COLLEGE OF APPLIED SCIENCE

MANJESHWARAM, KUMBLA

Managed by Institute of Human Resource Development Affiliated to Kannur University

PROJECT REPORT

ON

“WE CARE”

SUBMITTED BY

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UNDER THE GUIDENCE OF

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DEPARTMENT OF COMPUTER SCIENCE

CAS MANJESHWARAM

2019-2022

COLLEGE OF APPLIED SCIENCE

MANJESHWARAM, KUMBLA

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CERTIFICATE

This is to certify that the project work entitled

WE CARE

Is a bonafied record of the major project done by

KADEEJATH SALAHA
CM19CCSR06

In partial fulfillment of the requirements for the award of B.ScDegree in Computer Science from the university of Kannur.

Project Coordinator **External Examiner**

Head of the Department

DECLARATION

I hereby that the project work entitled "**We Care**", submitted in fulfillment for the requirement for the award of the B. Sc Computer Science is a report of the original work done by during the period of study in **College Of Applied Science Kumbla** as center under the guidance of **Mrs. Sabitha K V** and supervision of **Mr.Praveen**, **Ms.Sreeshma, Ms.Nayana** project leaders of **TEQUEVIA TECHNOLOGIES KANHANGAD.**

Place :Kumbla

Date: Kadeejath Salaha

ACKNOWLEDGEMENT

I express my humble thanks to almighty, for the kind grace showed me to complete the project successful. I would like to acknowledge the assistance and contribution of those who aided in successful completion of this project.

I have pleasure to acknowledge my deep sense of gratitude to **Mrs. Nalini K V** Principal CAS Manjeshwaram, **Mrs. Sabitha K V** Head of the Department, **Mrs. Sabitha K V** Lecturer and all other teachers for the whole or some guidance and support in completing our project.

I also thank **Mr. Praveen, Ms.Sreeshma, Ms.Nayana** their support, advice and timely help for the success of this project. I want to thank my friends and others including my parents of their help and co-operation for the success of this project.

My love and gratitude go once again to all those who supported as for the success of my project.

ABSTRACT

We Care provide a simple and efficient donation mechanism where users can needy request to donation as interested donors can make shared donation to the cause of their choice. By using online charity platform in which contribution can be made by broadening the base of givers to Indian cause, by effective and efficient use of technology and resources. The system provides for people the option to register name, email, and address and password.

Now a day there is lot of websites with the name related charity but there are no sites provide donation of used or un used medical or palliative equipments. In an effective manner here is a scope of our system. Through system the registered user can needy request to donation. Using this website, the donor gets a platform to donate anything they want to donate.

The following modules are associated with the proposed system:

1. Admin
2. User
3. Donor
4. Hospital
5. Doctor
6. Volunteer

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1.INTRODUCTION

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INTRODUCTION

INTRODUCTION

Many charities consider social media to be an important channel to deliver on their communications and fund rising goals. Some use social media to deliver services. However, few incorporate social media as a core strategy to capitalize on its interactive opportunity to engage with new communities at least not yet. **We Care** is an online donation platform to being together those who want to request and those who are committed to give in social sector .Donation to charity is not new to India. It has been in existence since ages in the Indian society where people use to give offering to their local religions entities which it urn utilize the donation for up life to poor and needy in the society.

We Care provide a simple and efficient donation mechanism where users can needy request to donation as interested donors can make shared donation to the cause of their choice. By using online charity platform in which contribution can be made by broadening the base of givers to Indian cause, by effective and efficient use of technology and resources. The system provides for people the option to register name, email, and address and password. People can confirm password. The system has in build validation system to validate entered data.

PROJECT OVERVIEW

Now a day there is lot of websites with the name related charity but there are no sites provide donation of used or un used medical or palliative equipments. In an effective manner here is a scope of our system. Through system the registered user can needy request to donation. Using this website, the donor gets a platform to donate anything they want to donate.

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NEED FOR THE SYSTEM

The major objectives of the computerization in any field are to make man’s job easier. The ability of computer to store data and retrieve the stored data quickly has made in an effective tool. The objective of computerizing the organization is to store data there by storing the space for files, receiving of required data, printing forms, etc…

The main features of We Care System are mentioned below:

- We can reduce human work.
- Timely registration process.
- It reduces cost.
- It reduces errors.
- Highly secured
- It easy to donate
- It can save time.
- Access documents easily.

MODEL

Waterfall Model is used to develop this application with object oriented concepts. The waterfall model is another iterative model that has been proposed. As the name suggests, the activities in this model can be organized like a waterfall that has many cycles. The waterfall model is a classical model used in system development life cycle to create a system with a linear and sequential approach. It is termed as waterfall because the model develops systematically from one phase to another in a downward fashion. This model is divided into different phases and the output of one phase is used as the input of the next phase. Every phase has to be completed before the next phase starts and there is no overlapping of the phases.

There are five phases in waterfall model, they are:

- Requirement analysis and specification
- Design
- Implementation and unit testing
- Integration and system testing
- Operation and maintenance.

SYSTEM ANALYSIS

INTRODUCTION

System design provides an understanding of the procedural details, necessary implementing the system recommended in the feasibility study. Basically it is all about the creation of a new system. This is a critical phase since it decides the quality of the system and has a major impact on the testing and implementing phases. System design consists of three major steps.

- Drawing of the expanded system data flow charts to identify processing function required.
- The allocation of the equipment and the website to be used.
- The identification of the test requirements for the system.

Characters of design

- A design exhibit a hierarchical organization that makes intelligent use of control among of the software. A design should be modular.
- A design should contain distinct and separable representation of data and procedure.
- A design should lead to interface that reduce the complexity of the connection between modules and with the external environment.

METHOD OF ANALYSIS

The first step of designing a system is to identify the drawbacks in the existing systems. The working of the existing system is to examine and study for this purpose. One must know what information is to be gathered, where to find it and how to make it use. Data are gathered and checked for completeness and accuracy. Analysis of data involve identification of the component of the system and their inter relationship and identify the strength and weakness of the system are part of their process. The tools for gathering information are,

- Interviews
- Phone conversation

EXISTING SYSTEM

In the existing system, it seems very difficult in finding out who is needy and who is ready to donate. There are people interested in charity, but they struggle in finding out a medium for proper donations. And it’s difficult to donate the things which is useful to palliative equipments etc.

PROPOSED SYSTEM

The proposed system has many advantages than existing system. Proposed **WeCare** is a web based software. We are not mainly aiming the donation of fund but also to donate the unwanted things which may useful to palliative patients. Our system has four types of users, they are admin, common users, donors, volunteers. Admin is responsible for updating and maintaining system

1. We can reduce human work.
2. It is easy to search.
3. Paperless Student Attendance
4. It can save time.
5. It executed properly
6. System is used to make things simple and less time consuming

REQUIREMENTS

System definition is the stage in the development in the system that identifies functional specification which provides an understanding in translating the customer requirements into identifiable functions. The output is the functional specification documents specifies general factors like external interface , evolution or growth path of the system , functional requirements , user characteristics and assumptions , dependencies risk associated with the system. In addition certain common consideration like external interface performance , performance requirement attribute such as availability and additional requirements are specified.

HARDWARE SPECIFICATION

The selection of hardware configuration is a important task related to the software development. Insufficient Random Access Memory may adversely affect the speed and efficiency of the entire system. The processor should be powerful to handle the entire operation. The hard-disk should have sufficient capacity to store the file and applications.

SOFTWARE REQUIREMENTS

Front End: HTML, CSS, Bootstrap 4, JavaScript

Back End: Python 3.8 flask

Database : MySQL

Platform: Windows, mac or ubuntu

Server Side Scripting: Python

HARDWARE REQUIREMENTS

Microprocessor: Intel CORE i3 or more

Clock Speed: 1.3 GHZ

RAM: 4 GB or more

Hard Disk: 500 GB or more

Keyboard: Standard keyboard

Mouse: Standard mouse

Connectivity: LAN

FUNCTIONAL DESCRIPTION

The project is mainly divided into three modules.

1. Admin
2. User
3. Donor
4. Hospital
5. Doctor
6. Volunteer

➢ Admin:

This is one of the major modules in this project. This module consist of the following.

Login: Admin can login this system

Add Hospital: Admin can add hospital

View Hospital: Admin can view hospital

Manage Hospital: Admin can remove hospital

Add Volunteer: Admin can add volunteer

View Volunteer: Admin can view volunteer

Manage Volunteer: Admin can delete volunteer

Manage User: Admin can remove volunteer

View Donors: Admin can view donor

View User Request: Admin can view user request

Manage User Request: Admin can manage user request

Add Donation request: Admin can add donation request to donar

View Donation Request: Admin can view donation request

Allocate Donation: Admin can allocate donation to needy users

View Complaint against doctor: Admin can view complains against doctors

View Normal Complaint: Admin can view normal complaints

Reply Complaint: Admin can reply normal complaints

View Feedback: Admin can view feedback

Add Notification: Admin can add notification

View Notification: Admin can view notification

Manage Notification: Admin can delete notification

View Doctor: Admin can view doctors

➢ <u>User</u>

It is an important module in this project. This module consist of the following.

Registration: User can use the web application user must register first by adding basic details such as name, email, phone number, user details, etc

Login: user can login through this system by using username and password

Add Donation Request: User can add donations

View donation: User can view donations

View Confirmation: User can view donation confirmation

Delete Request: User can delete donation request

View Blood Request: User can view blood request

View Doctor Details: User can view doctor details

Add appointment: User can add appointment

View Appointment Confirmation: User can view appointment confirmation

Cancel Appointment: User can cancel appointment

Add Complaints Against doctor: User can add complaints against doctor

View Notification: user can view notification

Add Question: user can ask question to doctors

Edit Profile: In this page a user can update his details when it changes. He can change username , password etc with the help of this page.

➢ Donor:

It is an important module in this project. This module consist of the following.

Registration: Donor can use the web application user must register first by adding basic details such as name, email, phone number, donar details, etc

Login: Donor can login through this system by using username and password

View Donation Request: Donor can view donation request

Add donation: Donor can add donations

Add Feedback: Donor can add feedback

View Notification: Donor can view notification

➢ Hospital:

It is an important module in this project. This module consist of the following.

Login: Hospital can login through this system by using username and password

Add Doctor: hospital can add doctors

View Doctor: Hospital can view doctors

Manage Doctor: Hospital can manage doctor

View Complaint Against Doctor: Hospital can view complaint against doctor

Add Blood Request: Hospital can add blood request

Notify Donor: Hospital can notify donor

View Respond: Hospital can view responds

➢ Doctor:

This is one of the important module in this project. This module consist of the following.

Login: Doctor can login through this system by using username and password

View Appointment: Doctor can view appointment

Schedule Appointment: Doctor can add schedule appointment

View Complaint: Doctor can view complaints

View Question: Doctor can view questions

Post Respond: Doctor can post responds to questions

Add Feedback: Doctor can add feedback.

View Notification: Public can view notification

➢ Volunteer:

This is one of the important module in this project. This module consist of the following.

Login: Volunteer can login through this system by using username and password

View Accept Request: Volunteer can view donation request accepted

Confirm request: Volunteer can add confirmation request

View Complaint: Volunteer can view complaints

View Blood Request: Volunteer can view blood request

View Donation Allocation: Volunteer can view donation allocation

Manage Donation Allocation: Volunteer can accept or reject donation allocations

View Notification: Volunteer can view notification

Add Feedback: Volunteer can add feedback

FEASIBILITY STUDY

Here are three feasibility studies needed for the system. They are

- Behavioral Feasibility Study
- Technical Feasibility study
- Economic Feasibility Study

ECONOMIAL FEASIBILITY STUDY

Economic analysis is the most frequently used method for evaluating the effectiveness of a candidate system. It is more commonly known as cost benefit analysis , the procedure to determine the benefits and saving that are expected from a candidate system and compare them with costs. If the benefits outweigh cost then a decision is made to design and implement the system. Otherwise make alteration in the proposed system.

BEHAVIOURAL FEASIBILITY STUDY

People are inherently resistant to change and computers have been known to facilitate change. An estimate should be made about the reaction of the user staff towards the development of a computerized system. Computer installation have something to do with turnover, transfers and changes in jobs status. The introduction of a candidate system requires special effort to educate, and train the staff. The candidates system was found to be technically, economically and behaviorally feasible. The system was developed user friendly, needless training and improves efficiency. Disregarding the initial expense, the candidates system was assessed to be feasible in all ways.

TECHNICAL FEASIBILITY STUDY

The assessments of technical feasibility centers on the existing system and to what extent it can support the proposed addition. This was based on an outline design of system requirements in turns of inputs ,files ,programs, procedures and staff. It involves financial considerations to accommodate technical enhancements.

ACTOR IDENTIFICATION

ACTOR

An actor is someone or something that interact with the system. An actor is he/she who uses the system. An actor exchanges information with the system. Asking certain questions as detailed below can identify the actor of the system.

IDENTIFICATION OF ACTOR

We can identify actors through a list of questionnaires. Who will use the functionality of the system:-Administrator
Who will lead support from the system and do their daily tasks:-clients Who will lead maintain and administrate the system:-Administrator With which other this system need to interact:-database
Which hardware device does the system need to handle:-No Who was interface in the result to produce by the system:-Client The actor of the system is administrator

SYSTEM DESIGN

INTRODUCTION

System design provide an understanding of the procedural details , necessary Implementing of the system recommended in the feasibility study. Basically it is all about the creation of a new system. This is a critical phase since it decides the quality of the system and has a major impact on the testing and implementation phase.

System design consists of three major steps.

Drawing of the expanded system data flow charts to identify all the processing functions required.

The allocation of the equipment and the software to be used. The identification of the test requirements for the system.

Characteristics of design

A design should exhibit a hierarchical organization that make intelligent use of control among component of the software.

A design should be modular that is , the software should be logical.

A design should contain distinct and separable representation of data and procedure.

A design should lead to interface that reduce the complexity of the connection between modules and with the external environment.

TABLE DESIGN

DB design is required to manage large bodies of information. The management of data involves both the definition of the structure of storage of information and provisions of mechanism for the manipulation of information. For developing an efficient database certain conditions have to be fulfilled such as:

Control redundancy Ease of use

Data independence Accuracy and integrity

There are five major steps in design process:

Identify table and relationship

Identify the data that is needed for each table and relationship Resolve the relationship

Verify the design Implement the design

Table name: Login
Primary key: lid
Description: This table is used to store the user name and password.

Fieldname	**Data type**	**Constraints**	**Description**
login_id	int	Primary key	Serialid
username	Varchar(45)	Not Null	Username
password	Varchar(45)	Not Null	Password
type	Varchar(45)	Not Null	Type of the user
createdon	datetime	Not Null	

Table name: hospital Registration
Primary key: hospital_id
Foreign key: lid
Description: This table shows hospital registration.

Field Name	**Data type**	**Constraints**	**Description**
hid	int	Primary key	Registration Id
hospital	varchar(45)	Not Null	Hospital name
description	varchar(45)	Not Null	Description of the hospital
phone	varchar(45)	Not Null	Mobile number
landline	varchar(45)	Not Null	Landline number
district	varchar(45)	Not Null	district
city	varchar(45)	Not Null	city
address	varchar(45)	Not Null	Address of the hospital
pincode	varchar(45)	Not Null	Pin code
email	varchar(45)	Not Null	Hospital email address
file	text	Not Null	File upload
lid	int	Foreign key	Login table id

created_on	datetime	Not Null	datetime

Table name: registration

Primary key: rid

Foreign key: lid

Description: This table shows the user and donar registration

Field Name	Data type	Constraints	Description
rid	int	Primary key	Register id
name	varchar(45)	Not Null	User name
email	varchar(45)	Not Null	Email address
phone	varchar(45)	Not Null	Phone number
dob	varchar(45)	Not Null	Date of birth
gender	varchar(45)	Not Null	gender
blood_group	varchar(15)	Not Null	Blood group
address	varchar(45)	Not Null	Address
city	varchar(45)	Not Null	City
district	varchar(45)	Not Null	District
pincode	varchar(45)	Not Null	Pin code
other_phone	varchar(45)	Not Null	Another phone number
file	text	Not Null	File upload
lid	int	Foreign key	Login table id
created_on	datetime	Not Null	Date time

Table name: doctor_reg
Primary key: did
Foreign key: rid, hid
Description: This table shows the doctor registration.

Field Name	Data type	Constraints	Description
did	int	Primary key	Doctor registration id
rid	int	Foreign key	Registration table id
hid	int	Foreign key	Hospital registration id
specialization	varchar(45)	Not Null	Specialization of the doctor
exeperience	varchar(45)	Not Null	experience
created_on	datetime	Not Null	Date time

Table name: donation
Primary key: donation_id
Foreign key: lid, nid
Description: This table store donation details

Field Name	Data type	Constraints	Description
donation_id	int	Primary key	Donation id
lid	int	Foreign key	Login table id
name	varchar(45)	Not Null	Donation product name
description	text	Not Null	Description of the product
file	text	Not Null	File upload
status	varchar(45)	Not Null	status
created_on	datetime	Not Null	Date time
nid	int	Foreign key	Needy request table id

Table name: donation_request
Primary key: drid
Foreign key: lid,did
Description: This table stores the donation request details

Field Name	Data type	Constraints	Description
drid	int	Primary key	Donation request id
lid	int	Foreign key	Login table id
did	int	Foreign key	Donation assign id
status	varchar(45)	Not Null	status
created_on	datetime	Not Null	Date and time

Table name: donation_assign
Primary key: d_id
Foreign key: drid,vid
Description: This table stores donation assigns details

Field Name	Data type	Constraints	Description
did	int	Primary key	Donation assign id
drid	int	Not Null	Donation request id
vid	int	Not Null	Login table id
created_on	datetime	Not Null	Date and time

Table name: docter_time
Primary key: tid
Foreign key: did
Description: This table stores the doctor available time

Field Name	Data type	Constraints	Description
tid	int	Primary key	Doctor time id
did	int	Not Null	Doctor registration id
day	varchar(45)	Not Null	day
from_time	datetime	Not Null	From time

created_on	datetime	Not Null	Date time
to_time	datetime	Not Null	To time
date	date	Not Null	date

Table name: needy_request

Primary key: nid

Foreign key: lid

Description: This table stores the needy request details

Field Name	Data type	Constraints	Description
nid	int	Primary key	Needy request id
lid	int	Foreign key	Login table id
name	varchar(45)	Not Null	name
description	varchar(100)	Not Null	description
status	varchar(45)	Not Null	Status
created_on	datetime	Not Null	Date time

Table name: blood_donation

Primary key: payid

Foreign key: hid

Description: This table stores the blood donation details

Field Name	Data type	Constraints	Description
bid	int	Primary key	Blood donation id
hid	int	Foreign key	Hospital registration id
blood_group	varchar(20)	Not Null	Blood group
status	varchar(45)	Not Null	Status
created_on	datetime	Not Null	Date time

Table name: appointment
Primary key: apid
Foreign key: login_id, mid, redid
Description: This table stores the appointment details

Field Name	Data type	Constraints	Description
apid	int	Primary key	Appointment id
did	int	Foreign key	Doctor registration id
lid	int	Foreign key	Login table id
status	varchar(30)	Not null	status
created_on	datetime	Not null	Date time

Table name: appointment_status
Primary key: aid
Foreign key: apid,tid
Description: This table stores the expaense details

Field Name	Data type	Constraints	Description
aid	int	Primary key	Appointment status id
apid	int	Foreign key	Appointment id
tid	int	Foreign key	Doctor time id
created_on	datetime	Not null	Date time

Table name: question
Primary key: qid
Foreign key: lid,did
Description: This table stores the leave type

Field Name	Data type	Constraints	Description
qid	int	Primary key	Question id
lid	int	Foreign key	Login table id
did	int	Foreign key	Doctor registration id
question	varchar(45)	Not null	question
reply	varchar(45)	Not null	reply

rdate	date	Not null	Reply date
created_on	datetime	Not null	Date time

Table name: notification
Primary key: nid
Description: This table stores the notifications

Field Name	Data type	Constraints	Description
nid	int	Primary key	Notification id
subject	varchar(45)	Not Null	Subject or title of the notification
content	varchar(45)	Not Null	Notication content
date	date	Not Null	date
created_on	datetime	Not Null	Date and time

Table name: complaint
Primary key: cid
Foreign key: lid,dvid
Description: This table stores the complaint of the users

Field Name	Data type	Constraints	Description
cid	int	Primary key	Notification id
lid	int	Foreign key	Login table id
dvid	int	Foreign key	Login table id
subject	varchar(45)	Not Null	Subject of the complaint
complaint	varchar(45)	Not Null	complaint
reply	varchar(45)	Not Null	reply
reply_date	date	Not Null	Reply date
created_on	datetime	Not Null	datetime

Table name: feedback

Primary key: fid

Foreign key: lid

Description: This table stores the feedback of the users

Field Name	Data type	Constraints	Description
fid	int	Primary key	Feedback id
lid	int	Not Null	Subject/ title of the feedback
subject	varchar(45)	Not Null	Content of the feedback
feedback	varchar(45)	Foreign key	Login table id
created_on	datetime	Not Null	Date and time

DFD-DATAFLOWDIAGRAM

A graphical representation is used to describe and analysis the movement of data through a system manual or automated including the processes, storing of data and delays in the system. Data flow diagrams are the central tool and the basis from which other components are developed.

The transformation data, from input to output through process may be described logically and independently of the physical components associated with the system.

They are termed logical dataflow diagrams showing the actual implementation and the movement of data between people, department and workstation. DFD is one of the most important modeling tool is used in system design. DFD shows the flow of data through different process in the system.

PURPOSE

The purpose of the system design is to create architecture for the evolving implementation and to establishing the common tactical policies that must be used by desperate elements of the system. We begin the design process as soon as we have reasonably completed model of the behaviour of the system. It is important to avoid premature designs,where in develop designs for analysis reaches closer. It is important to avoid delayed where in the organization crashes while trying to complete an unachievable analysis model.

Throughout our project, the context flow diagrams, data flow diagrams and flow charts have been extensively used to achieve the successful design of the system. In my opinion " efficient design of data flow and context flow diagram helps to design the system successfully without much major flows within the scheduled time " . This is the most complicated part in the project. In the designing process, my project took more than the activities in the software life cycle. If we design a system efficiently with all the future enhancements the project will never become junk and it will be operational.

The data flow diagrams were first developed by Larry Constantine as a way of expressing system requirements in graphical form. A data flow diagram is also known as "bubble chart" has the purpose of clarifying system requirements and identifying major transformations that will become programs in system design. It functionality decomposes the requirement specification down to the lowest level. Data FLow Diagram depicts the information flow, transformation flow and the transformations that are applied as data move from input to output. Thus DFD describes what data flows rather than how they are processed.

Data Flow Diagram is quite effective: especially when the required design is unclear and the user and analyst need a notational language for communication. It is one of the most important tools used during system analysis. It is used to model the system components such as the system process, any external entities that interact with the system and information flows in the system.

Data Flow Diagrams are made up of a number of symbols, which represents system components. Data Flow modeling method users four kinds of symbols, which used to represent four kinds of system components. There are

1.Process.

2.Data stores.

3.Data flows.

4.External entity.

PROCESS

Process shows the work of the system. Each process has one or more data inputs and procedure one or more data outputs. Processes are represented by rounded rectangles in Data Flow Diagram. Each process has a unique name and number. This name and number appears inside the rectangle that represents the process in a Data Flow Diagram.

DATA STORES

A data source is a repository of data. Processes can enter data, into a store or retrieve the data from the data store. Each data has a unique name.

DATA FLOWS

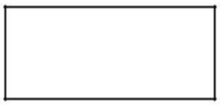
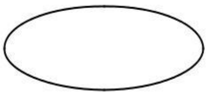
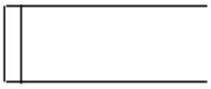
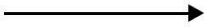
A data flow shows the passage of data in the system and is represented by lines joining system components. An arrow indicates the direction of flow and the line is labeled by name of the data flow.

EXTERNAL ENTITY

External entities are outside the system but they either supply input data into the system or use other systems output. They are entities on which the designer has control. They may be an organizations customer or other bodies with which the system interacts. External entities that use the system data are sometimes called sinks. These are represented by rectangles in the Data Flow Diagram. Four basic symbols are used to construct data flow diagram. They are symbols that represented by rectangles in the Data Flow Diagram

Four basic symbols are used to construct data flow diagrams. They are symbols that represent data source, data flows, data transformations and data storage. The points at which data are transformed by enclosed figures, usually circles, which are called nodes.

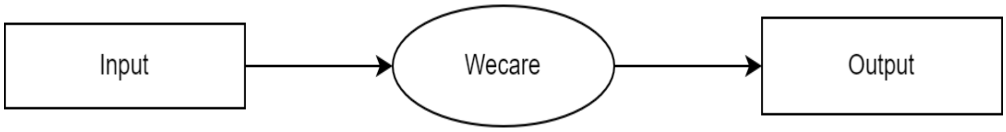
Basic data flow diagram symbols are :

	Sourceor destination of system data
	Processes
	A Database/table
	Flow of data

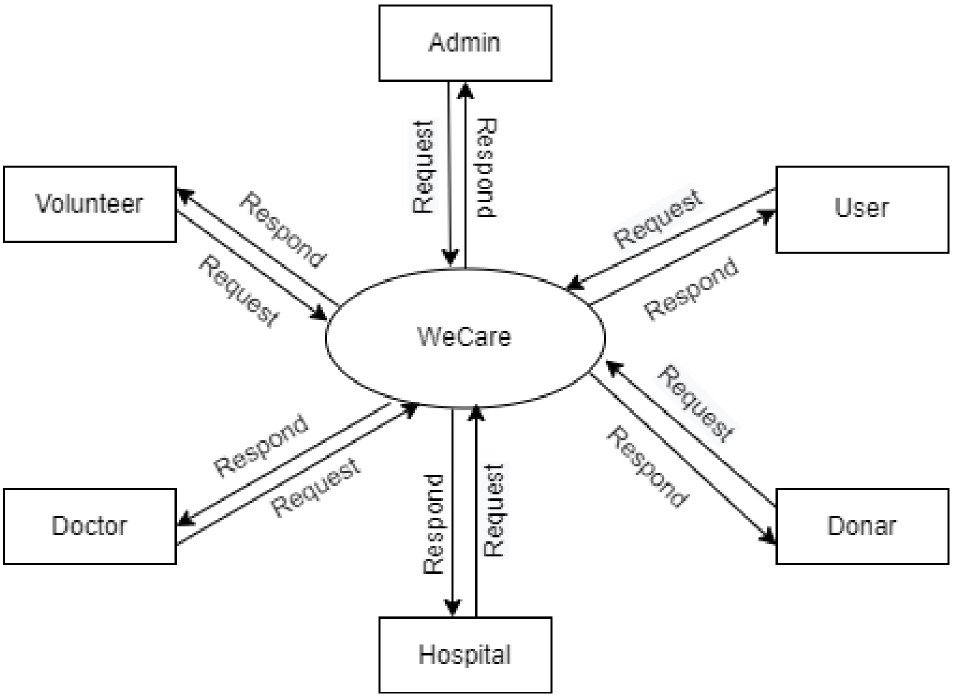
Four steps are commonly used to construct at DFD.

1. Process should be named and numbered for easy reference. Each name should be representative of the process.
2. The direction of flow is from top to bottom and left to right.
3. When a process is exploded in to lower level details they are numbered.
4. The names of data stores, sources and destinations are written in capital letters.

Level-0

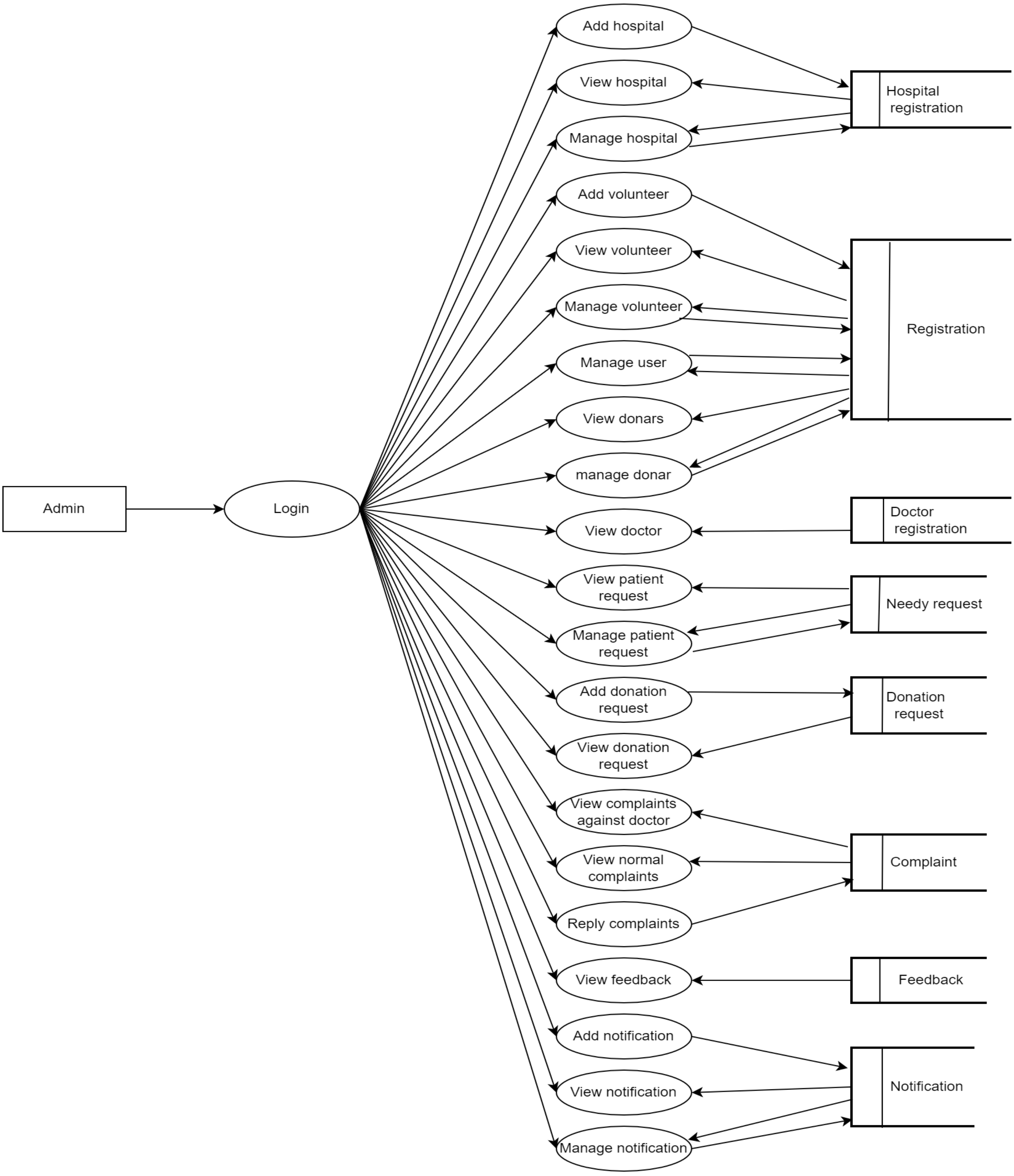


Level-1

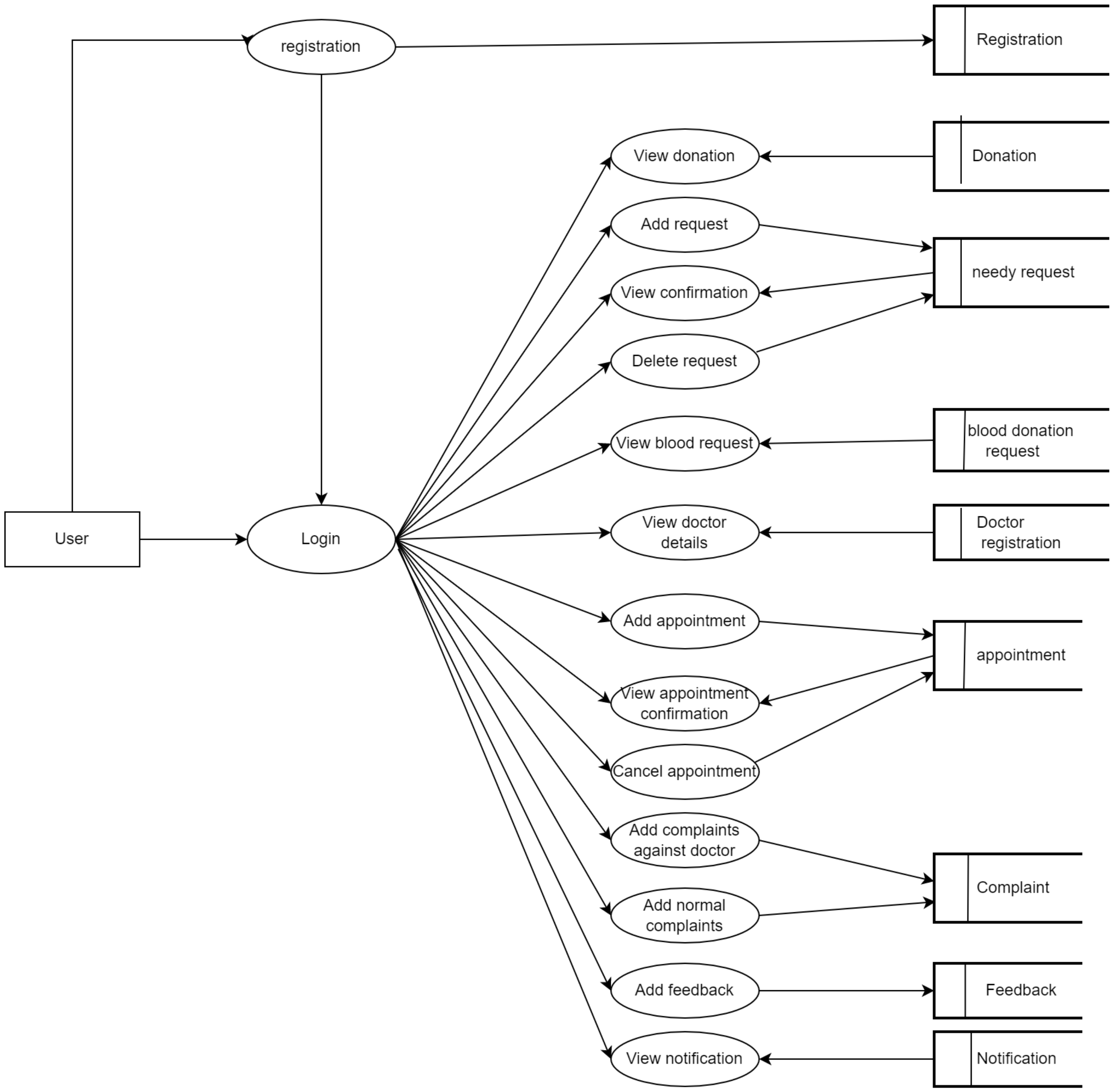


Level-2

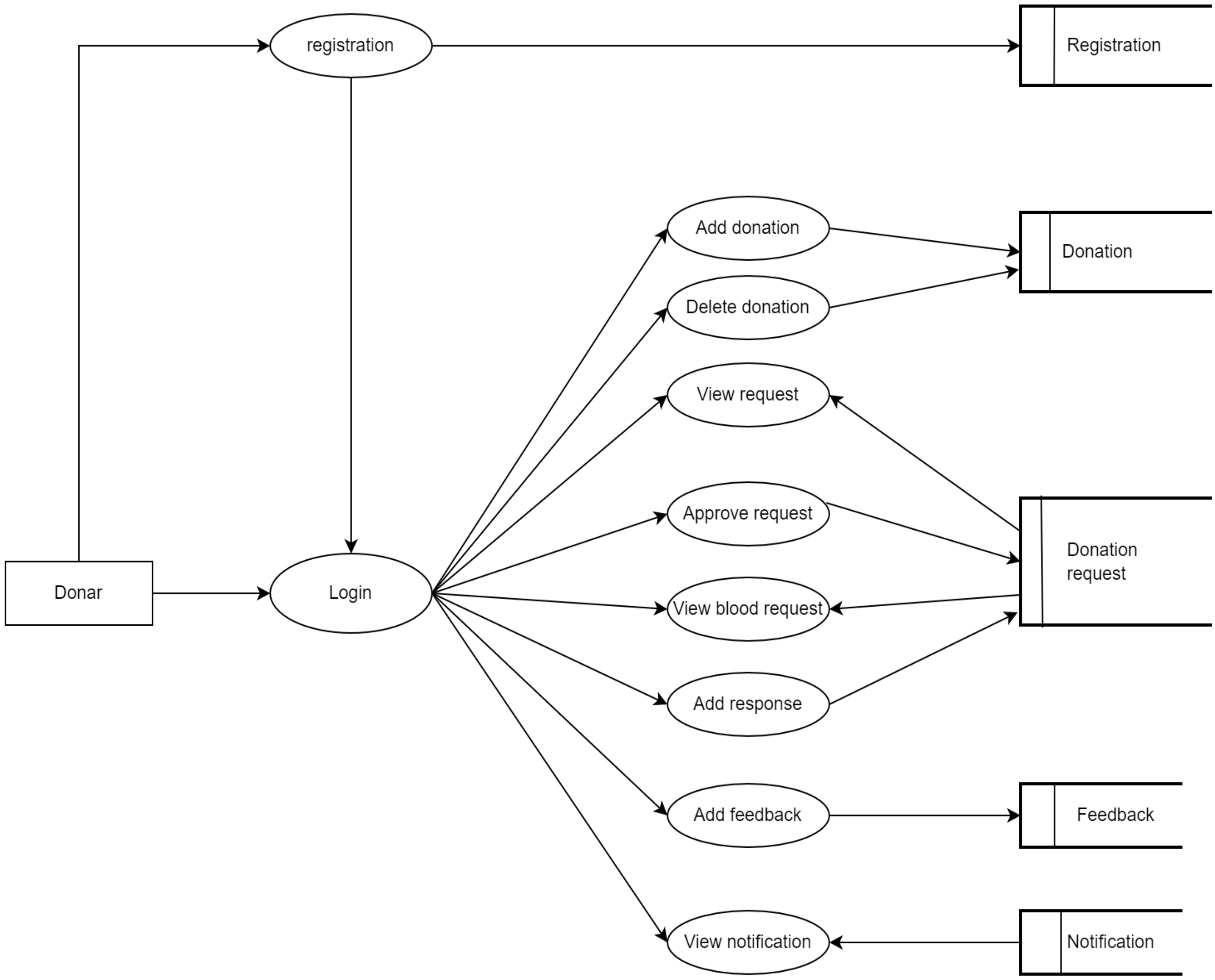
Level-2.0: Admin



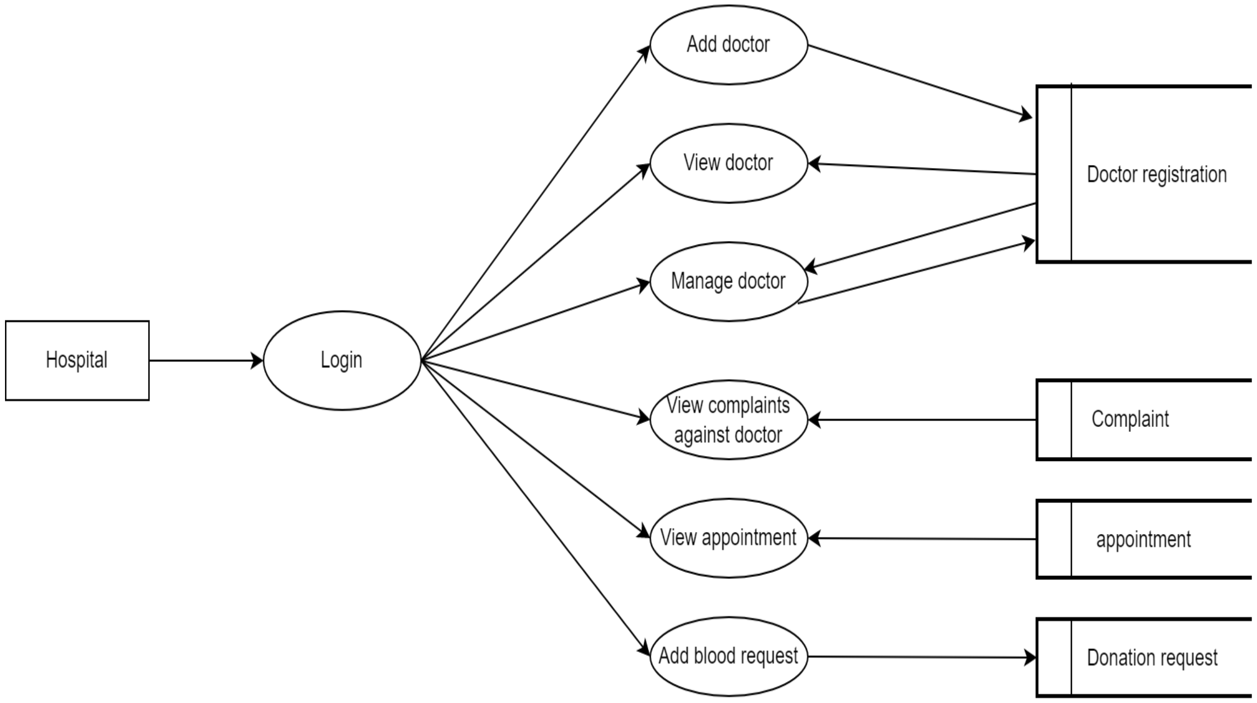
Level-2.1: User(patient)



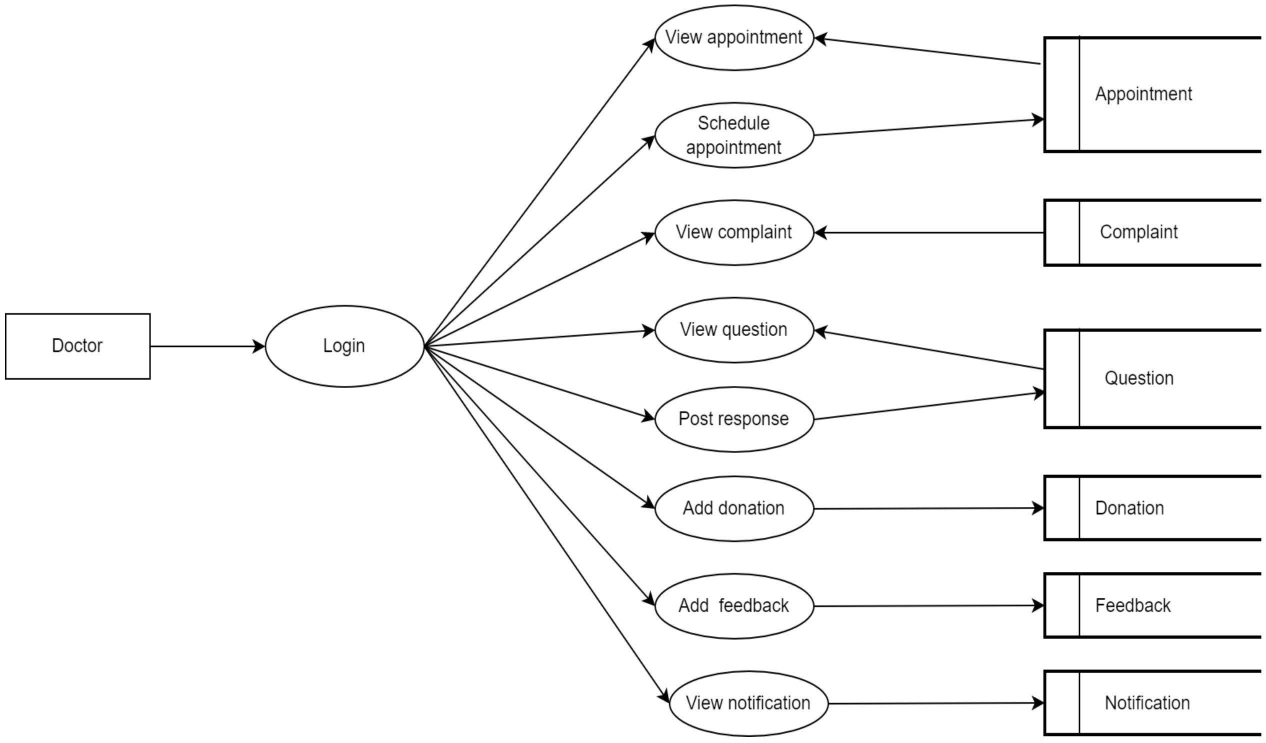
Level-2.2: Donor



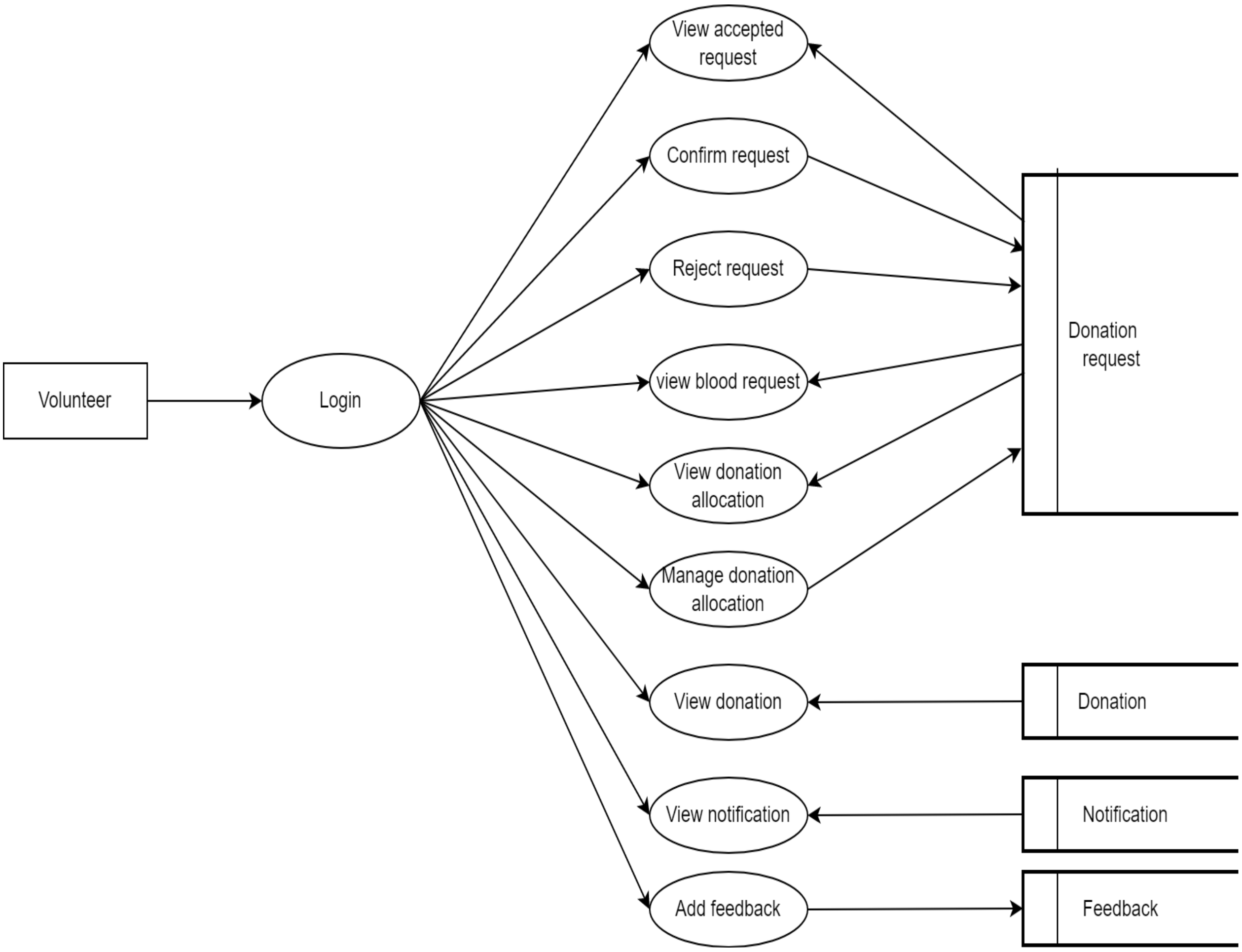
Level-2.3: Hospital



Level-2.4: Doctor



Level-2.4: Volunteer



INTERFACE DESIGN

INPUT INTERFACE

Input design is a part of overall system design, which requires very careful attention. If data going into the system is correct, then the processing and output will magnify these errors. Thus the designer has a number of clear objectives in the different stages of input design.

- To produce a cost effective method of input.
- To achieve the highest possible level of accuracy.
- To ensure that input is acceptable to and understand by the user.

OUTPUT INTERFACE

At the beginning of the output design various types of outputs such as external, internal, operational and interactive and turn around are defined. Then the format, content, location, frequency, volume and sequence of the outputs are specified. The content of the output must be defined in detail. The system analysis has two specific at this stage.

➔To interpret and communicate the results of the computer part of a system to the users in a form, which they can understand, and which meets their requirements.

➔To communicate the output design specifications to programmers in a way in which it is unambiguous, comprehensive and capable of being translated into a programming language.

SOFTWARE DESCRIPTION

WATERFALL MODEL

Waterfall Model is used to develop this application with object oriented concepts. The waterfall model is another iterative model that has been proposed. As the name suggests, the activities in this model can be organized like a waterfall that has many cycle.

The waterfall model is a classical model used in system development life cycle to create a system with a linear and sequential approach. It is termed as waterfall because the model develops systematically from one phase to another in a downward fasion. This model is divided into different phases and the output of one phase is used as the input of the next phase. Every phase has to be completed before the next phase starts and there is no overlapping of the phases.

There are five phases in waterfall model, they are:

- Requirement analysis and specification
- Design
- Implementation and unit testing
- Integration and system testing
- Operation and maintenance

BOOTSTRAP 4

Bootstrap is a free and open-source CSS framework directed at responsive, mobile first front end web development. It contains CSS and (optionally) java Script –based design templates for typography, forms, buttons, navigation and other interface components.

Bootstrap, originally named Twitter Blueprint, was developed by Mark Otto and Jacob Thornton at Twitter as a framework to encourage consistency across internal tools. Before Bootstrap, various libraries were used for interface development, which led to inconsistencies and a high maintenance burden. According to Twitter developer Mark Otto:

A super small group of developers and I got together to design and build a new internal tool and saw an opportunity to do something more. Through that process, we saw ourselves build something much more substantial than another internal tool. Months later, we ended up with an early version of Bootstrap as a way to document and share common design patterns and assets within the company.

After a few months of development by a small group, many developers at Twitter began to contribute to the project as a part of Hack Week, a hackathon-style week for the Twitter development team. It was renamed from Twitter Blueprint to Bootstrap, and released as an open source project on August 19, 2011.[5] It has continued to be maintained by Mark Otto, Jacob Thornton, and a small group of core developers, as well as a large community of contributors.

HTML

The definition of HTML is Hypertext Mark-up Language. Hypertext is the method by which you move around on the web- by clicking on special text called hyperlinks which brings you to the next page. The fact that it is hyper just means it is not linear- i.e. you can go to any place on the internet whenever you want by clicking on the links there is no set order to do things in. Mark-up is what HTML tags do to the text inside them. They mark it as a certain type of text (For example, hyperlinks). HTML is a language, as it has code words and syntax like any other language

CSS

It stands for Cascading Style Sheet. Style sheet refer to the document itself. Style sheets have used for document design for years. There are the technical specifications for a layout, whether print or online.

Print designers use style sheets to ensure that their design are printed exactly to specifications. A style sheet for a web page serves the same purpose, but with the added functionality of also telling the viewing engine (the Web Browser) how to render the document being viewed. CSS is used to style web pages. But there is more to it than that. Css is used to style XHTML and XML mark-up (including XHTML) you can use css to define how it will look.Css is also used to define how a web pages should look when viewed in other media than a web browser. For example, you can create a print style to display the webpage on a projector for a slide show

PYTHON

Python is an interpreter, high-level, general-purpose programming language. Created by Guido van Rossum and first released in 1991, Python's design philosophy emphasizes code readability with its notable use of significant whitespace. Its language constructs and object- oriented approach aim to help programmers write clear, logical code for small and large-scale projects.

Python is dynamically typed and garbage-collected. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python is often described as a "batteries included" language due to its comprehensive standard library.

Python was conceived in the late 1980s as a successor to the ABC language. Python 2.0, released in 2000, introduced features like list comprehensions and a garbage collection system capable of collecting reference cycles. Python 3.0, released in 2008, was a major revision of the language that is not completely backward-compatible, and much Python 2 code does not run unmodified on Python 3.

The Python 2 language, i.e. Python 2.7.x, was officially discontinued on 1 January 2020 (first planned for 2015) after which security patches and other improvements will not be released for it.[30][31] With Python 2's end-of-life, only Python 3.5.x[32] and later are supported.

Python interpreters are available for many operating systems. A global community of programmers develops and maintains CPython, an open source[33] reference implementation. A non-profit organization, the Python Software Foundation, manages and directs resources for Python and CPython development.

FLASK

Flask is a micro web framework written in Python. It is classified as a micro framework because it does not require particular tools or libraries.[3] It has no database abstraction layer, form validation, or any other components where pre-existing third-party libraries provide common functions. However, Flask supports extensions that can add application features as if they were implemented in Flask itself. Extensions exist for object-relational mappers, form validation, upload handling, various open authentication technologies and several common framework related tools. Extensions are updated far more frequently than the core Flask program.[4] Applications that use the Flask framework include Interest and LinkedIn.

MYSQL

MySQL is an open-source relational database management system (RDBMS). Its name is a combination of “My”, the name of co-founders Michael Widenius's daughter, and "SQL", the abbreviation for Structured Query Language.

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation). In 2010, when Oracle acquired Sun, Widenius forked the open- source MySQL project to create MariaDB.

MySQL is a component of the LAMP web application software stack (and others), which is an acronym for Linux, Apache, MySQL, Perl/PHP/Python. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Facebook, Flickr, MediaWiki, Twitter and YouTube.

MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyzer. MySQL works on many system platforms, including AIX, BSDi, FreeBSD, HP-UX, eComStation, i5/OS, IRIX, Linux, macOS, Microsoft Windows, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Symbian, SunOS, SCO OpenServer, SCO UnixWare, Sanos and Tru64. A port of MySQL to OpenVMS also exists.

The MySQL server software itself and the client libraries use dual-licensing distribution. They are offered under GPL version 2 or a proprietary license.

Support can be obtained from the official manual. Free support additionally is available in different IRC channels and forums. Oracle offers paid support via its MySQL Enterprise products. They differ in the scope of services and in price. Additionally, a number of third party organizations exist to provide support and services, including MariaDB and Percona.

MySQL has received positive reviews, and reviewers noticed it "performs extremely well in the average case" and that the "developer interfaces are there, and the documentation (not to mention feedback in the real world via Web sites and the like) is very, very good”. It has also been tested to be a "fast, stable and true multi-user, multi-threaded sql database server".

TESTING

TESTING AND EVALUATION

Testing is a process of executing program with the intent of finding an error. Software testing is a critical element of software quality assurance and the ultimate review or specification , design and coding. Testing includes verification of the basic logic of each program and verification that the entire system works properly. Testing demonstrates that software functions appear to be working according to specification. In addition, data collected as testing conducted provide a good indication of software quality as a while. The debugging process is the most unpredictable part of testing process.

Testing begins at the module level and works towards the integration of the entire computer based system testing and debugging are different activities, during the development and modification of the software. There are two types of verifications but any testing includes debugging strategy for software testing must accommodate low level tests that are necessary to verify that a small source code segment has been currently implemented as well as high level tests that validate major system function, against customer requirements. No testing is complete without verification and validation part.

The goals of verification and validation activities are to access and improve the quality of work products generated, they are lifecycle verification and formal verification. Life Cycle verification is the process of determining the degree to which the products of the given phase of the development cycle fulfill the specification established during the prior process. Formal verification is the rigorous mathematical demonstration that source code confirm to its specifications. Validation is a process of evaluating software at the end of the software development process to determine completion with the requirements

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and code generation. The primary objectives, when we test software are the following:

➔ Testing is a process of exceeding with the intent of finding an error.
➔ A good test is one that has a high probability of finding an undiscovered error.
➔ A successful test is one uncover undiscovered errors.

Automated testing is performed at four different levels:

- unit testing.
- Integration testing.
- System testing.
- Acceptance testing.

UNIT TESTING

Unit testing comprises the set of tests performed by an individual programmer prior to the integration of the system. Testing removes residual bugs and improves the reliability of the system. Testing allows the developer to find out the design faults if any, and enable correction if needed. Exhaustive unit testing has to be carried out to ensure the validity of the data. In order to successfully test the entire package, unit test is carried out. Each module was tested as when it was developed. Thus it proved easier to conduct minute testing operation and correct them then and there.

INTEGRATING TESTING

Bottom - up integration is the traditional strategy used to integrate the component of software system into a functional whole. Bottom - Up integration consists of unit testing, followed by subsystem testing and followed by testing of entire system. Unit testing has the goal of discovering the errors in the individual parts of the system

Parts are tested in isolation from one another in an artificial environment known as " Test Harness ", which consists of driver of programs and data necessary to exercise the modules unit testing should be as exhaustive as possible to entire that each representative case handled by each module has been tested. Unit testing is eased by a system structure that is composed of small loosely coupled modules.

A subsystem consists of several modules that communicate with each other through well-defined interfaces. Normally, subsystem implements a major segment of the total system the primary purpose of the subsystem is to verify operation of the interfaces between two modules in the subsystem. Both control and data interfaces must be rested. Large software system may require several levels of subsystems. Lower level subsystems are successively combined to form higher level subsystems. In most software systems, exhaustive testing of subsystem capabilities is not feasible due to the combination complexity of the module interface. Therefore, test cases must be carefully chosen to exercise the interface in the desired, manner.

ACCEPTANCE TESTING

Acceptance testing involves planning and execution of functional tests, performance tests and stress tests in order to demonstrate that the implemented system satisfies its requirements. It is not to unusual for two sets of acceptance test to be run, those developed by the quality group and those developed by the customer. In addition to the functional and performance tests, stress tests are performed to determine the limitation of the system. For example, a compiler might be tested to determine the effect of the symbol table overview, or real-time system might be tested to determine the effect of simultaneous arrival of numerous high priorities interrupts.

SYSTEM TESTING

System testing is similar to integration testing, but instead of integrating modules into programs for testing, programs in a system. System testing can be defined in many ways, but a simple definition is that validation succeeds when the software functions in a manner that can be reasonably excepted by the customer.

TESTING STRATEGIES

A strategy for software testing integrated software test case design method in to a well planned series of steps that results in the successful construction of the software. The strategy provides a road map that describes the step to be conducted as part of testing, when these steps are planned and then undertaken, and how much effort, time and resources will be required. Therefore any testing strategy must incorporate test planning, test case, design, test execution, resultant data collection and evaluation. A software testing strategy should be flexible enough to promote reasonable planning and management tracking as the project progress. The general characteristics of software testing strategies are

◆ Testing begins at the component level and works " outward " toward the integration of the entire computer system.

◆ Different testing techniques are appropriate at different point in time.

A strategy for software testing must accommodate low-level tests that are necessary to verify that a small source code segment has been correctly implemented as well as high-level tests that validate major system functions against customer requirements. A strategy must provide guidance for the practitioner and set of mile stones for the manager. Because the step on the test strategy occurs at a time when deadline pressure begins to rise, progress must be measurable and problem must surface as early as possible.

The software teams approach to testing is defining a plan that describes an overall strategy and a procedure that defines specific testing steps and test that will be conducted. In the proposed system, if the administrator makes any attempt to login to the application without entering his password, then the system will not allow the user to login to the application.

TESTING TECHNIQUES

The various testing techniques are given below.

WHITE BOX TESTING

White-box testing also called a glass box testing, is a test case design method that goes to the control structure of a procedural design to derive test case . Using white-box testing methods, the software engineer can derive test cases that

- Guarantee that all independent paths within a module have been exercised at least once.
- Exercised all logical decisions on their true and false sides.
- Execute all loops at their boundaries and within their optional bounds.
- Exercise internal data structure to ensure their validity.

White-box testing was successfully conducted on our system. All independent paths with in a module have been exercised on their true and false sides.

Black - Box Testing

Black - box testing also called behavioural testing, focuses on the functional requirements of the software. It is complementary approach that is likely to uncover different classes of errors than white -box methods.

Black - Box testing attempts to find errors in the following categories.

- ◆ Incorrect or missing functions.
- ◆ Inter face errors.
- ◆ Errors on the data structure or external database access.
- ◆ Behaviour or performance errors.
- ◆ Initialization and termination errors.

Black - Box testing was successfully conducted on our system. The system was divided into a number of modules and testing was conducted on each module. We have tested the system for incorrect or missing functions and interface errors. Performance errors and the flow of information between ensuring interface

FUTURE ENHANCEMENT

FUTURE ENHANCEMENT

Enhancement is an important aspect in the software development life cycle. Software product enhancement may involve providing new functional capabilities, improving user end displays and mode of interaction of the system.

The future enhancement of the application is additional functionalities that can be added after the deployment of the application. At this point, our software support interacts with the people more effectively. The software can be enhanced in the future to give much more functionality which have been not yet included. Now a day there is a lot of websites and applications with the name related charity but there are no sites for donation of dress, food and blood etc. In an effective manner here is a scope of our application. Through this application the registered user can donate what he/she likes to the deserved people or to any charity organization. In our system, a person can create events and post talks and comment on it. Using this app, the user gets a platform to donate anything they want to donate

IMPLEMENTATION

IMPLEMENTATION

The implementation phase is less reactive. It is primarily concerned with user training , site preparation and file conversion . It is also tests the users acceptance.

After the completion of project it is aimed to implement or install the system in the company. Prior to the implementation site preparation are made. It includes the assurance of hard and software‟s that have already met. After the new system is implemented then checks for the readiness and accuracy of the system to access, update and retrieve data from new files. Once the programs become available, test data are read into the comport and processed against the files provided for testing. If successful, the programs are run with „live data‟. Thus the data‟s that the company want to keep in the new system are entered, processed and verified the output. Otherwise, a diagnostic procedure is used to locate and corrects errors in the program. Major activities in implementation stages are:

User training

While computer programs are being developed and tested, the analyst will start familiarizing users with procedures to be used in the new system. The data entry operators must be trained to enter data from the source documents and the correct errors.

Implementation procedure

Implementation phase is to last phase regarding any system development, before any system is implemented. Various tests are performed the system is reviewed thoroughly. The changeover selects is used to change the existing system to the new proposed system. In this phase, the system enters the operation and routine maintenance stage.

Operational documentation

This system is developed in such a way that the existing system facilities are enough for implementation. The hardware facilities are sufficient enough to implement the developed system.

SYSTEM MAINTENANCE

SYSTEM MAINTENANCE

Software Development has many phases. These phases include requirements Engineering, Architecting, design, implementation, testing, software deployment and maintenance. Maintenance is the last stage of software life cycle. After the product has been released, the maintenance phase keeps the software up to date with environment changes and changing user requirements. The earlier phases should be done so that the product is easily maintainable. The design phase should plan the structure in a way that can be easily altered. Similarly, the software maintenance is the modification of a software product after delivery to correct faults, to improve performance or other attributes, or to adapt the product to a modified environment implementation phase should create code that can easily read, understood, and changed. Maintenance can only happen efficiently if the earlier phases are done properly.

There are four major problems that can slow down the maintenance process, unstructured code, maintenance programmers having insufficient knowledge of the system, documentation being absent, out of date or at best insufficient and software maintenance phase relies on these problems being fixed earlier in the life cycle.

Maintenance consists of four parts. Corrective maintenance with fixing bugs in the code. Adaptive maintenance deals with adapting the software to new environments. Perfective maintenance deals with updating the software according to changes in user requirements. Finally preventive maintenance deals with updating documentation and making the software more maintainable. All changes to the system can be characterized by these four types of maintenance. Corrective maintenance is „traditional maintenance" while the other types are considered as, software evolution‟.

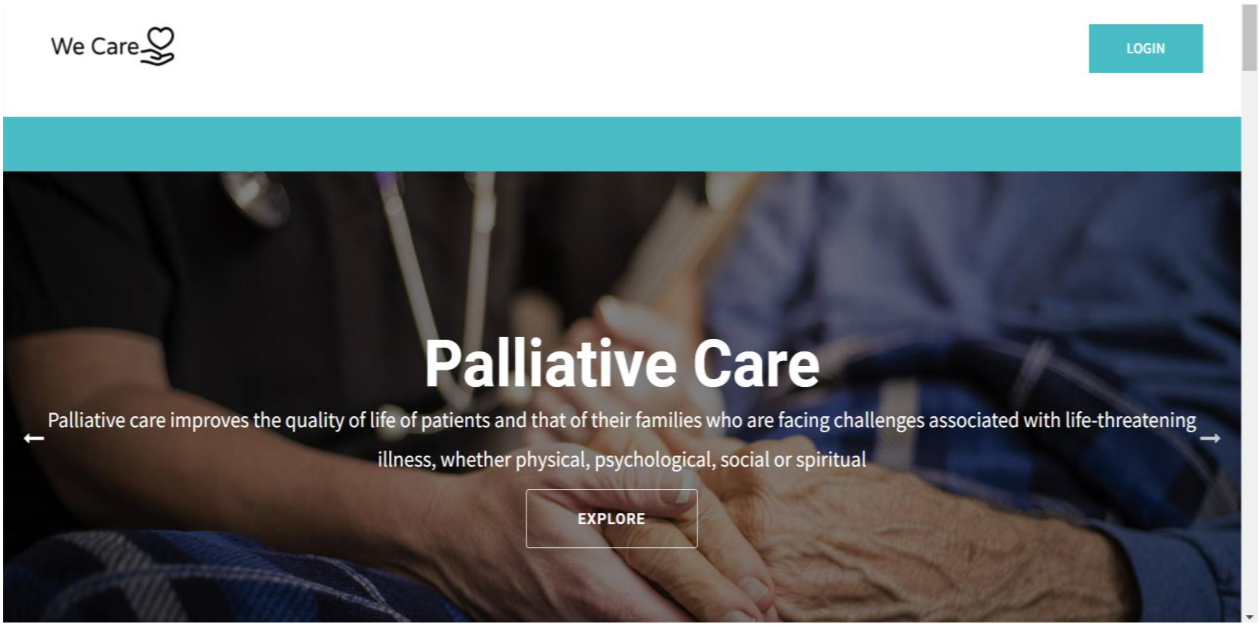
CONCLUSION

CONCLUSION

Many charities consider social media to be an important channel to deliver on their communications and fund rising goals. Some use social media to deliver services. However, few incorporate social media as a core strategy to capitalize on its interactive opportunity to engage with new communities at least not yet. **We Care** is an online donation platform to being together those who want to request and those who are committed to give in social sector .Donation to charity is not new to India. It has been in existence since ages in the Indian society where people use to give offering to their local religions entities which it urn utilize the donation for up life to poor and needy in the society.

APPPENDEX

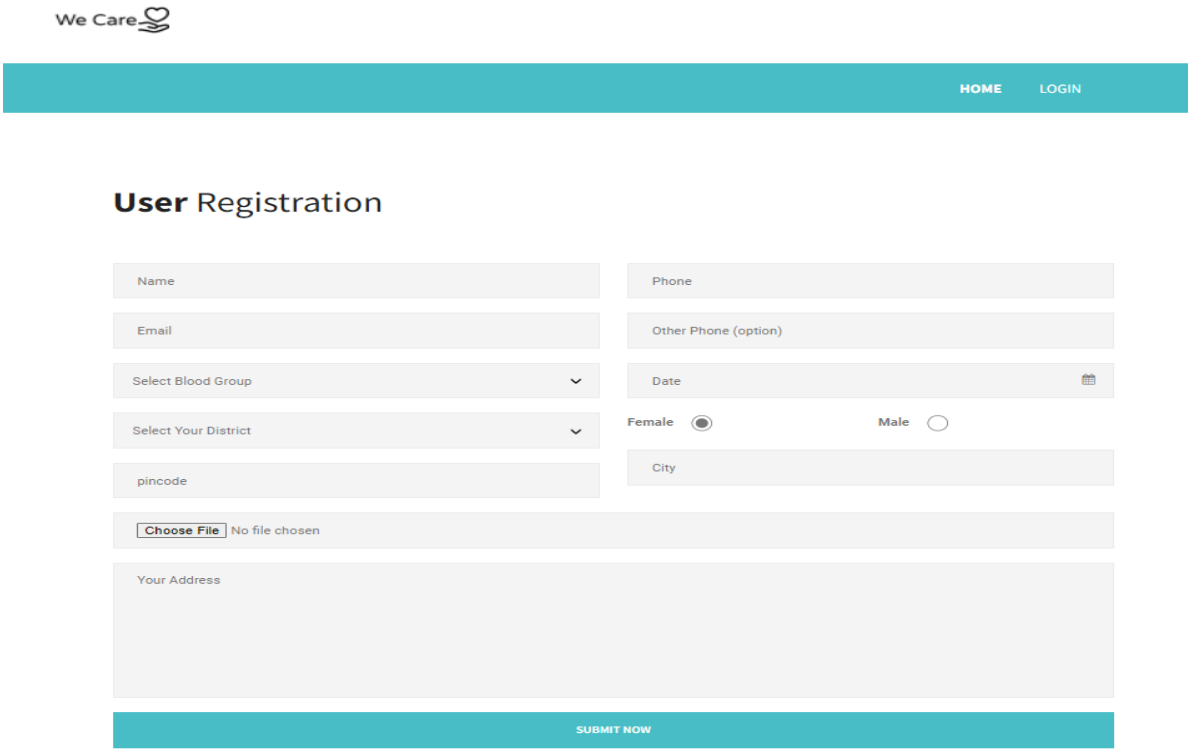
Index Page



Palliative Care

Palliative care improves the quality of life of patients and that of their families who are facing challenges associated with life-threatening illness, whether physical, psychological, social or spiritual

User Registration Page



User Registration

Name

Phone

Email

Other Phone (option)

Select Blood Group

Date

Select Your District

Female ● Male ○

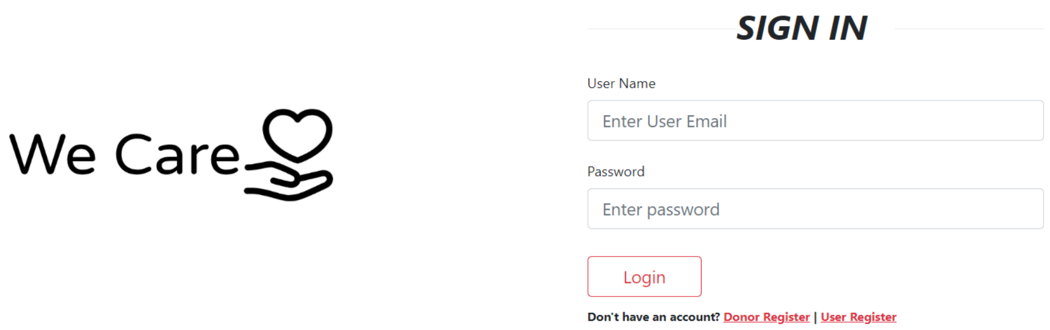
pincode

City

No file chosen

Your Address

Login Page



SIGN IN

User Name

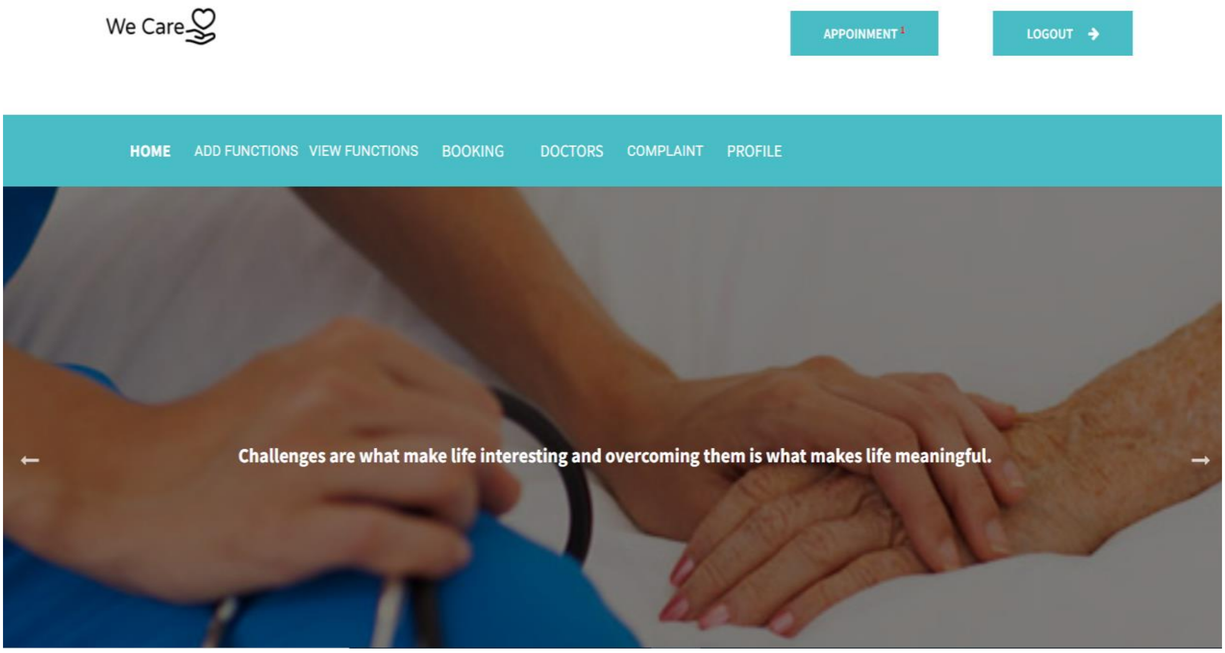
Enter User Email

Password

Enter password

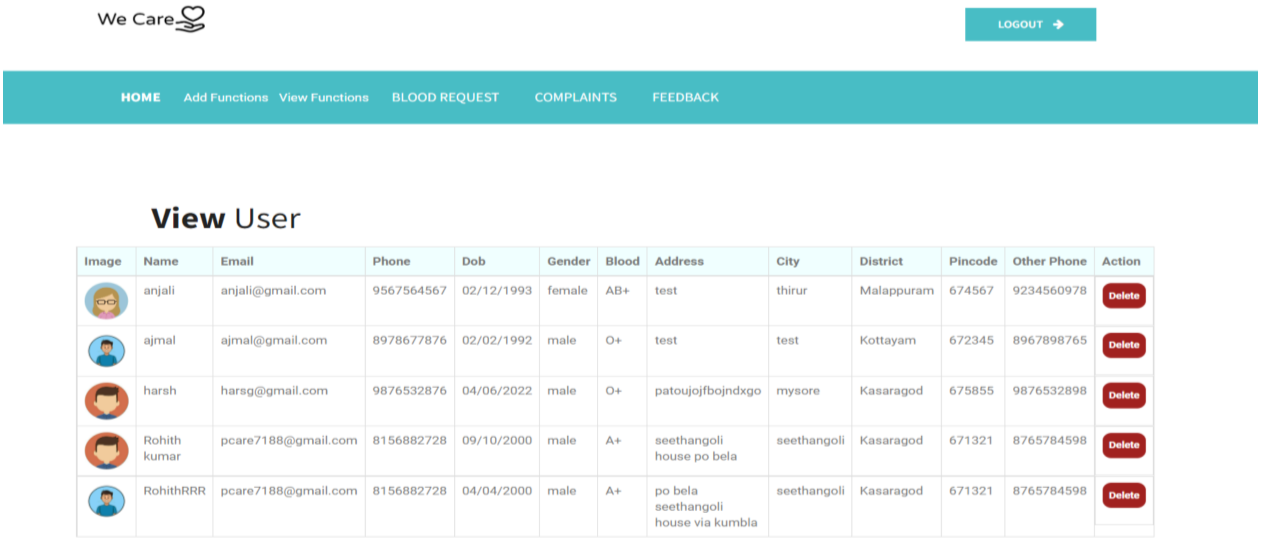
Don't have an account? Donor Register | User Register

User Home Page



Challenges are what make life interesting and overcoming them is what makes life meaningful.

Admin View User



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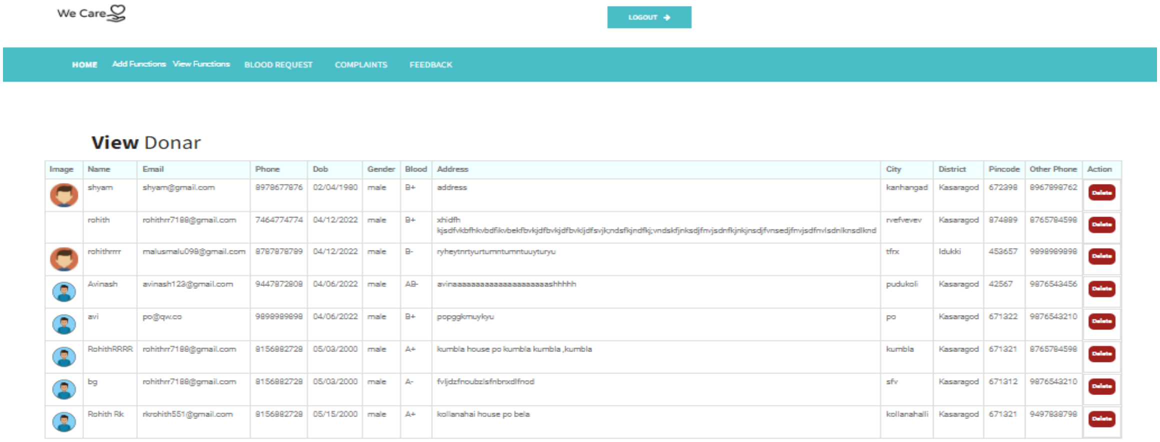
Admin View Donor



View Donar

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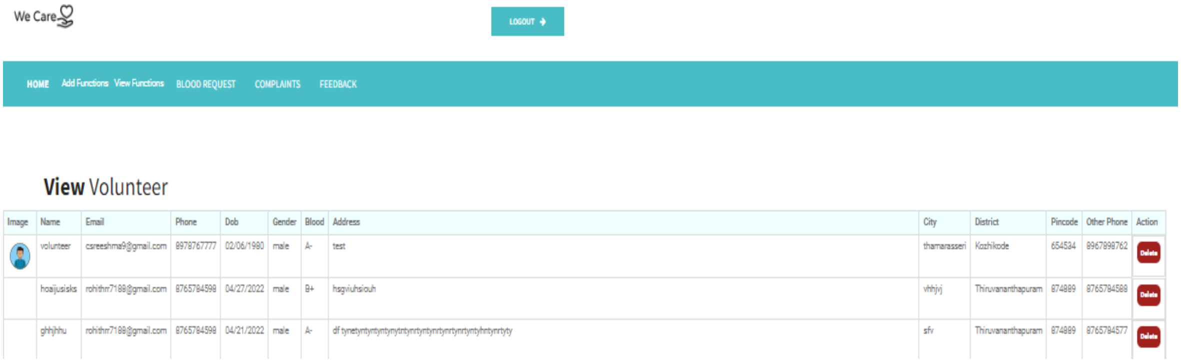
Admin View Volunteer



View Volunteer

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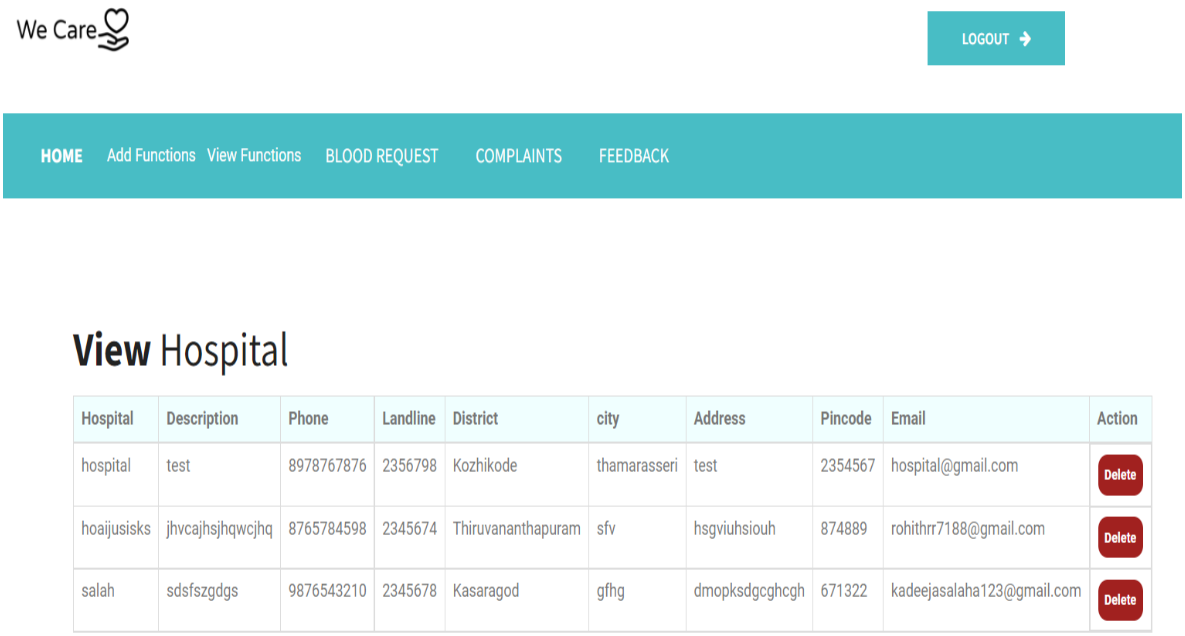
Admin View Hospital



View Hospital

Hospital	Description	Phone	Landline	District	city	Address	Pincode	Email	Action
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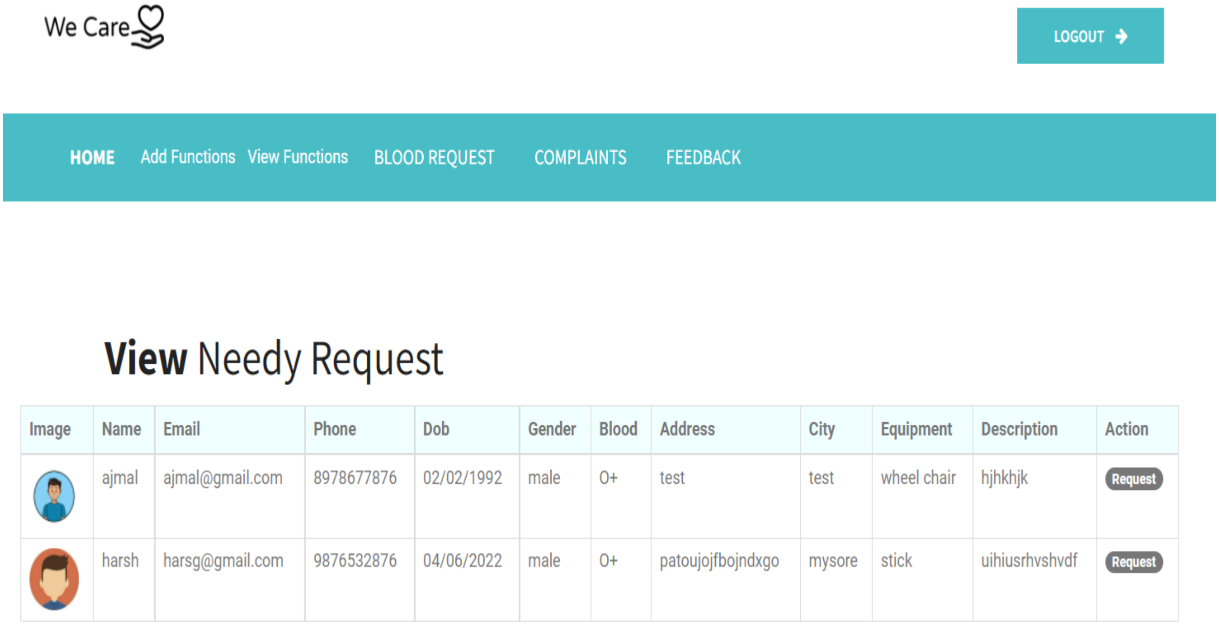
Admin View Needy Request



View Needy Request

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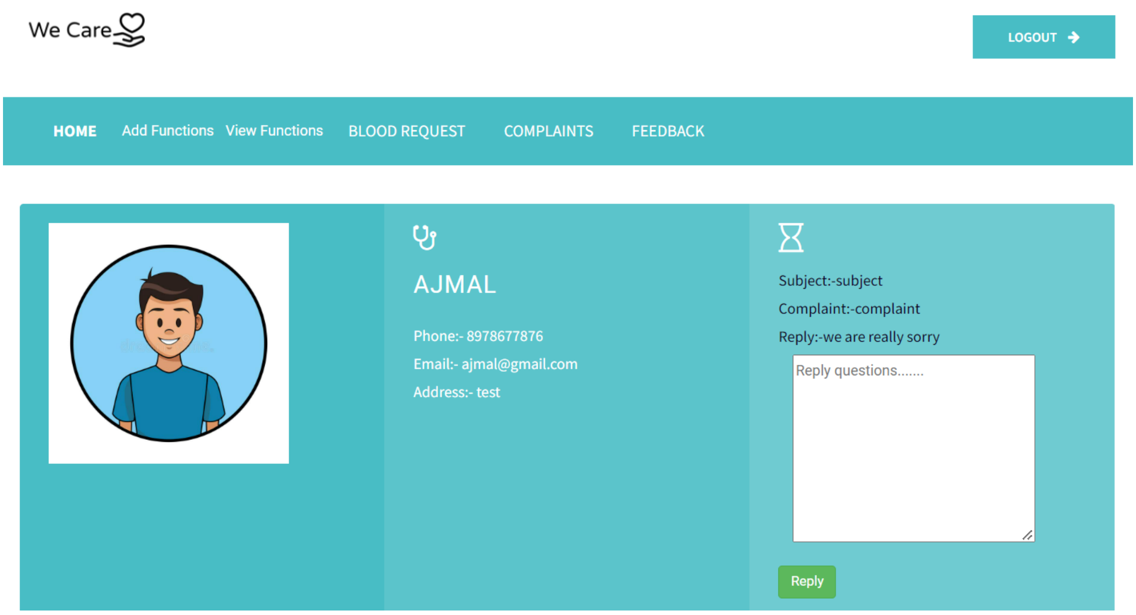
	harsh	harsg@gmail.com	9876532876	04/06/2022	male	O+	patoujojfbojndxgo	mysore	stick	uihiusrhvshvdf	Request

Admin View Complaints



AJMAL

Phone:- 8978677876

Email:- ajmal@gmail.com

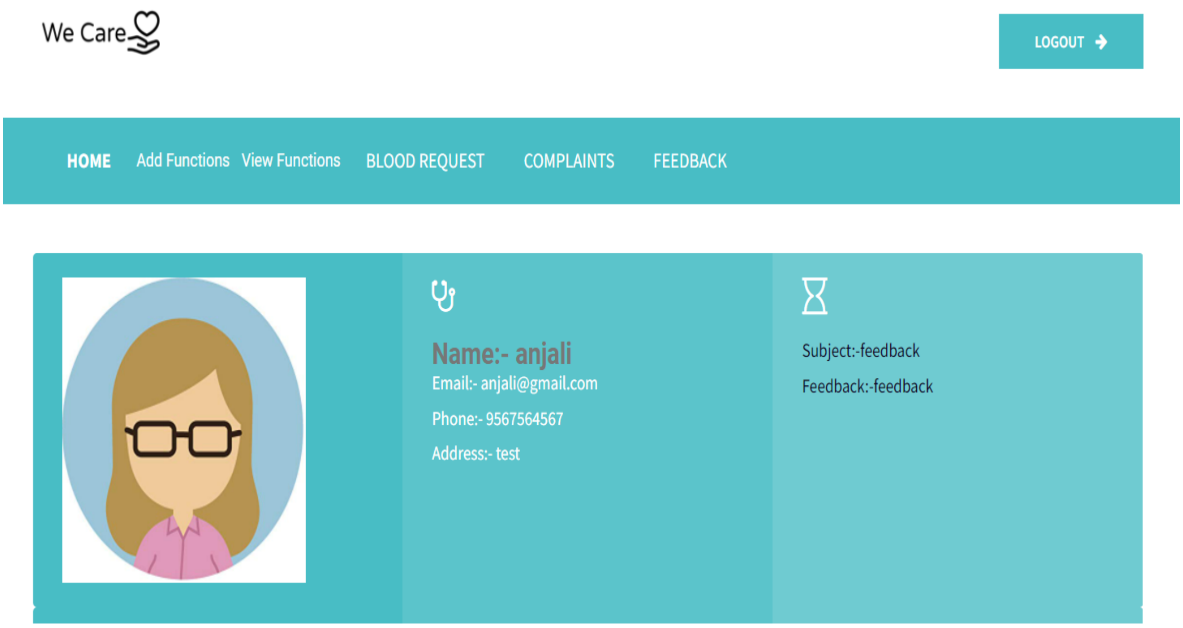
Address:- test

Subject:-subject

Complaint:-complaint

Reply:-we are really sorry

Admin View Feedback



Name:- anjali

Email:- anjali@gmail.com

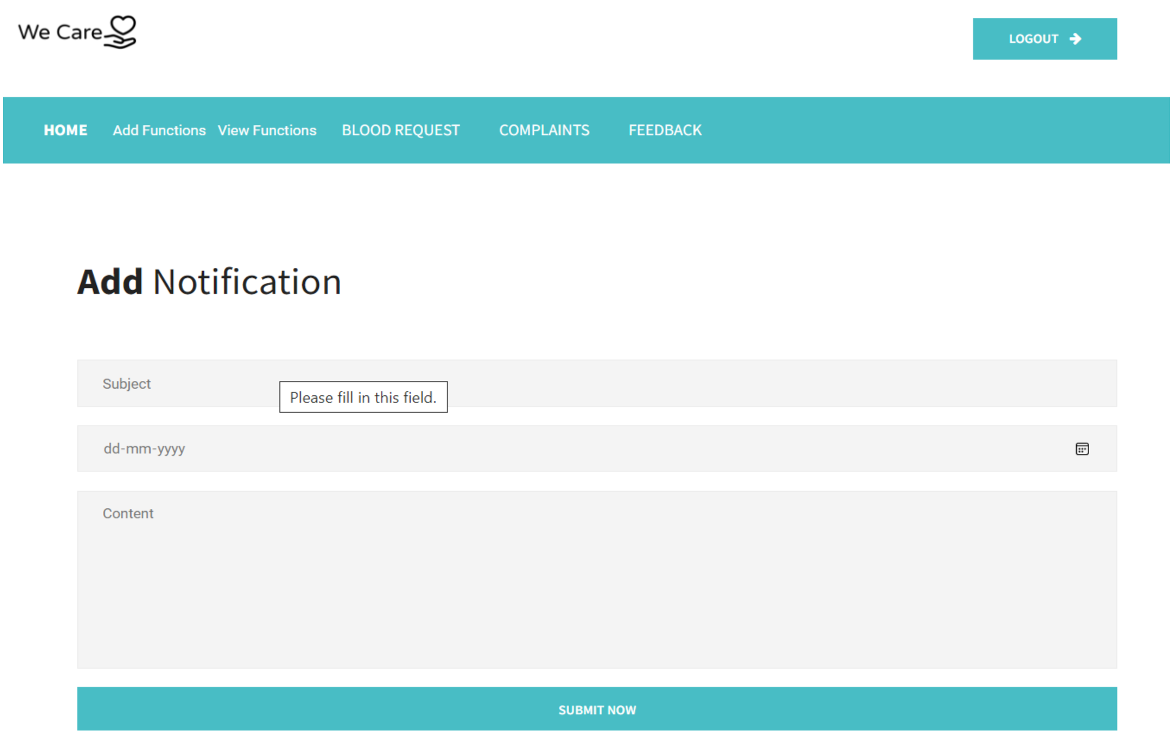
Phone:- 9567564567

Address:- test

Subject:-feedback

Feedback:-feedback

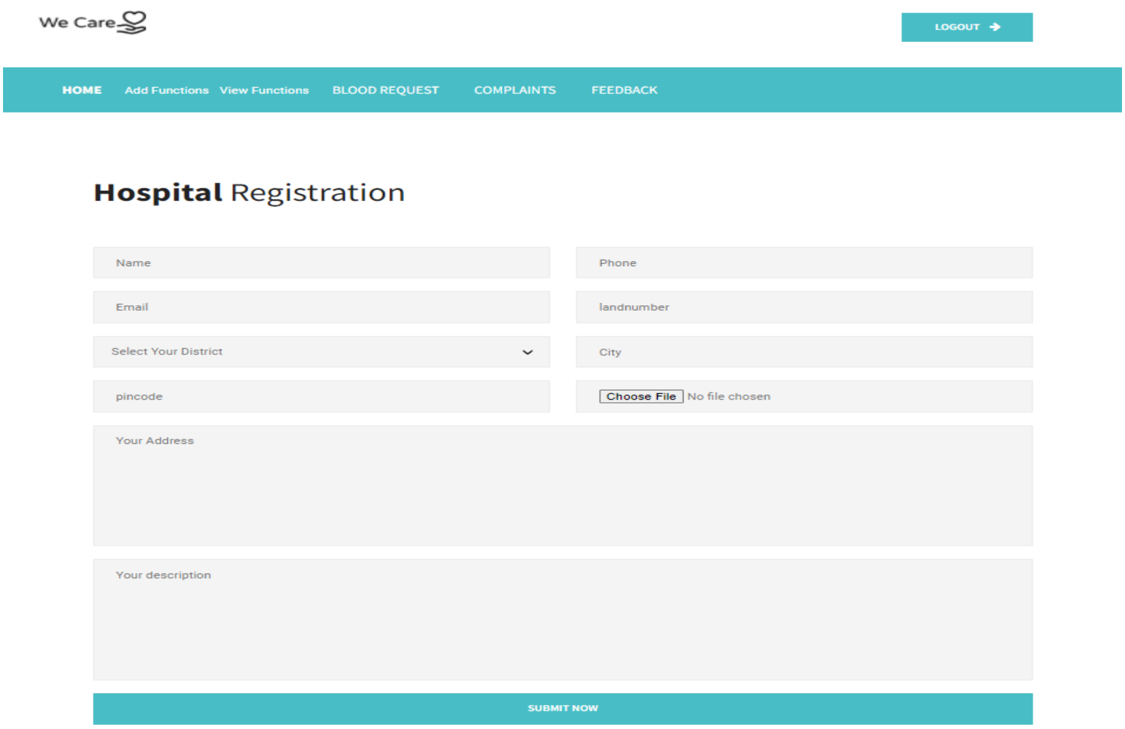
Admin Add Notification



Add Notification

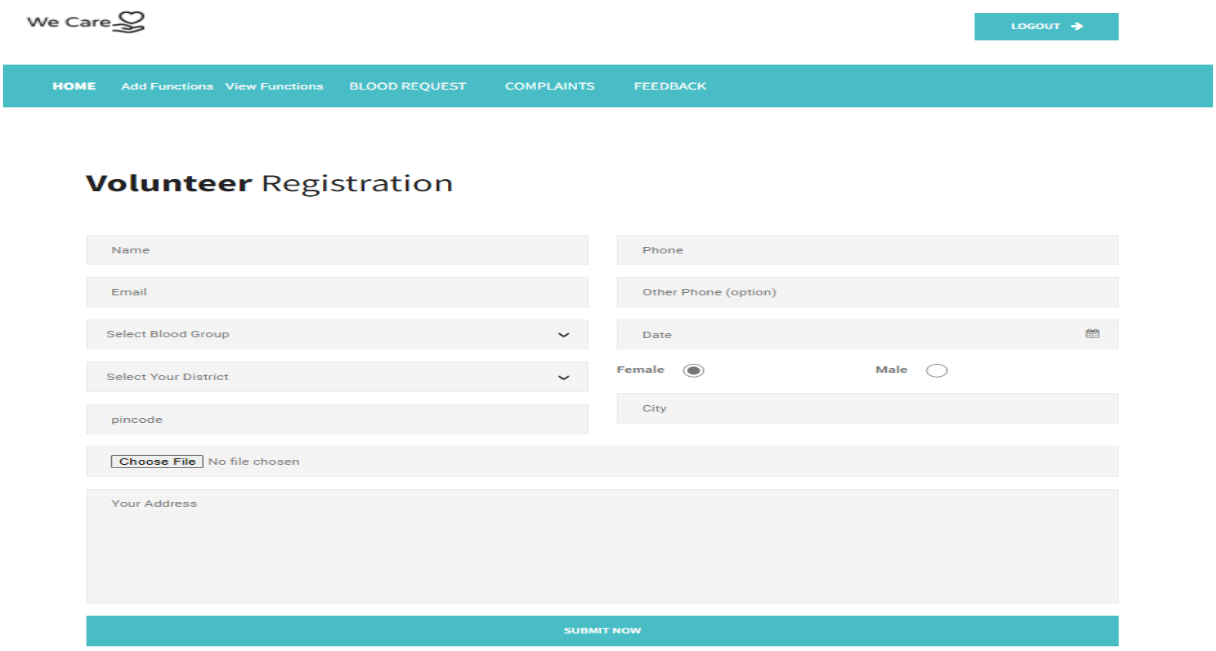
Please fill in this field.

Admin Add Hospital

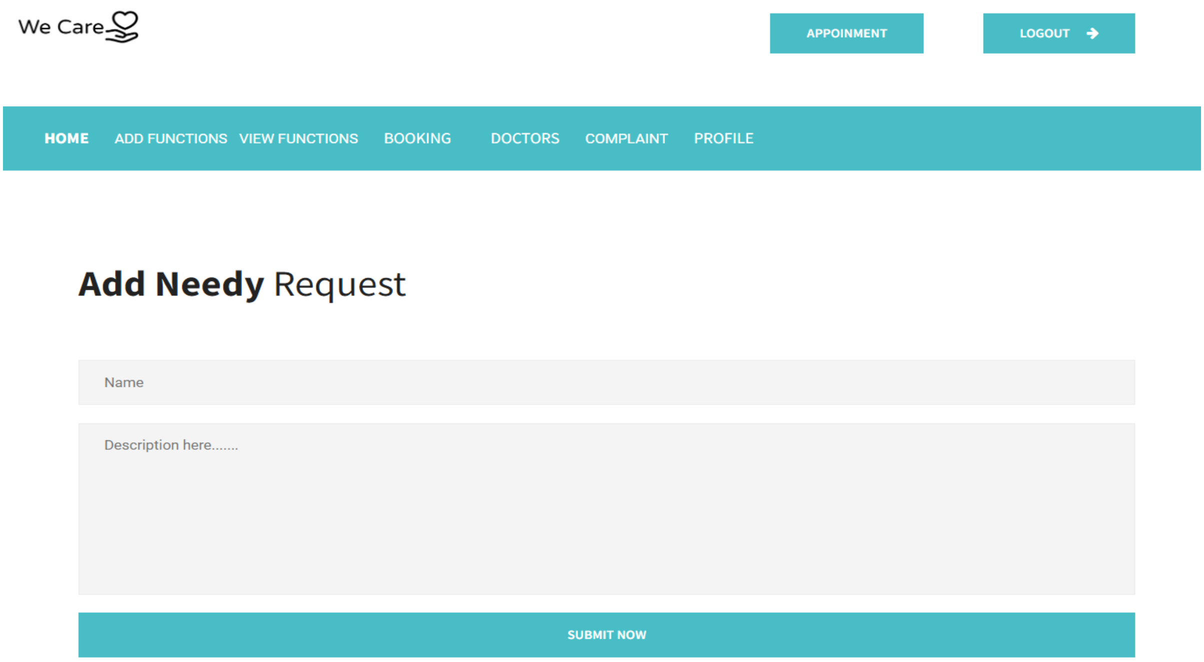


Hospital Registration

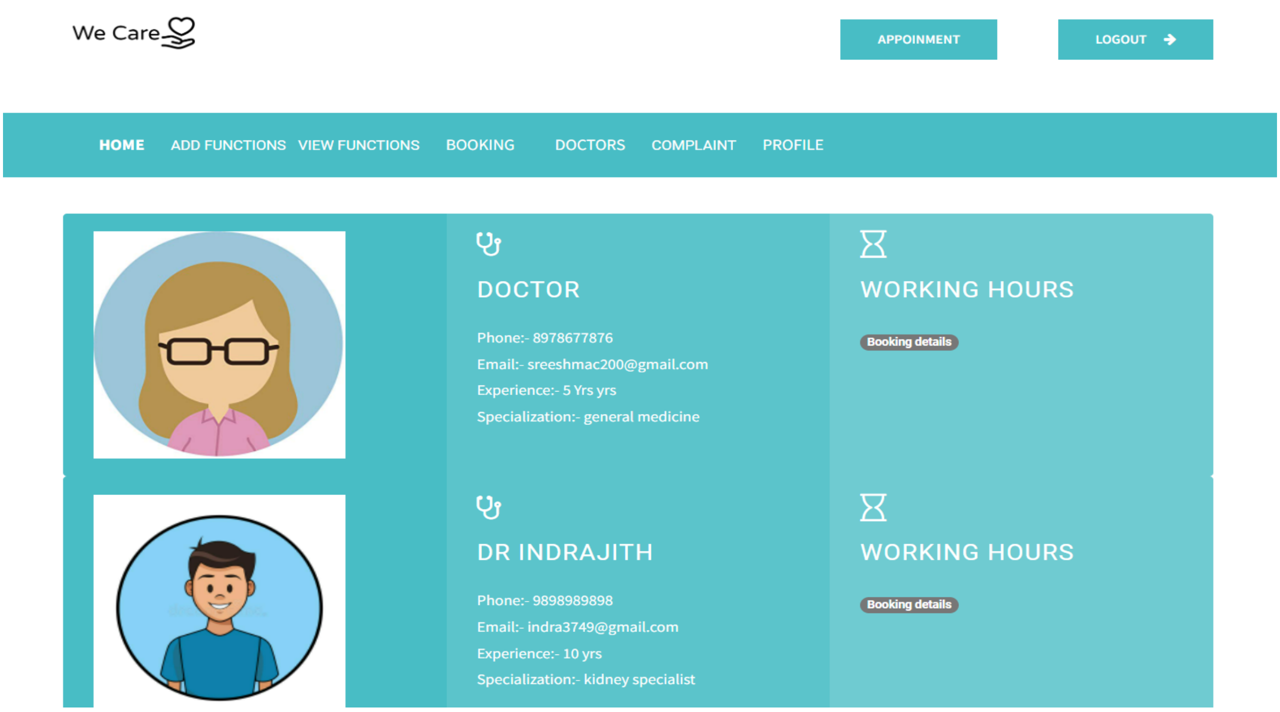
Admin Add Volunteer



User Add Needy Request



User Booking Appointment



DOCTOR

Phone:- 8978677876

Email:- sreeshmac200@gmail.com

Experience:- 5 Yrs yrs

Specialization:- general medicine

WORKING HOURS

Booking details

DR INDRAJITH

Phone:- 9898989898

Email:- indra3749@gmail.com

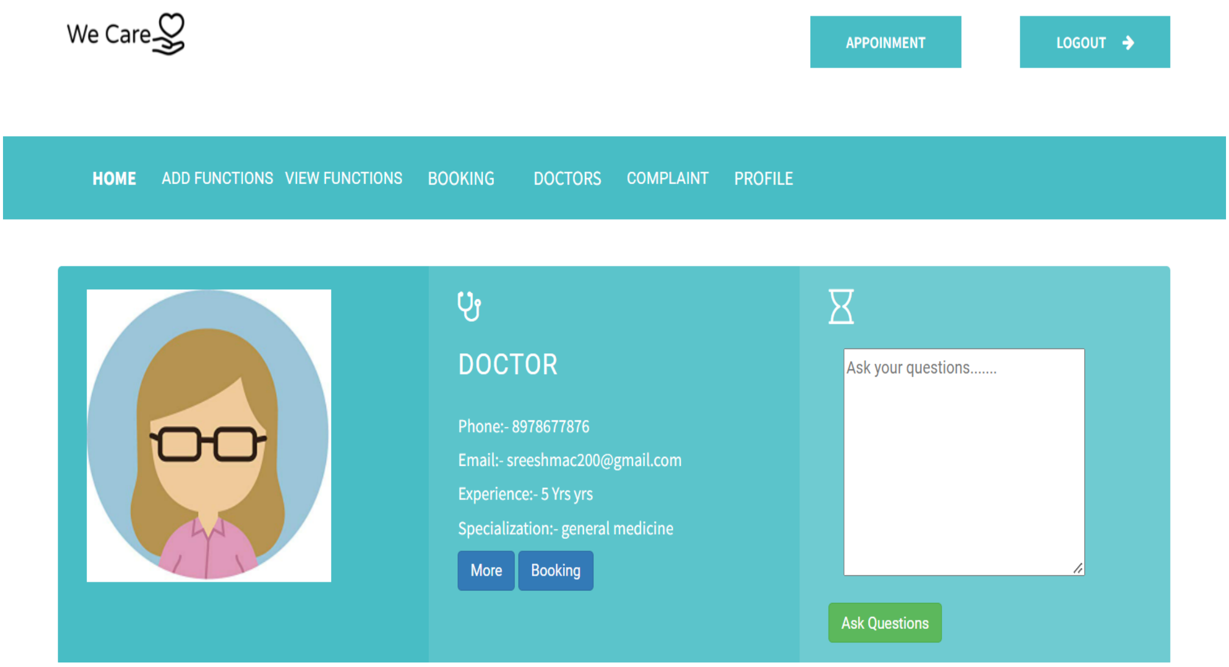
Experience:- 10 yrs

Specialization:- kidney specialist

WORKING HOURS

Booking details

User View Doctor



DOCTOR

Phone:- 8978677876

Email:- sreeshmac200@gmail.com

Experience:- 5 Yrs yrs

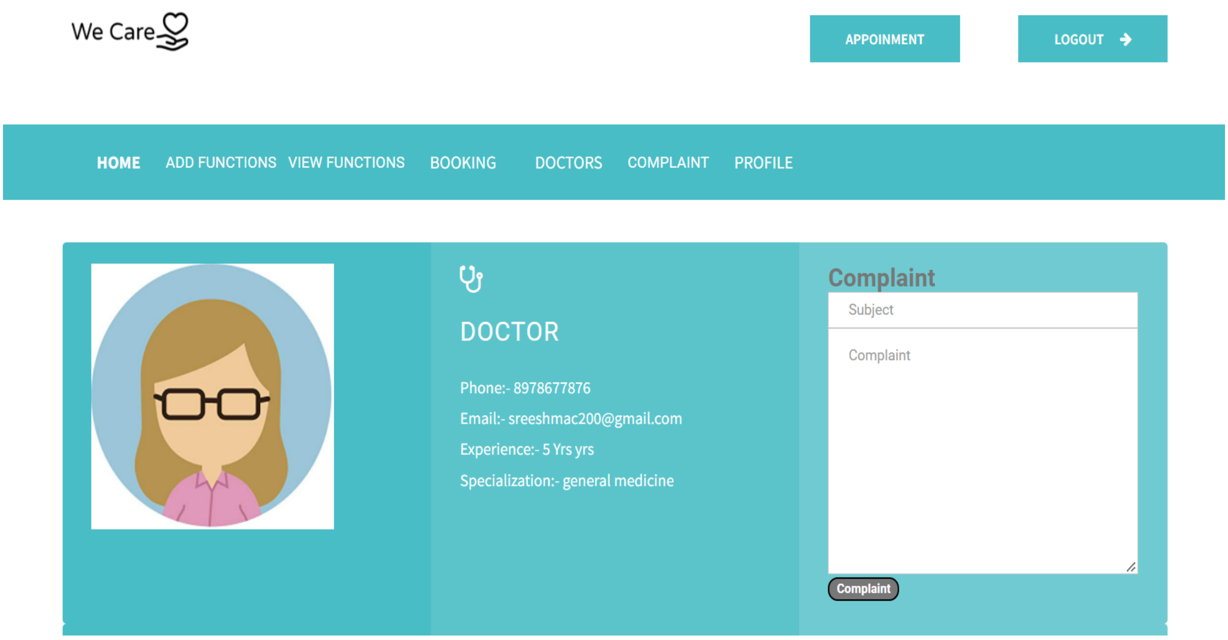
Specialization:- general medicine

More Booking

Ask your questions.......

Ask Questions

User Add Complaints Against Doctor



DOCTOR

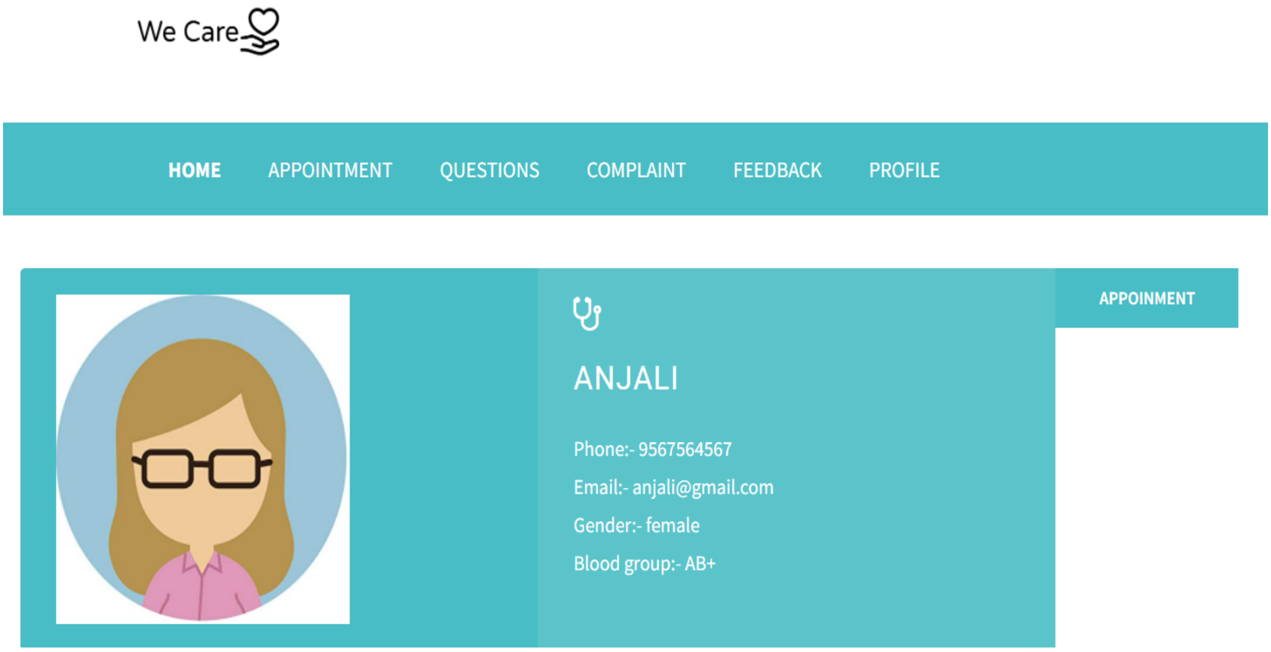
Phone:- 8978677876

Email:- sreeshmac200@gmail.com

Experience:- 5 Yrs yrs

Specialization:- general medicine

Doctor View Appointment



ANJALI

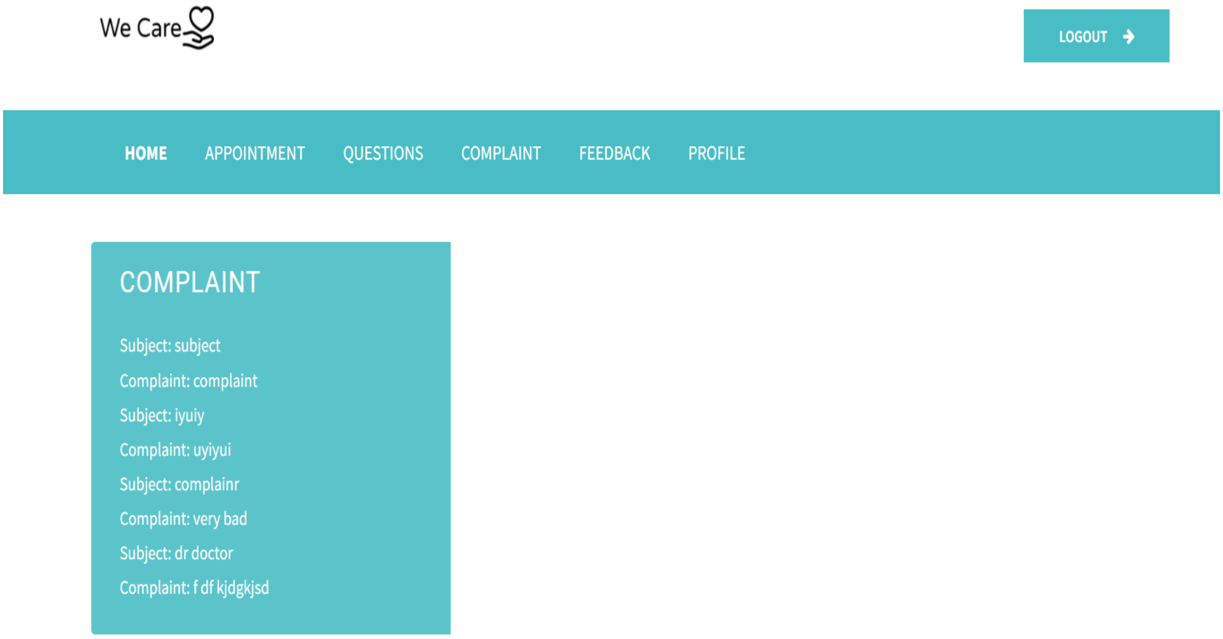
Phone:- 9567564567

Email:- anjali@gmail.com

Gender:- female

Blood group:- AB+

Doctor View Complaint



COMPLAINT

Subject: subject

Complaint: complaint

Subject: iyuiy

Complaint: uyiyui

Subject: complainr

Complaint: very bad

Subject: dr doctor

Complaint: f df kjdgkjsd

BIBLIOGRAPHY

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www.stackoverflow.in