A   PROJECT   REPORT   ON
Online Orphanage Management System

Submitted in partial fulfillment of the requirements

For the mini project in Software Engineering of

BACHELOR OF TECHNOLOGY

In

Computer Science & Engineering

By

Bhavya Priya Avvaru   411509

Sai Shushma Maturi   411545

Under the esteemed guidance of

Ms G.JAYA LAKSHMI

Ad-hoc Faulty, CSE Department

Department of Computer Science and Engineering

NATIONAL INSTITUTE OF TECHNOLOGY,

Andhra Pradesh.

ACKNOWLEDGEMENT

I express my deep gratitude and regards to **Ms**.**G.JayaLakshmi**, Internal Guide and Ad-hoc Faculty, Department of Computer Science & Engineering for her encouragement and valuable guidance in bringing shape to this dissertation.

I am thankful to all the Professors and Faculty Members in the department for their teachings and academic support and thanks to Technical Staff and Non-teaching staff in the department for their support.

2015-2019

NATIONAL INSTITUTE OF TECHNOLOGY

ANDHRA PRADESH

CERTIFICATE

This is to certify that the project report entitled "**ONLINE ORPHANAGE MANAGEMENT SYSTEM**" submitted by **M.SAI SHUSHMA** (Rollno:411545), **A.BHAVYA PRIYA** (Roll No :411509) students of B.Tech CSE to National Institute Of Technology , Andhra Pradesh is a record of bonafied work carried out by her under my guidance.The project fulfils the requirements as per the regulataions of this University and in my opinion meets the necessary standards for submission.

Smt.G.JAYA LAKHSMI

Ad'hoc faculty

National Institute of Technology

Andhra Pradesh

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ABSTRACT

Every second of their life orphans struggle without any mistake.They even struggle for basic needs.Many institutions came forward to help them in different ways.

We come up with a new idea which helps them a lot and change their life.We created a best platform between orphans and people through our website.First we tried our level best to introduce orphans to normal people.We motivated them to donate something to needy.We tried to give an over view of the problems faced by orphans.In addition to that we provided information of orphans and orphanages through the country.We also provided a way to donate easily.We also considering the reviews of the viewers to improve our page.We hope this will a best protype for a biggest project which government have to taken care of.

1 INTRODUCTION

1.1 Purpose

 The main purpose of this project is to provide a best platform between the people who have thought of donating and the orphanizes.

1.2 Intended Audience and Reading Suggestions

This is an idea which is developed to help the needy.This is the project implemented under the guidance of our professor.

1.3 Project scope

 This is just a prototype model .This can be a working model, the project scope is globalized and it is not restricted to any place. The main aim of this project is to help orphanage people by donating something .This website will be a great platform to help them more comfortably.

1.4 References

 All the information has been generated by us.

2. OVERALL DESCRIPTION

2.1 Product Perspective

The database contains following informations

Orphanage details

 The address of the orphanage,phone number,email-address to contact them.Along with this it also contains the details of no of children there ages,class(for books donation) and some other details.

It also contains the details of the head of the orphanage.

Donar details

 The donars have to login first and it stores name,phone number,address,profession of the donar.This information is taken for consulting the donar if required.
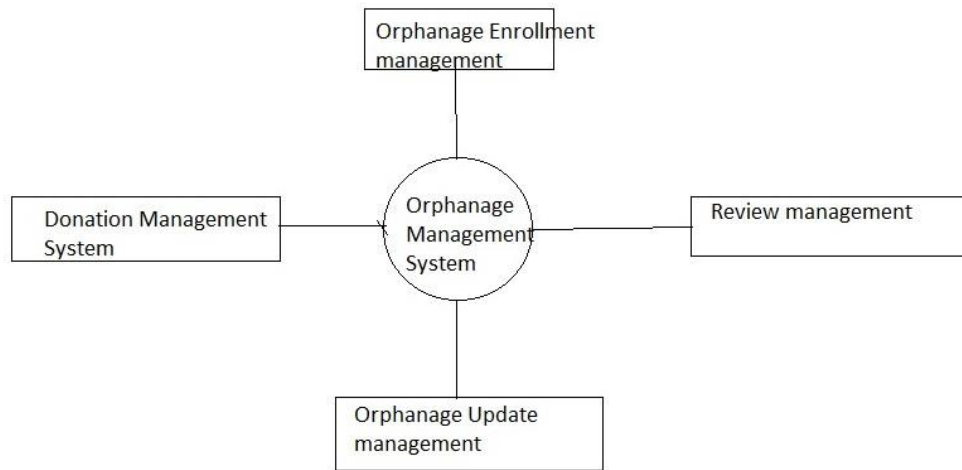
2.1 Data Flow Diagram

2.2 Product Features

The main features which are provided to donar are as follows

- ➢ can donate books
- ➢ can donate clothes
- ➢ account details will be provided to transfer money
- ➢ can also donate food
- ➢ can also donate any kind of belongings which are useful to orphanage children

2.3 User Classes and Characteristics

The user of the system should be able to retrive any kind of information about all the orphanages.And also the details of every children in a particular orphanage.

The user is also provided with some special features like

- ➢ donar can donate with out knowing his details(i.e. without login)
- ➢ If user dont know the details of the orphanages he can directly keep what he want to donate that message will be sent to all the orphanages and the head of the orphanage will contact the person.

2.4 Operating Environment

The operating environment for online resource reusability is as follows

- ➢ Distributed database

> ➢ Client/server system
> ➢ Operating system: Windows.
> ➢ Database: sql+ database
> ➢ Platform: PHP

2.5 Design and Implementation Constraints

The global schema, fragmentation schema, and allocation schema.

SQL commands for above queries/applications

How the response for application 1 and 2 will be generated. Assuming these are global queries. Explain how various fragments will be combined to do so.

Implement the database at least using a centralized database management system.

3 SYSTEM FEATURES

Description and Priority

This system maintains information of all the Orphanages which have enrolled.It also contains details of all the donars who are donated through their logins.

Stimulus/Response Sequences

Searching for the Orphanages where resources are needed through logging.

Selecting one of the Orphanage among them.

Contact to the Orphanage with the help of given details.

Client/Server system

The term client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as the front-end), and the server is the DBMS (also known as the back-end).

A client/server system is a distributed system in which

- Some sites are client sites and others are server sites.
- All the data resides at the server sites.
- All applications execute at the client sites.

4. External Interface Requirements

4.1 User Interfaces

Front-end software: Vb.net version

Back-end software: SQL+

4.2 Hardware Interfaces

Windows.

 A browser which supports CSS, HTML & Javascript

4.3 Software Interfaces

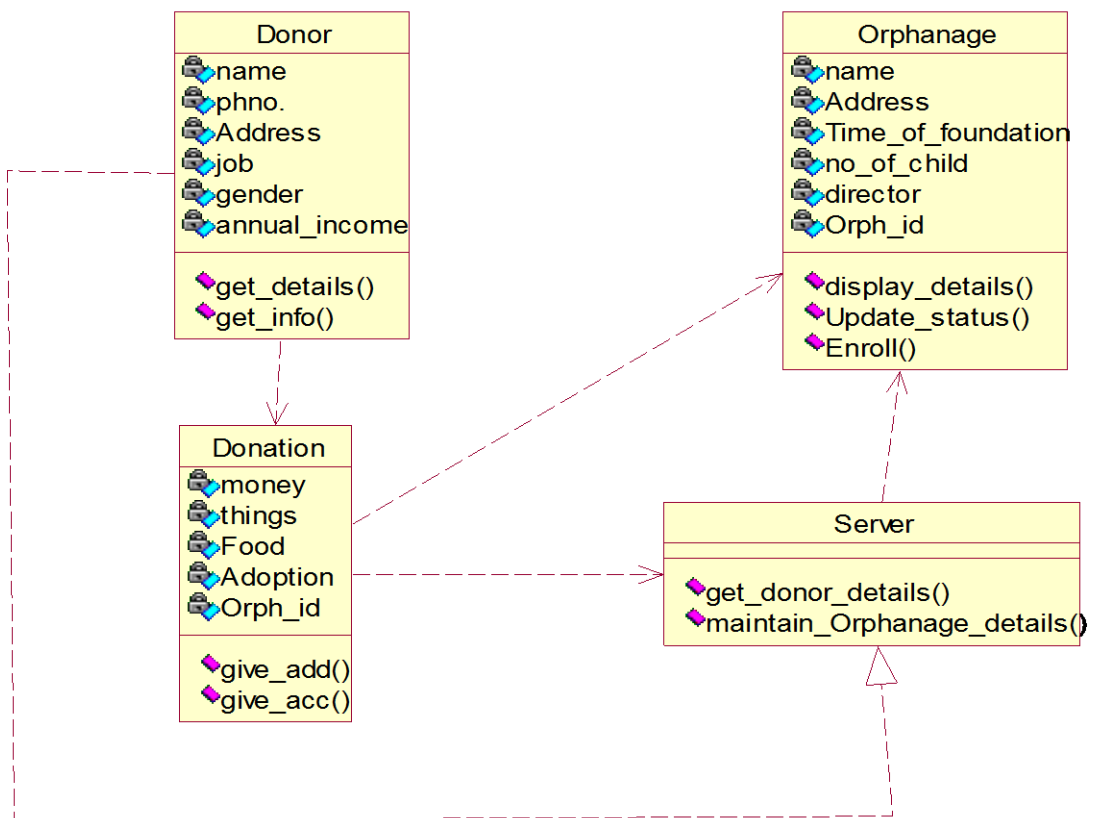Following are the software used for the Online Orphanage   Management System.

Software used	Description
Operating system	We have chosen Windows operating system for its best support and user-friendliness.
Database	To save the orphanage records, donars records we have chosen SQL+ database.
PHP	To implement the project we have chosen PHP language.

4.4 Communications Interfaces

 This project supports all types of web browsers**.**
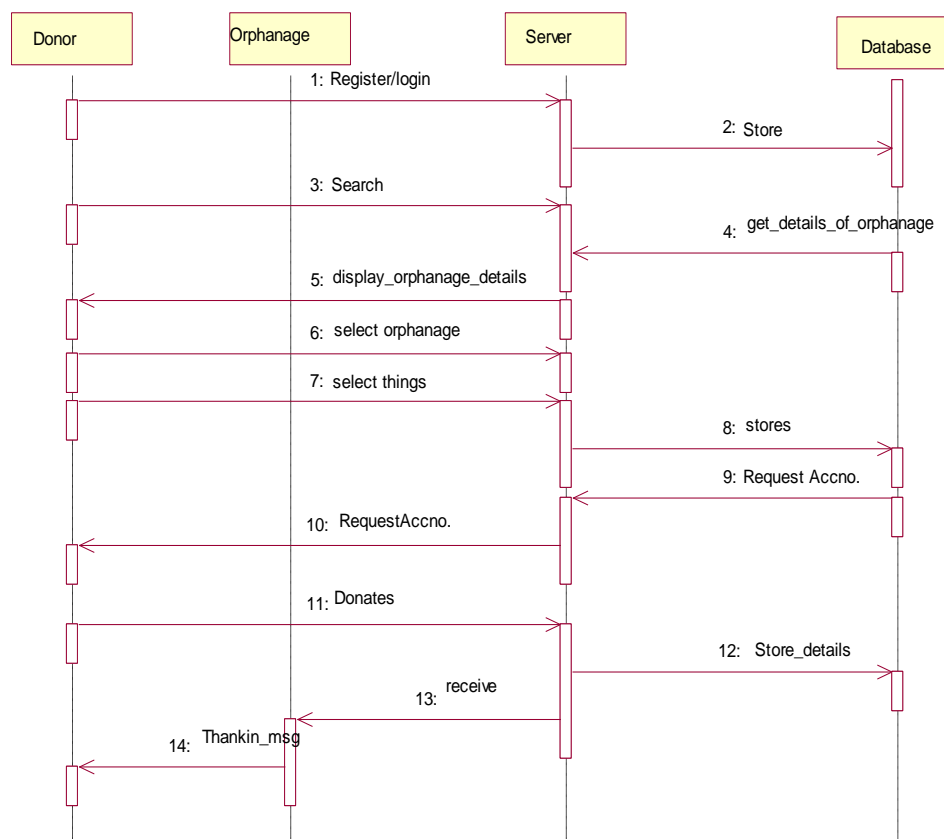
5. SOFTWARE DESIGN

5.1.Class Diagram

Donor

- name
- phno.
- Address
- job
- gender
- annual_income

- get_details()
- get_info()

Orphanage

- name
- Address
- Time_of_foundation
- no_of_child
- director
- Orph_id

- display_details()
- Update_status()
- Enroll()

Donation

- money
- things
- Food
- Adoption
- Orph_id

- give_add()
- give_acc()

Server

- get_donor_details()
- maintain_Orphanage_details()

5.2.Data Flow Diagram
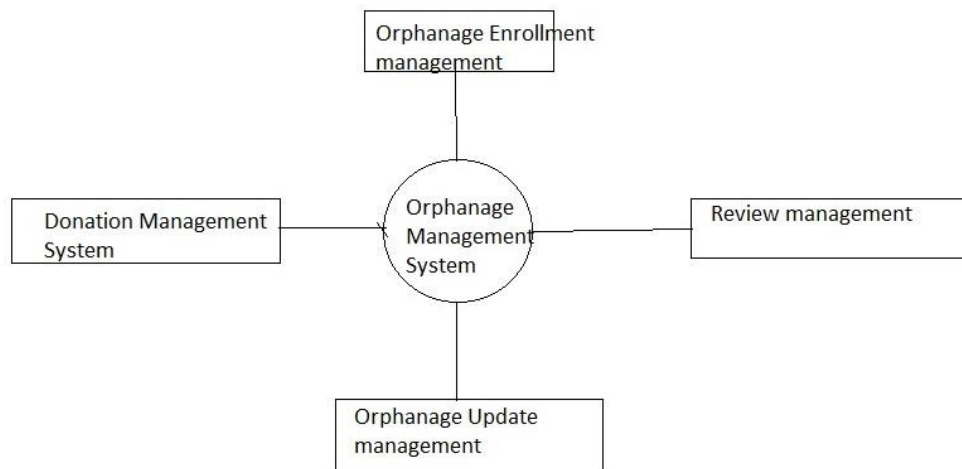
5.3.Sequence Diagram

6.CODE TEMPLATES

6.1 Code for the main page

```html
<!doctype html>

<html>

<head>

  <title>orphan donation</title>

  <style>


ul {

    list-style-type: none;

    margin: 0;

    padding: 0;

    overflow: hidden;

    background-color: #333;

}


li {

    font-size:20px;

    float: left;

}


li a, .dropbtn {
```

```css
    display: inline-block;

    color: white;

    text-align: center;

    padding: 14px 33px;

    text-decoration: none;

}


li a:hover, .dropdown:hover .dropbtn {

    background-color:rgb(0,133,68);

}


li.dropdown {

    display: inline-block;

}


.dropdown-content {

    display: none;

    position: absolute;

    background-color: #f9f9f9;

    min-width: 160px;

    box-shadow: 0px 8px 16px 0px rgba(0,0,0,0.2);

    z-index: 1;

}
```

```css
.dropdown-content a {

    color: black;

    padding: 12px 20px;

    text-decoration: none;

    display: block;

    text-align: left;

}


.dropdown-content a:hover {background-color:rgb(217, 165, 243)}


.dropdown:hover .dropdown-content {

    display: block;

}


* {box-sizing:border-box}

body {font-family: Verdana,sans-serif;}

.mySlides {display:none}


/* Slideshow container */

.slideshow-container {

 max-width: 1000px;

 position: relative;
```

```css
  margin: auto;

}


/* Caption text */

.text {

  color: #f2f2f2;

  font-size: 15px;

  padding: 8px 12px;

  position: absolute;

  bottom: 8px;

  width: 100%;

  text-align: center;

}


/* Number text (1/3 etc) */

.numbertext {

  color: #f2f2f2;

  font-size: 12px;

  padding: 8px 12px;

  position: absolute;

  top: 0;

}
```

```css
/* The dots/bullets/indicators */

.dot {

  height: 13px;

  width: 13px;

  margin: 0 2px;

  background-color: #bbb;

  border-radius: 50%;

  display: inline-block;

  transition: background-color 0.6s ease;

}


.active {

  background-color: #717171;

}


/* Fading animation */

.fade {

  -webkit-animation-name: fade;

  -webkit-animation-duration: 1.5s;

  animation-name: fade;

  animation-duration: 1.5s;

}
```

```css
@-webkit-keyframes fade {

 from {opacity: .4}

 to {opacity: 1}

}


@keyframes fade {

 from {opacity: .4}

 to {opacity: 1}

}


/* On smaller screens, decrease text size */

@media only screen and (max-width:500px) {

 .text {font-size: 11px}

}

div.gallery {

   margin: 5px;

   border: 1px solid #ccc;

   float: left;

   width: 30%;

}

div.gallery:hover {

   border: 1px solid #777;

}
```

```css
div.gallery img {

    width: 100%;

    height: auto;

}
```

```css
div.gallery1 {

    margin: 5px;

    border: 1px solid #ccc;

    float: left;

    width: 33%;

}
```

```css
div.gallery1:hover {

    border: 1px solid #777;

}
```

```css
div.gallery1 img {

    width: 100%;

    height: auto;

}
```

```css
div.gallery2 {

    margin: 5px;

    border: 1px solid #ccc;
```

```
    float: left;

    width: 45%;

}

div.gallery2:hover {

    border: 1px solid #777;

}

div.gallery2 img {

    width: 100%;

    height: auto;

}


div.desc {

    padding: 15px;

    text-align: center;

}
</style>
</head>
<body>
<div style="width:100%;height:150px;">
<img id="home" style="float:left;width:15%;height:150px;" src="file://M:/se
project/pic1.jpg"></img>
<h1 style="font-family:'Elephant Italic';color:rgb(0, 167, 0);font-style:italic;font-
size:60px;;padding:0px 0 0 10px ;">Fountain of Life Orphanage
```

```
<span style="color:black;font-size:50px;font-family:'Edwardian Script ITC';padding:0 0 0 200px;text-decoration:none">Deeds of Giving are the very Foundations of the World</span></h1>

</div>


<ul id="ul1">

  <li class="c1"><a href="h1.php"  target="_blank">Home</a></li>

  <li class="c1"><a href="items.php"  target="_blank">Items for donation</a></li>

  <li class="c1"><a href="testsearch.php" target="_blank">Details of Orphanages</a></li>

  <li class="c1"><a href="donation.php" target="_blank">Donate</a></li>

  <li class="c1"><a href="orphnagemain.php" target="_blank">Orphanage enrollement</a></li>

  <li class="c1"><a href="aboutus.php" target="_blank">About us</a></li>


</ul>



<div class="slideshow-container">


<div class="mySlides fade">ll

  <div class="numbertext">1 / 3</div>

  <img src="file://M:/se project/pic10.jpg" style="width:100%;height:500px">

  <div class="text">Pic1</div>

</div>
```

```html
<div class="mySlides fade">

  <div class="numbertext">2 / 3</div>

  <img src="file://M:/se project/pic16.jpg" style="width:100%;height:500px">

  <div class="text">pic2</div>

</div>


<div class="mySlides fade">

  <div class="numbertext">3 / 3</div>

  <img src="file://M:/se project/pic14.jpg" style="width:100%;height:500px">

  <div class="text">pic3</div>

</div>


</div>

<br>


<div style="text-align:center">

  <span class="dot"></span>

  <span class="dot"></span>

  <span class="dot"></span>

</div>


<script>
```

```
var slideIndex = 0;

showSlides();


function showSlides() {

  var i;

  var slides = document.getElementsByClassName("mySlides");

  var dots = document.getElementsByClassName("dot");

  for (i = 0; i < slides.length; i++) {

    slides[i].style.display = "none";

  }

  slideIndex++;

  if (slideIndex> slides.length) {slideIndex = 1}

  for (i = 0; i < dots.length; i++) {

    dots[i].className = dots[i].className.replace(" active", "");

  }

  slides[slideIndex-1].style.display = "block";

  dots[slideIndex-1].className += " active";

  setTimeout(showSlides, 3500); // Change image every 2 seconds

}
```

</script>

<p>

An orphanage is a residential institution devoted to the care of orphans—children whose biological parents are deceased or otherwise unable or unwilling to take care of them.

Biological parents, and sometimes biological grandparents, are legally responsible for supporting children, but in the absence of these, no named godparent, or other relatives willing to care for the children, they become a ward of the state, and orphanages are one way of providing for their care, housing and education.

It is frequently used to describe institutions abroad, where it is a more accurate term, since the word orphan has a different definition in international adoption. Most children who live in orphanages are not orphans; four out of five children in orphanages having at least one living parent and most having some extended family. Most orphanages have been closed in Europe and North America. There remain a large number of state funded orphanages in the former Soviet Bloc but they are slowly being phased out in favour of direct support to vulnerable families and the development of foster care and adoption services where this is not possible.

Few large international charities continue to fund orphanages; however, they are still commonly founded by smaller charities and religious groups. Especially in developing countries, orphanages may prey on vulnerable families at risk of breakdown and actively recruit children to ensure continued funding. Orphanages in developing countries are rarely run by the state.

Other residential institutions for children can be called group homes, children's homes, refuges, rehabilitation centers, night shelters, or youth treatment centers.

</p>

</body>

<html>

6.2.Code for Enrollment page

```html
<!DOCTYPE html>

<html>

<head>

<title>orphnage login</title>

<style>

input[type=text], select {

    width: 100%;

    padding: 12px 20px;

    margin: 8px 0;

    display: inline-block;

    border: 1px solid #ccc;

    border-radius: 4px;

    box-sizing: border-box;

}


input[type=submit] {

    width: 100%;

    background-color: #4CAF50;

    color: white;

    padding: 14px 20px;

    margin: 8px 0;

    border: none;
```

```
    border-radius: 4px;

    cursor: pointer;

}


input[type=submit]:hover {

    background-color: #45a049;

}


div.af {

    border-radius: 5px;

      padding: 20px;

}

div{

        background-color: #EBF4FA;

}
</style>

</head>

<body>


<img src="file://M:/se project/pic1.jpg" style="height:150px;width:15%;float:left;"></img>

<div style="height:150px;width:100%;margin-top=-20px;postion:relative;">

<h1 style="font-family:'Californian FB Bold';color:rgb(0, 167, 0);font-style:'italic';font-size:100px;text-align:center;
```

```
text-decoration:underline;margin-top=-20px;postion:relative;">ORPHNAGE LOGIN</h1>


<div id="af">

 <form method="post" action="o1.php" >

  <label for="fname">ORPHNAGE NAME</label>

  <input type="text" id="fname" name="name" placeholder="Name of the Orphanage"
pattern="[A-Za-z]{1,}">



  <label for="fname">TIME OF FUNDATION</label>

  <input type="date" id="fname" name="time" placeholder="date on which orphnage is
founded"></br><br/>

  <label for="fname">DIRECTOR NAME</label>

  <input type="text" id="fname" name="director" placeholder="founder of Orphanage"
pattern="[A-Za-z]{1,}">



  <label for="fname">DIRECTOR PHONE NUMBER</label>

  <input type="text" id="fname" name="phno" placeholder="contact no of orphanage
founder" pattern="[7-9]{1}[0-9]{9}">



  <label for="fname">DIRECTOR PROFESSION</label>

  <input type="text" id="fname" name="profession" placeholder="profession of orphanage
founder" pattern="[A-Za-z]{1,}">
```

```html
<label for="fname">NO OF CHILDREN BELOW AGE 5</label>

<input type="text" id="fname" name="count1" placeholder="three digit"  pattern="[0-9]{1,}" maxlength="3">


<label for="fname">NO OF CHILDREN BETWEEN AGE 5 AND 10</label>

<input type="text" id="fname" name="count2" placeholder=" no of orphanage children" pattern="[0-9]{1,}" maxlength="3">


<label for="fname">NO OF CHILDREN BETWEEN AGE 10 AND 18</label>

<input type="text" id="fname" name="count3" placeholder=" no of orphanage children" pattern="[0-9]{1,}" maxlength="3">


<label for="fname">NO OF CHILDREN ABOVE AGE 18</label>

<input type="text" id="fname" name="count4" placeholder=" no of orphanage children" pattern="[0-9]{1,}" maxlength="3">


<label for="fname">NO OF CHILDREN</label>

<input type="text" id="fname" name="no" placeholder=" no of orphanage children max length=3"  pattern="[0-9]{1,}" maxlength="3">


<label for="fname">NO OF STAFF</label>

<input type="text" id="fname" name="staff" placeholder="no of staff working" pattern="[0-9]{1,}" maxlength="3">


<label for="fname">AVERAGE MONEY REQ PER YEAR</label>
```

```
    <input type="text" id="fname" name="mreq" placeholder="money required for orphanage
children" pattern="[0-9]{1,}" maxlength="7">
```

```
    <label for="fname">AVERAGE FUNDS RECEIVED PER YEAR</label>
```

```
    <input type="text" id="fname" name="mrec" placeholder="money donated every year"
pattern="[0-9]{1,}" maxlength="7">
```

```
 <label for="fname">BANK ACCOUNT</label>
```

```
    <input type="text" id="fname" name="acc" placeholder=" account of orphanage "
 pattern="[0-9]{10}">
```

```
 <label for="fname">MOBILE NO</label>
```

```
    <input type="text" id="fname" name="mno" placeholder=" mobile no of orphanage "
 pattern="[7-9]{1}[0-9]{9}">
```

```
 <label for="fname">DOOR NO</label>
```

```
    <input type="text" id="fname" name="dno" placeholder=" door no of orphanage"
 maxlength="10">
```

```
 <label for="fname">STREET</label>

   <input type="text" id="fname" name="street" placeholder=" street in which orphanage is there" pattern="[A-Za-z]{1,}">



 <label for="fname">CITY</label>

   <input type="text" id="fname" name="city" placeholder=" city in which orphanage is there" pattern="[A-Za-z]{1,}">



 <label for="fname">STATE</label>

   <input type="text" id="fname" name="state" placeholder=" state in orphanage is there with no space" pattern="[A-Za-z]{1,}">



 <label for="fname">PIN CODE</label>

   <input type="text" id="fname" name="pincode" placeholder=" pincode of ur area" pattern="[0-9]{6}">



 <input type="submit" value="Submit">

 </form>

</div>
```

</body>

</html>

7. TESTING

softwate testing

Software testing is an investigation conducted to provide stakeholders with information about the quality of the software product or service under test. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include the process of executing a program or application with the intent of finding software bugs (errors or other defects), and verifying that the software product is fit for use.

Software testing involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

meets the requirements that guided its design and development,

responds correctly to all kinds of inputs,

performs its functions within an acceptable time,

is sufficiently usable,

can be installed and run in its intended environments, and

achieves the general result its stakeholders desire.

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 expected outputs.

White-box test design techniques include the following code coverage criteria:

Control flow testing

Data flow testing

Branch testing

Statement coverage

Decision coverage

Modified condition/decision coverage

Prime path testing

Path testing

Blackbox 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 is sometimes referred to as specification-based testing.

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.

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.

Test design techniques:

Typical black-box test design techniques include:

Decision table testing

All-pairs testing

Equivalence partitioning

Boundary value analysis

Cause–effect graph

Error guessing

State transition testing

Use case testing

User story testing

Domain analysis

Syntax testing

Combining technique

8. SCREENSHOTS

Fig.8.1 Home page
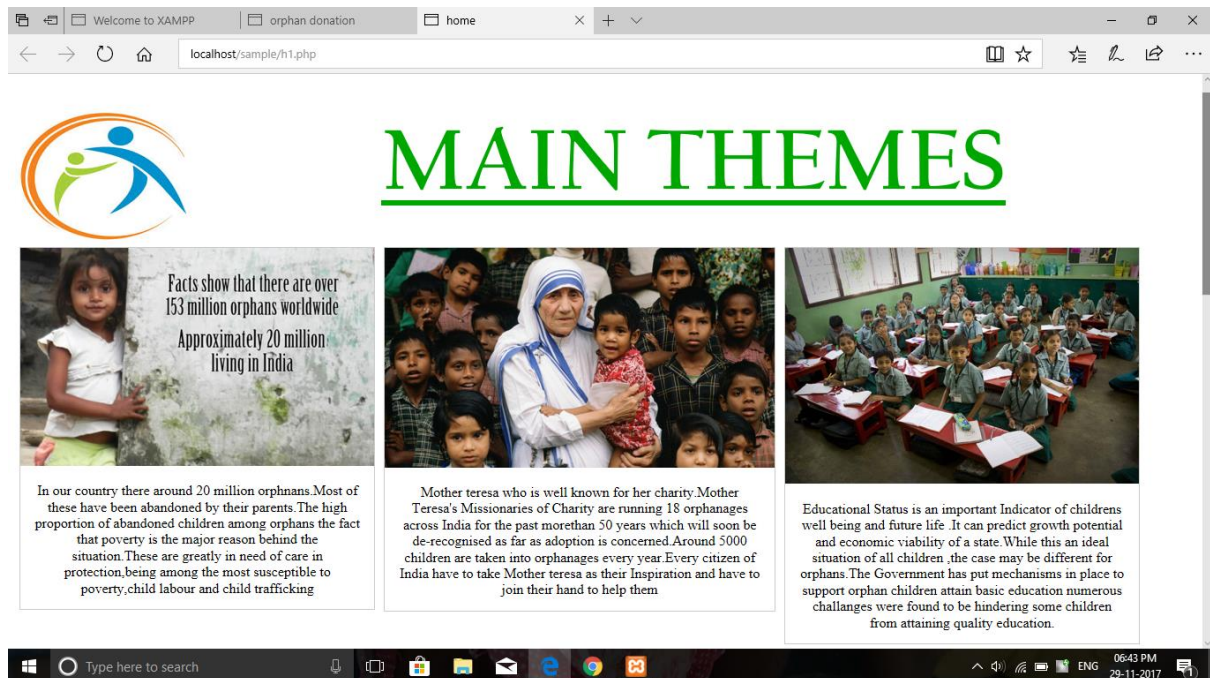
Fig.8.2 Home Module page
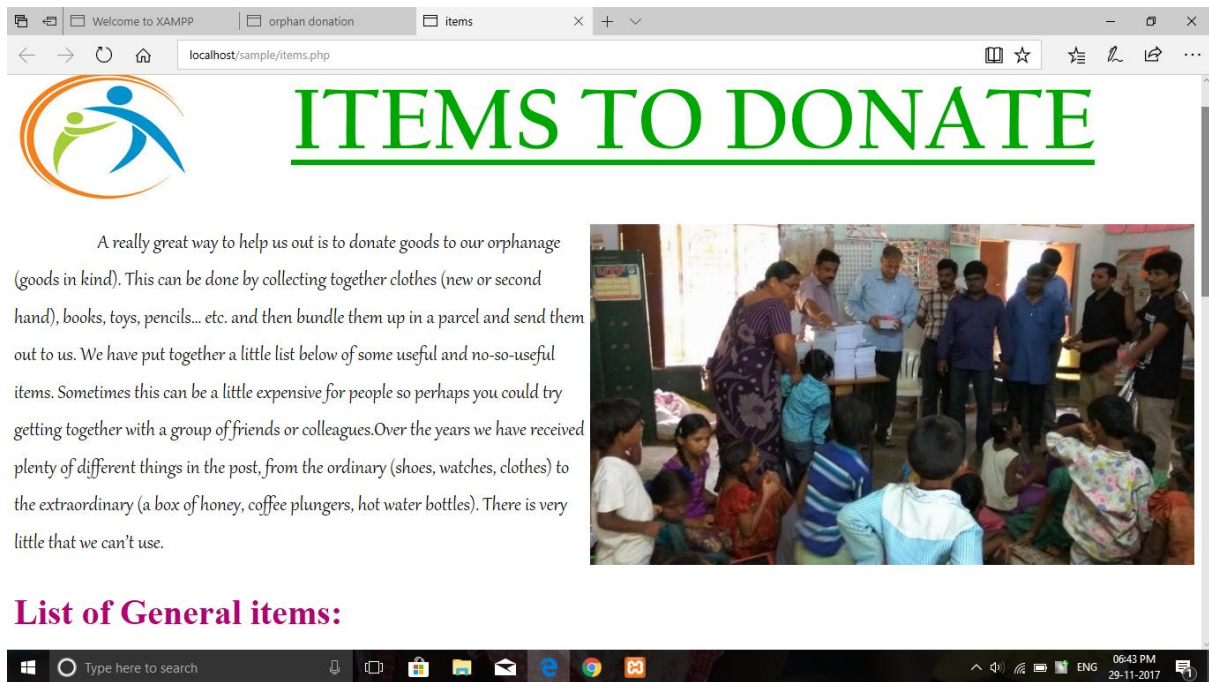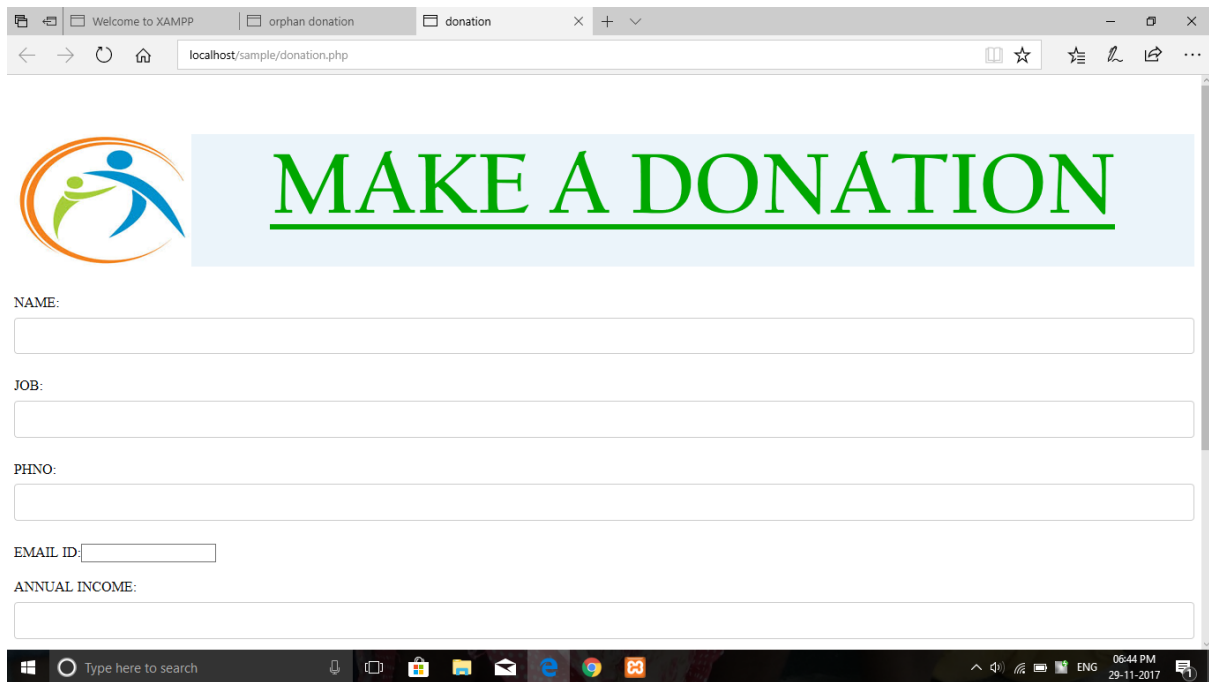
Fig.8.3 Items to Donate Module page

Fig.8.4. Orphange Details Page
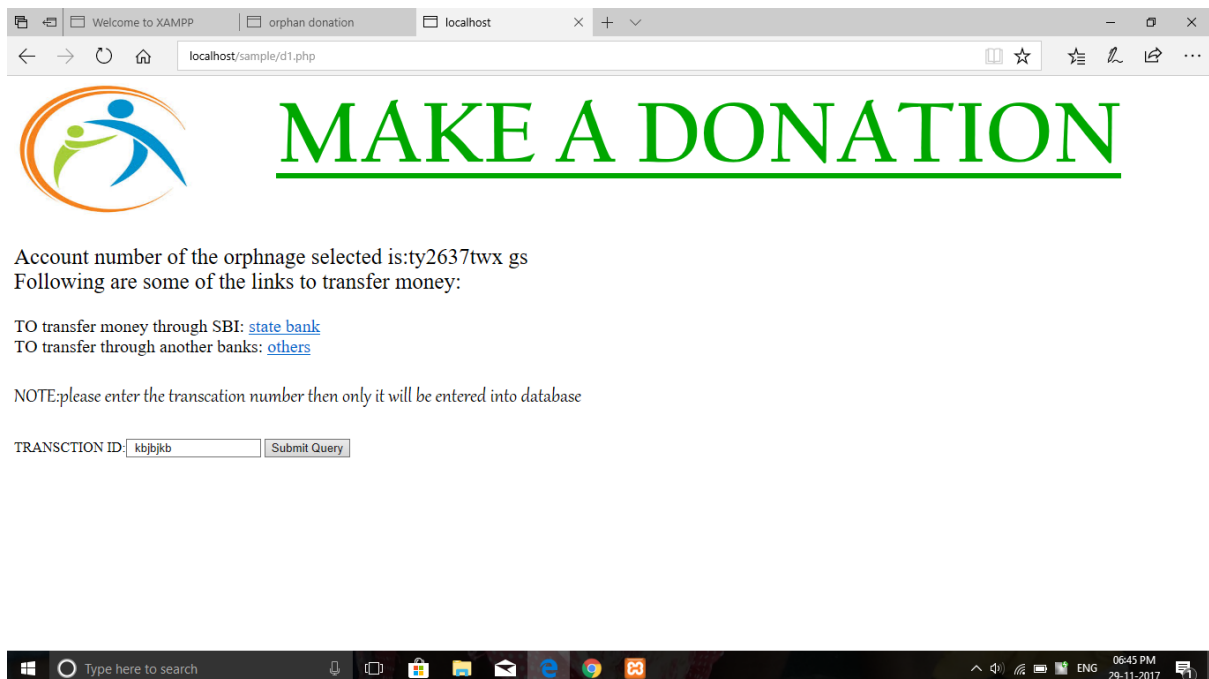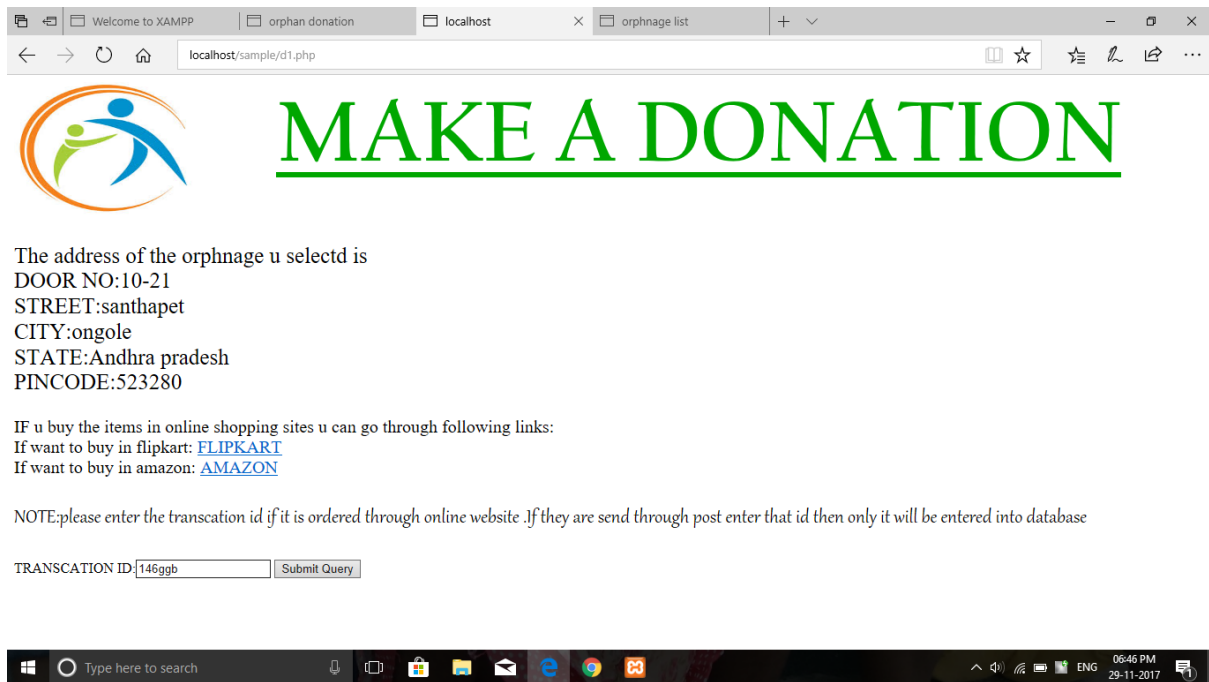
Fig.8.5. Donate Page

Fig.8.5.1. Donation Page when money is selected
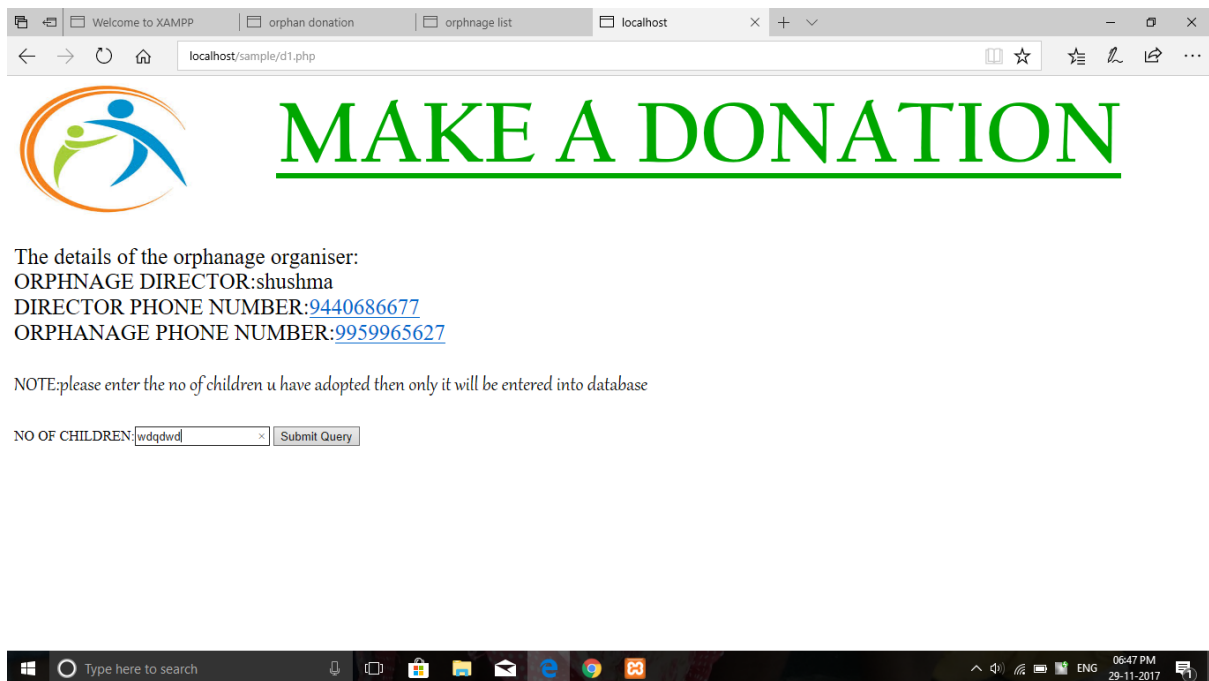
Fig.8.5.2. Donation Page when items is selected

Fig.8.5.3. Donation Page when Adoption is selected
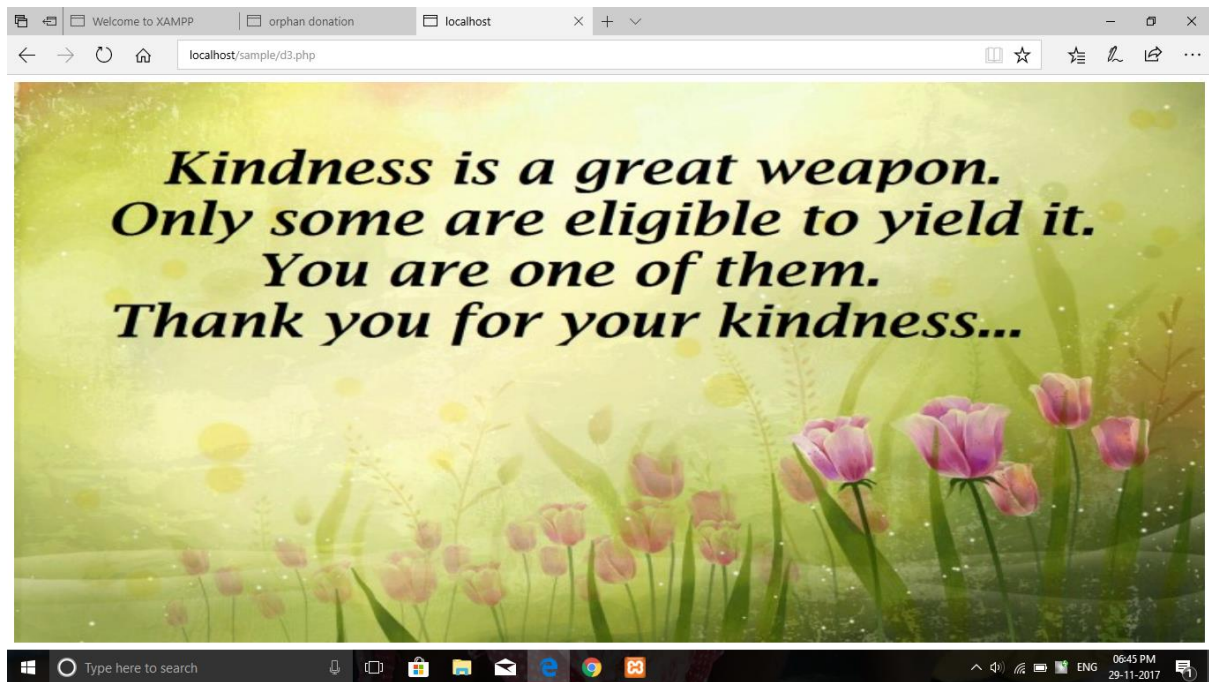
Fig.8.5.4.Thanking message
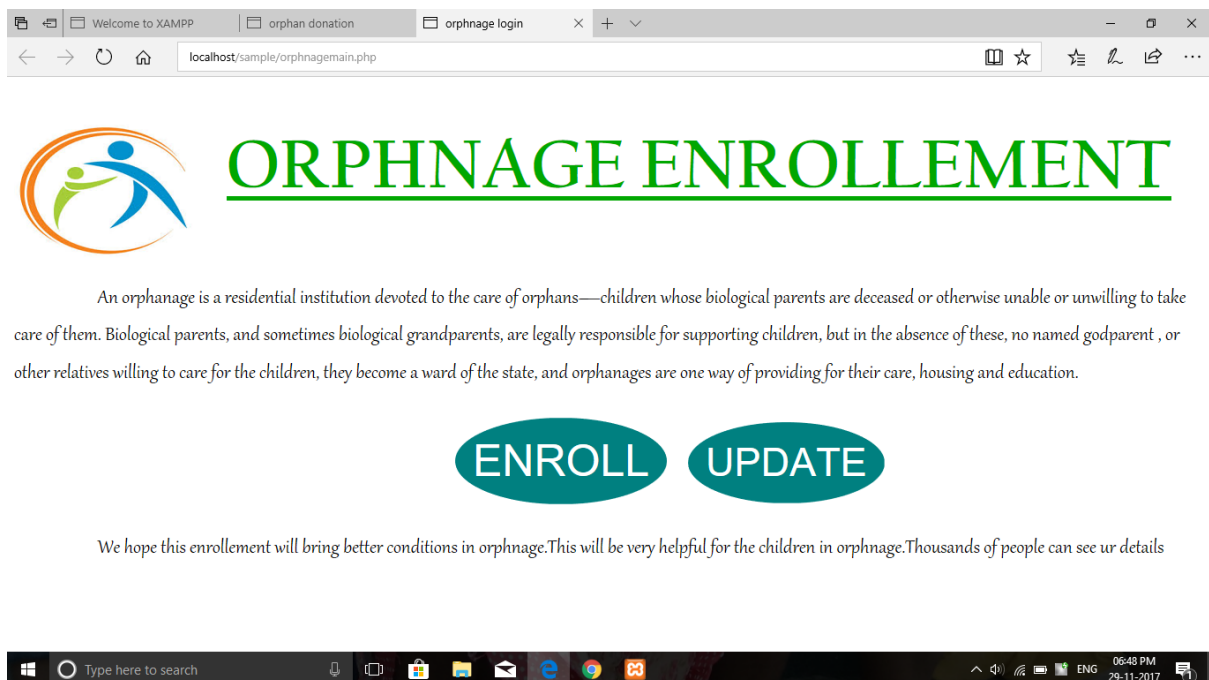
Fig.8.6. Orphanage Enrollment page

Fig.8.6.1 when Enroll is selected

Fig.8.6.2. Orphanage Enrollment Page when enrolled successfully.
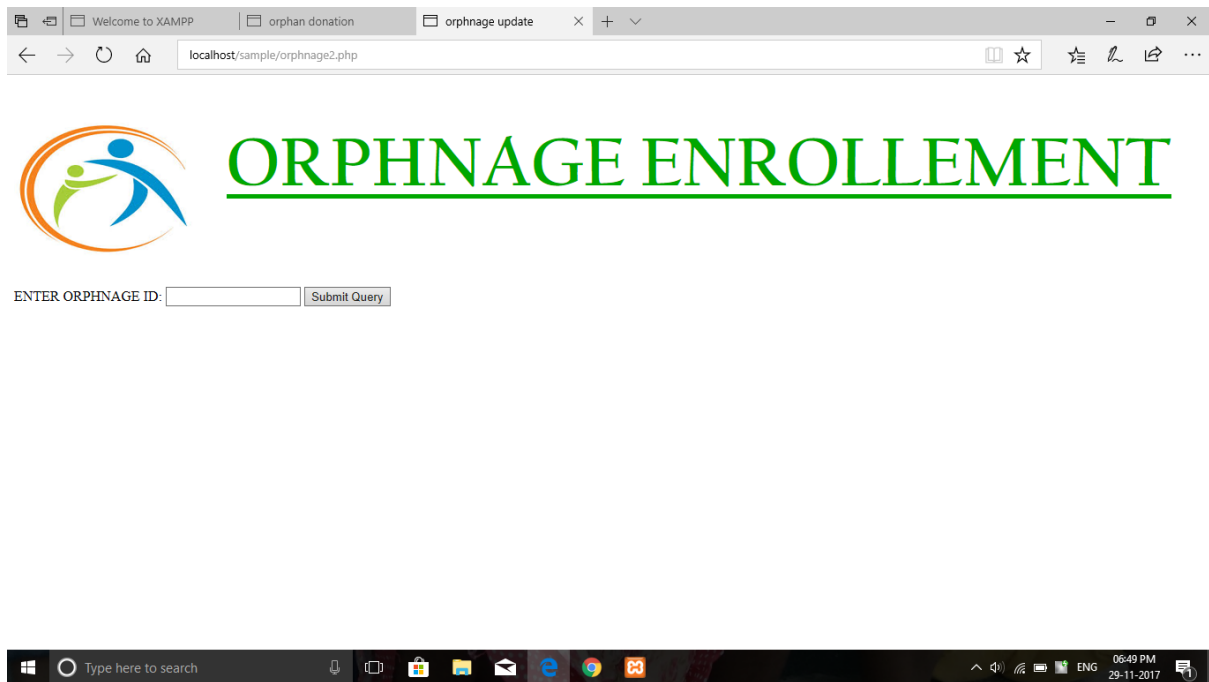
Fig.8.6.3. Orphanage Enrollment when Update is selected
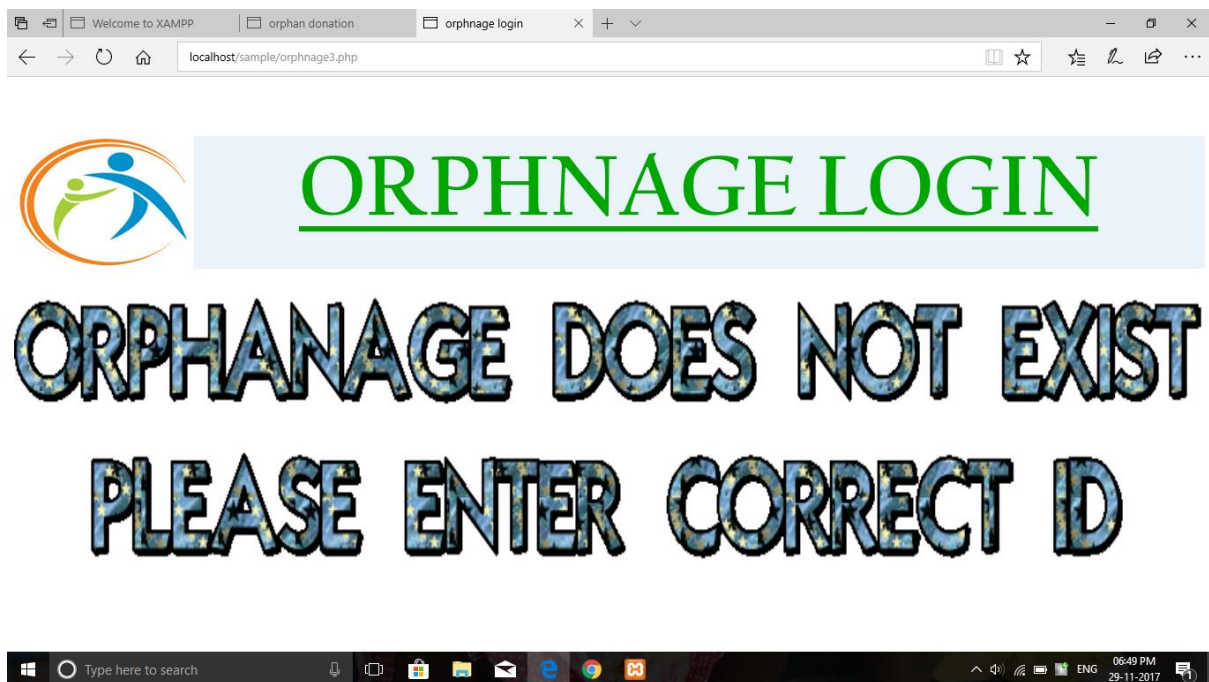
Fig.8.6.4. When invalid Orphanage Id is entered
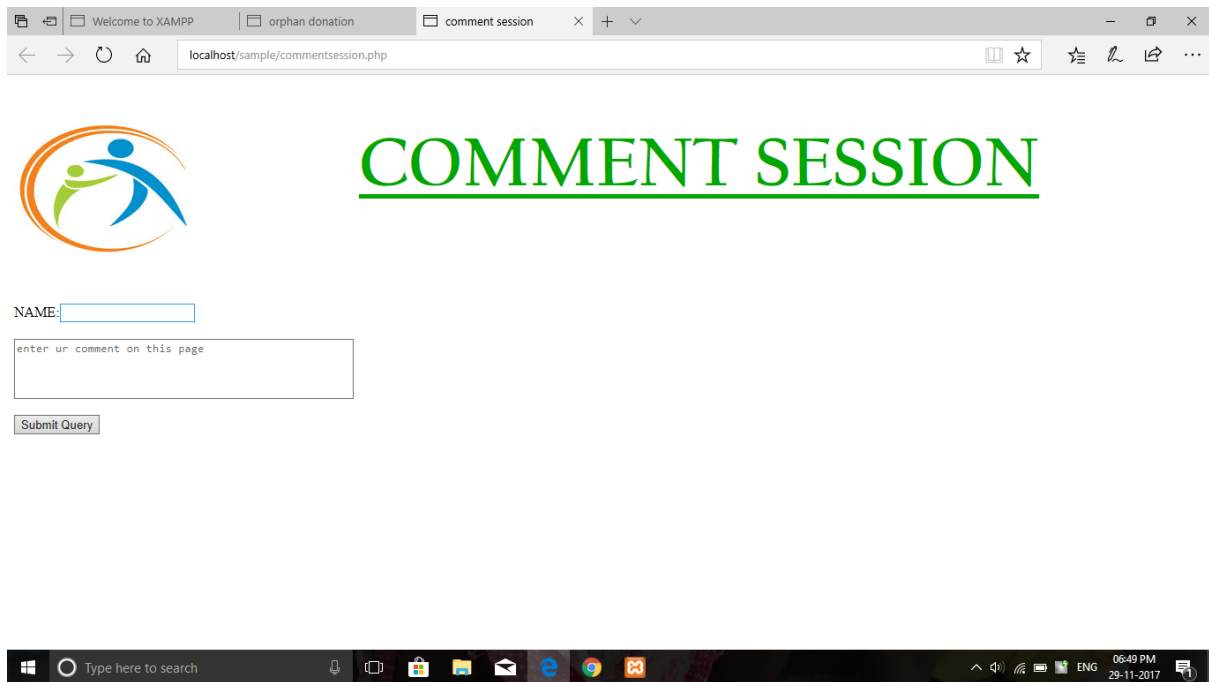
Fig.8.7.Comment Session page
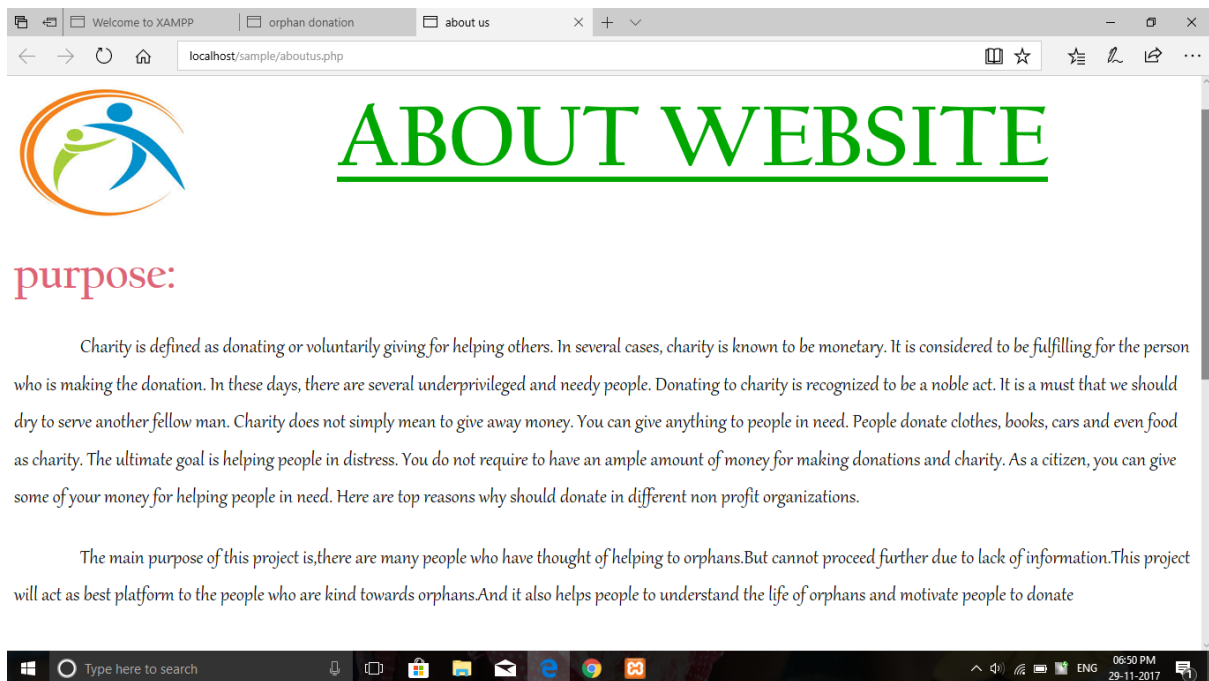
Fig.8.8.About Us page
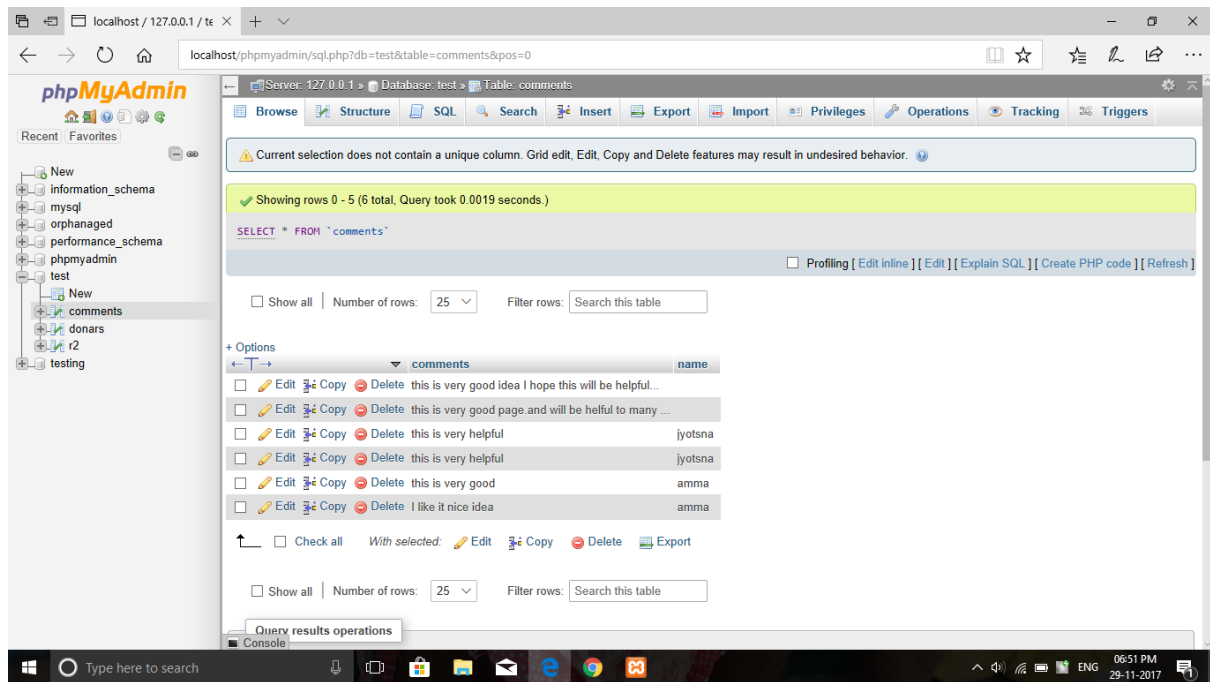
Fig.8.9.Data Base of Comment Session
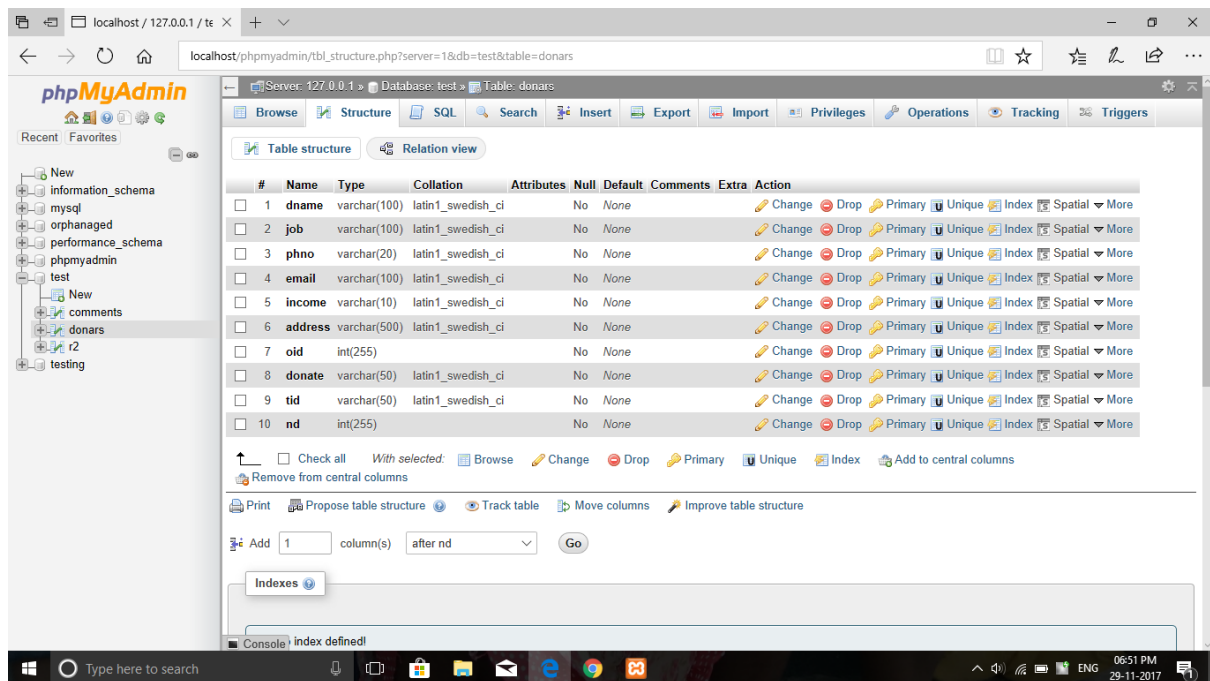
Fig.8.10. Data Base of Donors

Fig.8.11.Data Base of Orphanages

9. Conclusion

Every individual on the Earth get their happiness and Sadness   because of their   fruits of action. We Strongly   believe   Orphans are the only people who suffer a lot because of others misdeeds.

We hope this would help them a lot in changing their lives from darkness to bright sun shine. We hardly wish this idea would come true.

10. Future work

The project we implemented is just a prototype of a great idea which changes the life of Orphans

- An App come Website should be globalized for this prototype model under Government guidance like IRCTC etc ,.
- There should be an Organization to implement this website which adds more modules to the project.

Ex :If donor want to donate he have to see all the orphanages and then he have to donate. If organization acts as an interface between donor and orphanage then donor can directly donate to organization and organization will search for the orphanage which really needs that and gives to that.