# PROJECT DOCUMENTATION ON BLOOD BANK MANAGEMENT SYSTEM REPORT

#### **Blood Bank Management System Project Abstract**

The **Blood Bank Management System Project Abstract** must answer or address the needs of every issue happen in blood bank. The issues could include difficulty in tracing their donors, managing of blood bank accounts and address the efficiency of doing transactions in Hospitals.

**Abstract**: "The Blood Bank Management System (BBMS) is an application that stores, processes, retrieves, and analyzes data about blood bank administration. It also supervises the blood inventory management and other blood bank-related activities.

The major goal of the blood bank management system is to keep track of blood, donors, blood groups, blood banks, and stock information. It keeps track of all information concerning blood, blood cells, stocks, and blood. Because the project is all done at the administrative level, only the administrator can see it."

#### **Blood Bank Management System Project Modules:**

- Manage Recipients The admin has access to the donor management. He can update the blood, can update camp details users, and can view the details of the customer who requested blood.
- **Manage Donator** The admin has access to the donator of the blood. He can update the details of the donator.
- Login and Logout By default one of the security features of this system is the secure login and logout system. The login and logout system of this **Blood Bank Management** System uses a session. It means that the user can only log in at once on the same browser.
- **Donor Registration** For the donor registration, you will fill the forms. Such as your complete name, gender, date of birth, blood type, phone number, email address, home address and etc.
- **Contact Information** For the contact us, you will be able to see their address, phone number and email address.
- **Blood Letting Information** For the about us, you will be able see the goals and objectives of blood bank management system.

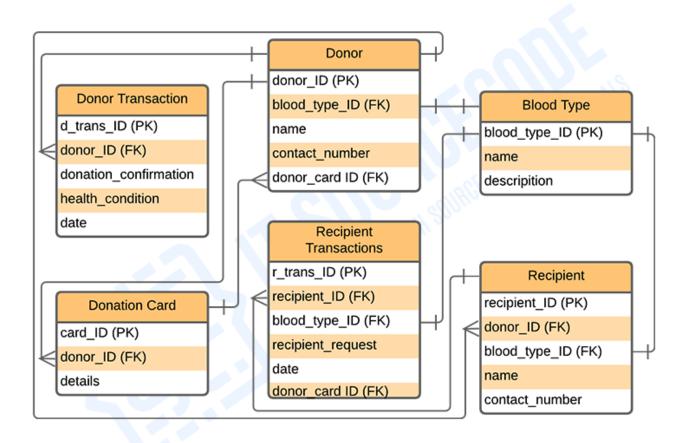
#### **UML Diagrams of Blood Bank Management System Project**

Here are the essential UML Diagrams of Blood Bank Management System Project. Each of these UML diagrams has role and function in developing Blood Bank System.

The blood bank's UML Diagrams serves as the blueprint of the system development. It has the capability to let the programmers understand the work of a project. This also enhance their knowledge and guides them on what to put into the project.

<u>Blood Bank Management System ER (Entity Relationship) Diagram</u> - shows the system's database design based on blood bank management requirements. The system can encode donors and recipient's information. The admin can have access to the donor status and recipient information. They can handle the data needed in managing blood donation information as well as the request made by the possible recipients.

## BLOOD BANK MANAGEMENT SYSTEM



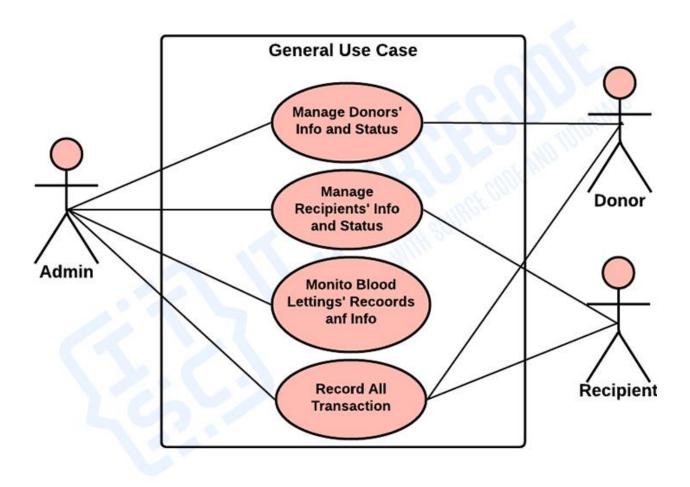
## ENTITY RELATIONSHIP DIAGRAM

Blood Bank Management System ER Diagram

The features included in the system ER diagram were the security and monitoring of the donors' information, and recipient's information status. These features were also listed and recorded in reports that served as the history of transactions done in the system.

<u>Blood Bank Management System Use Case Diagram</u> - is a visual representation of how users will interact with blood bank system. It depicts the system's numerous use cases and different sorts of users. The circles or ellipses are used to depict the use cases.

## BLOOD BANK MANAGEMENT SYSTEM

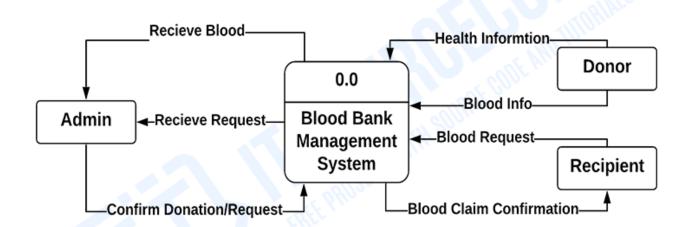


USE CASE DIAGRAM

Blood Bank Management System Use Case Diagram

<u>Blood Bank Management System DFD</u> - represents the flow of <u>data</u> and their <u>transformations</u> within <u>Blood\_Bank Management System</u>. The input, processing, and output are used to represent and define the overall blood bank system.

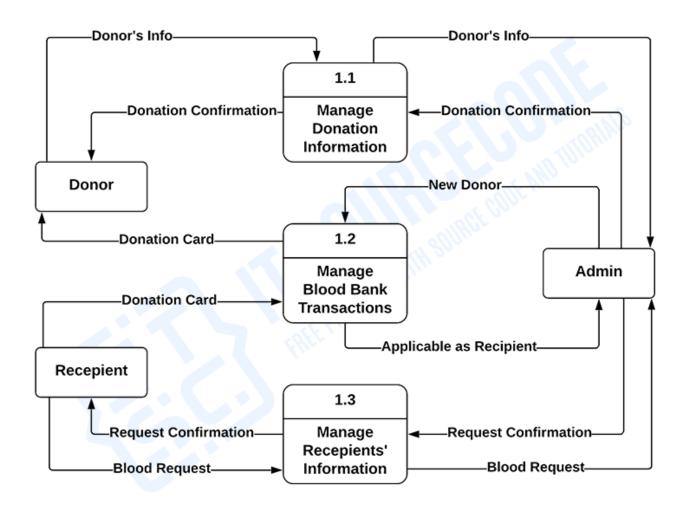
### BLOOD BANK MANAGEMENT SYSTEM



## DATA FLOW DIAGRAM LEVEL 0

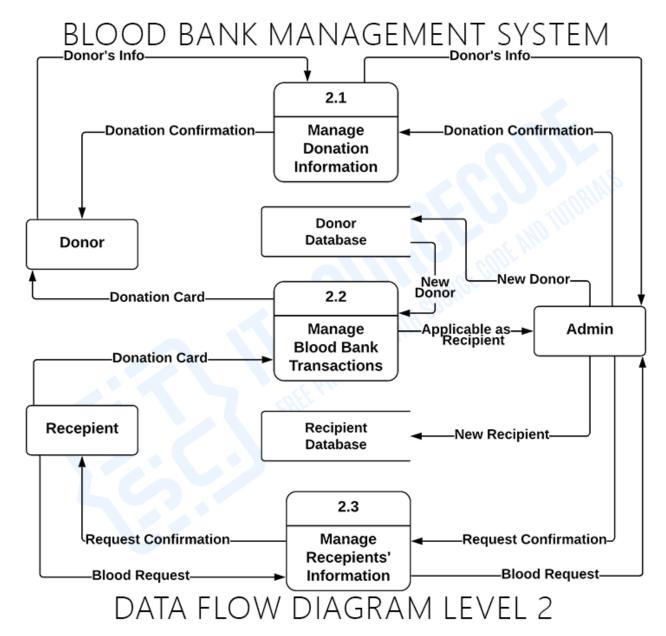
Blood Bank Management System DFD Level 0

### BLOOD BANK MANAGEMENT SYSTEM



## DATA FLOW DIAGRAM LEVEL 1

Blood Bank Management System DFD Level 1

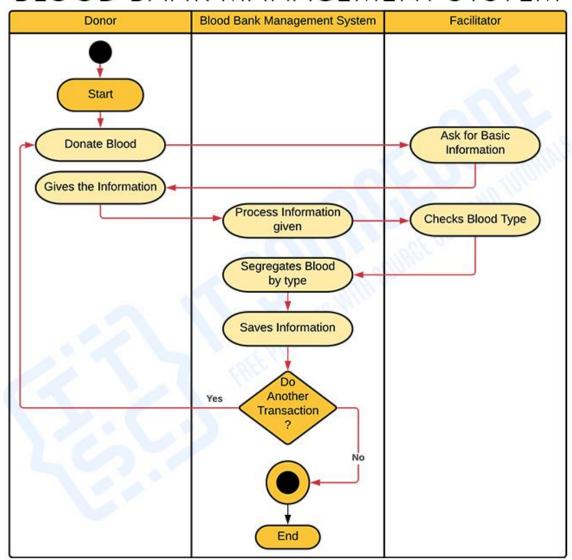


Blood Bank Management System

The Data Flow Diagram has its levels 0, 1 and 2 that clarifies its idea from general up to specific. Then the DFD Level 1 is the basis, then the Level 2 is the widen view of level 0. DFD Level 3 now is the highest abstraction of all the diagrams.

<u>Blood Bank Management System Activity Diagram</u> - shows the Blood Bank Management system behavior in terms of responding to its users or clients. It gives the programmers bright ideas and guides them throughout the system making.

## BLOOD BANK MANAGEMENT SYSTEM

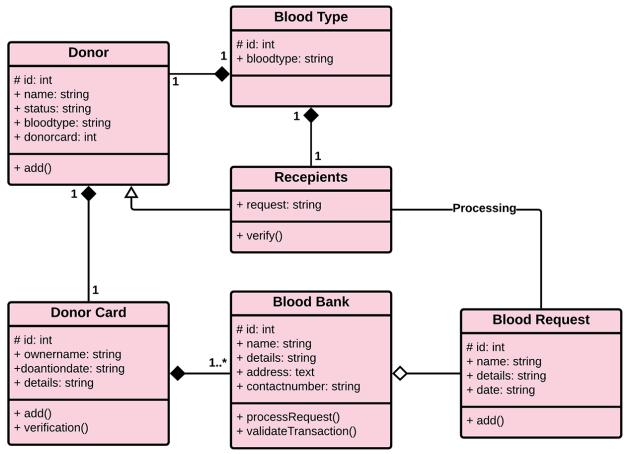


# ACTIVITY DIAGRAM

Blood Bank Management System Activity Diagram

In the case of activity diagram, blood bank management system has multiple diagrams which is based in its targeted users. This diagram shows the interaction of activities between the donor and the administrator.

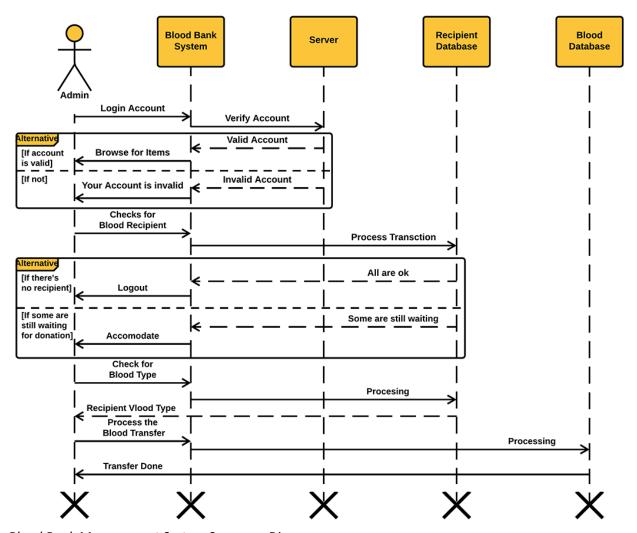
<u>Blood Bank Management System Class Diagram</u> - contains the systems' class attributes, methods as well as the relationships between classes. The class diagram makes sure that your Online Blood Bank Management system development is inline with what should be its functions.



Blood Bank Management System Class Diagram

It resembles a flowchart in which classes are represented as boxes with three rectangles inside each box. The top rectangle has the class's name; the middle rectangle contains the class's properties; and the bottom rectangle contains the class's methods, commonly known as operations.

<u>Blood Bank Management System Sequence Diagram</u> - is an illustration that presents the structure and behavior of a Blood Bank management. This diagram gives enlightenment and guide to the programmers and developers on how should they build the system.



Blood Bank Management System Sequence Diagram

The design is a detailed illustration of the sequence of events happen in Blood Bank Management System. This is able to show programmers and users about the sequence of messages between the actor and the objects.