

Orphanage Management System - Documentation

Java Console-Based Orphanage Management System

This is a **Java console-based Orphanage Management System**. It helps manage orphan registration, donations made for the orphanage, available resources (such as food, clothes, etc.), assignments (resources given to orphans), and searching orphans by age group.

1. Orphan Class

- Stores orphan details such as **name**, **age**, **gender**, and **guardian contact info** (if available).
 - Includes a `display()` method to print orphan information.
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2. Donation Class

- Stores donation details:
 - **Donor Name**
 - **Donation Type** (e.g., Food, Clothes, Money)
 - **Quantity or Amount**
 - **Date of Donation**
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3. Assignment Class

- Stores details of resources assigned to orphans:
 - **Orphan Name**
 - **Resource Type**
 - **Quantity**
 - **Date of Assignment**
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4. Orphanage Management System Class

- The main class containing **logic and menu-driven user interaction**.
- Manages:
 - ArrayLists for **orphans, donations, and assignments**
 - A HashMap to maintain **stock of different resource types** (e.g., Food, Clothes, Books, etc.)

Features:

-  Add new orphans
-  Record donations and update resource stock
-  View current resource stock
-  Assign resources to orphans with availability checks
-  View assignment history
-  Search for orphans by age

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- **How to Run in VS Code**

1. Save the file as OrphanageManagementSystem.java

2. Compile:

```
javac OrphanageManagementSystem.java
```

3. Run:

```
java OrphanageManagementSystem
```

How to Run in IntelliJ

1. Create a new **Java Project**

2. Add a new class and paste the code into it

3. Click the **green run icon** beside the main method

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Overview

This project is a **simple yet effective tool** to manage orphanage data. It utilizes **core Java concepts** such as:

- Classes & Objects
- Array Lists
- Hash Maps
- Console-based Input/Output

Conclusion

This project is a simple and effective way to manage orphanage-related information. It uses **core Java** concepts such as classes, objects, ArrayList, and console I/O to build a functional and user-friendly system.