**B.M. INSTITUTE OF ENGG. & TECH., SONIPAT**



**SESSION (2016-2020)**

SYNOPSIS

MINOR PROJECT

ON

"BLOOD AND PLASMA DONOR APPLICATION"

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***AGENDA***

* S.R.S
* ABSTRACT
* OBJECTIVE
* LITERATURE
* MATERIAL/METHOD/TOOLS
* REFERENCES

S.R.S

(Software requirement and specification)

1. Project Overview: - Blood and plasma donation app. User can lookout for blood and plasma donors nearby and those willing to donate can easily donate.
2. Hardware specifications: -

* Android Device
* Minimum version- lollipop
* Processor – Any
* Active Internet connection- Required

1. Modules: -
2. MINOR: -

* Logo Designing
* Splash screen
* User authentication
* User dashboard
* Blood Donor
* Blood Receiver

1. MAJOR: -

* Plasma donor
* Plasma receivers
* Map activity
* Nearby blood banks
* Shake listeners (For urgent Blood requests)

***ABSTRACT***

Blood and Plasma donor application as the name suggests its an application that brings out blood and plasma donors in the nearby areas. Plasma donation would be added as updated version as plasma donation is going to be need of the hour. One can donate receive the blood according to the need and can too contact nearby hospitals for the same

Technology used us android development and google api’s for proper functioning of app. Moreover, the use of xml is to done for front end designing and backend will be by webhosting using php scripts with Mysql as query language. Logo designing software are also utilized

***OBJECTIVE***

Our objective is:

1. To facilitate blood receivers so that at crucial point of time a life can be saved efficiently.
2. To increase donors with more convenience.
3. Provide the ease to find nearby hospitals using map activities.
4. To facilitate plasma receivers as this is being the need of the hour.

***METHOD***

1. The site is designed using **Java (Android Studio)**
2. With some extra modules like **xml**, **pics art**
3. For backend webhosting servers are used
4. Which will be a real time database and track users in real time
5. The user dashboard contains a bottom navigation bar to control the donation and receiving part
6. Then each page would contain detailing of that particular feature

***MATERIALS/TOOLS***

Tools and libraries used

* **Xml:**

Xml is language and tool to develop and beautify front end part of the application

* **Material colours:**

A good android application is all about a good interface and colour schemes pattern. Choosing material colour pattern from open source website is curtail part of development

* **Card View:**

A dependency to design list in more efficient way. It has good refresh rate better then list view

* **Java:**

Language used to code logics and manage intents and database into the application

* **php:**

Scripts used as an intermediate between database and Android application

* **MySql:**

Query language used for manipulating database

* **Circular image lib:**

Dependency used for making profile image circular. A githhub open source coded dependency is downloaded.

* **Pics art:**

Tool used for designing app logo for the app

* **Material Design:**

Material design beautifies the design of application. This is indeed powerful app designing tool for front end development.

* **Volley Library:**

Library that helped to create a bridge between android application and Database

* **000Webhost:**

Website that help us creating free web host. Provided us the server space storage purposes

* **Browser Stack:**

Website that helps in checking developed app onto several virtual devices their look and views can be seen on different screens. For the ease of mass testing

***REFERENCES***

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