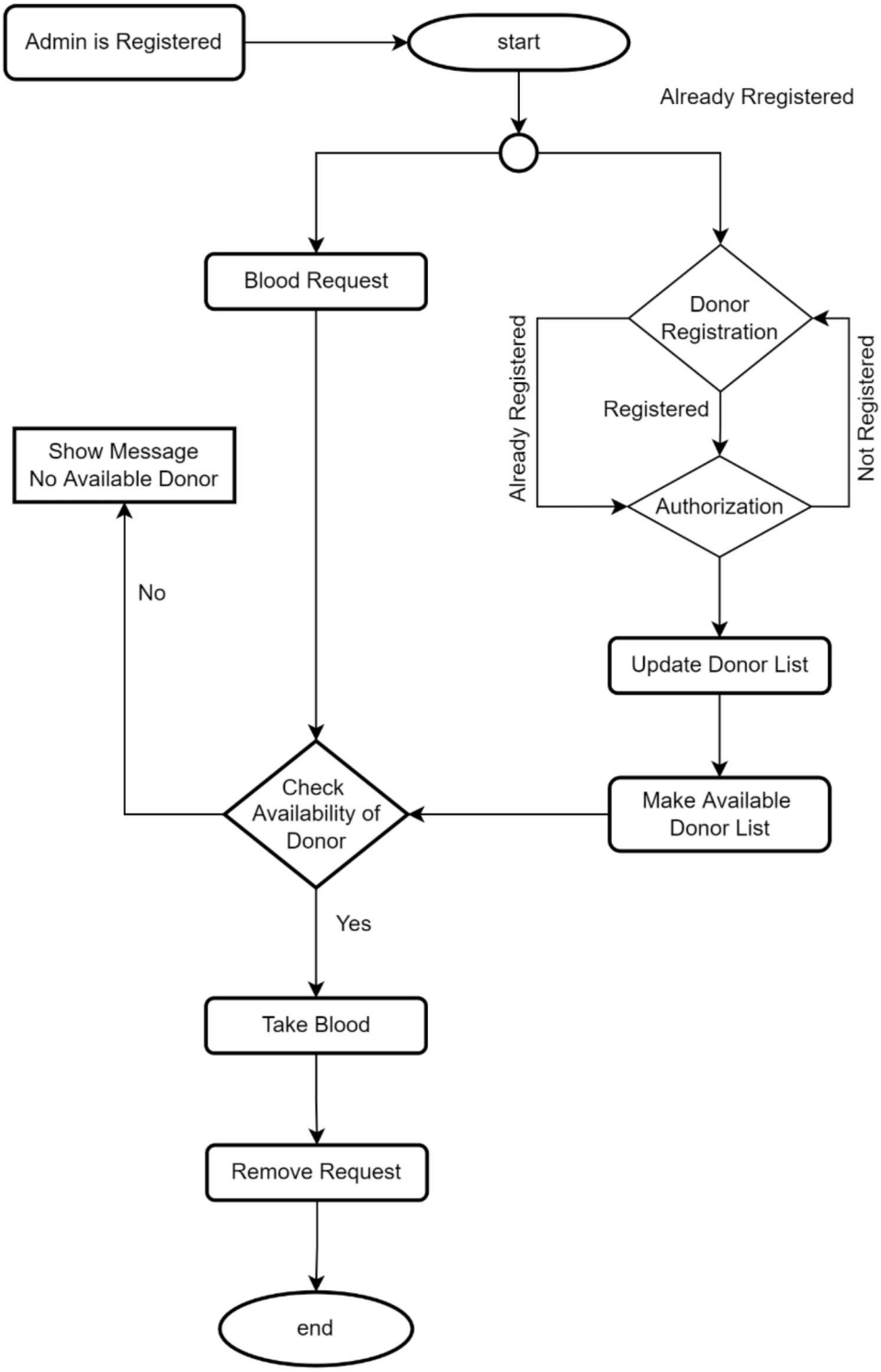
Use Case Diagram-II



Activity Diagram-I:



Activity Diagram-II:



Class Diagram: