

KUVEMPU UNIVERSITY



A PROJECT REPORT ON

“MY NGO”

Submitted on partial fulfilment of the Requirement of

PROJECT of VI Semester BSC

BY

MANJUNATH.M. N	S1804068
SAGAR. R	S1804113
KAVYASHREE.M. G	S1804056
SHYAMALA.V	S1804124
SANDHYA	S1804066

Under the Guidance of

Dr. V. NARASIMHA MURTHY

Associate Professor,

HOD of Computer Science

Government First Grade College

Shivamogga – 577201

GOVERNMENT FIRST GRADE COLLEGE

BAPUJI NAGARA, SHIVAMOGGA-577201

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KUVEMPU UNIVERSITY



GOVERNMENT FIRST GRADE COLLEGE SHIVAMOGGA – 577 201.

CERTIFICATE FROM PRINCIPAL

This is to certify that **MANJUNATH M N, SAGAR R, KAVYASHREE M G, SHYAMALA V, SANDHYA** has completed their final semester project work entitled “**MY NGO**” as a partial fulfilment for the award of Bachelor of Science degree, Kuvempu University during the academic year 2019-2020 under my supervision.

Signature of the Principal

Dr . B. R. DHANANJAY
Associate Professor and Principal
Government First Grade College
Shivamogga-577201

Date:

Place: Shivamogga

KUVEMPU UNIVERSITY



GOVERNMENT FIRST GRADE COLLEGE SHIVAMOGGA – 577 201.

CERTIFICATE FROM HEAD OF DEPARTMENT

This is to certify that **MANJUNATH M N, SAGAR R, KAVYASHREE M G, SHYAMALA V, SANDHYA** has completed their final semester project work entitled “**MY NGO**” as a partial fulfilment for the award of Bachelor of Science degree, Kuvempu University during the academic year 2019-2020 under my supervision.

EXAMINERS

1:

2:

Signature of the HOD

Dr. V. NARASIMHA MURTHY

Associate Professor,

HOD of Computer Science

Government First Grade College

Shivamogga-577201

Date:

Place: Shivamogga

KUVEMPU UNIVERSITY



GOVERNMENT FIRST GRADE COLLEGE SHIVAMOGGA – 577 201.

CERTIFICATE FROM THE GUIDE

This is to certify that **MANJUNATH M N, SAGAR R, KAVYASHREE M G, SHYAMALA V, SANDHYA** has completed their final semester project work entitled “**MY NGO**” as a partial fulfilment for the award of Bachelor of Science degree, Kuvempu University during the academic year 2019-2020 under my supervision.

Signature of the HOD

Dr. V. NARASIMHA MURTHY

Associate Professor,
HOD of Computer Science
Government First Grade College
Shivamogga-577201

Date:

Place: Shivamogga

DECLARATION

We are here by declare that the project entitled “**MY NGO**” submitted to Dept. of **Computer Science** that has been carried under the supervision of our guide **Dr. V. Narasimha Murthy, Associate Professor and HOD of Computer Science**, GFGC, Shivamogga, as the partial fulfilment of the requirement of Bachelor of Science and further we certified that this has been previously formed as the award of any degree diploma of such other similar title.

Project Associates

**MANJUNATH M N
SAGAR R
KAVYASHREE M G
SHYAMALA V
SANDHYA**

Date:

Place: Shivamogga

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Project Associates

**MANJUNATH M N
SAGAR R
KAVYASHREE M G
SHYAMALA V**

Date:

Place: Shivamogga

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INTRODUCTIO

1.INTRODUCTION

“MY NGO” is an android app which can be used by people who are interested in contributing as a volunteer or sponsor to NGO. It is also useful for NGO’s who need volunteers or sponsors. This app provides the access to the Volunteers and Sponsors to apply to an NGO as they wish and can get notified by the NGO’s. The NGO can also apply through this app and view the list of volunteers and sponsors applying for their NGO, they can also notify them about how to contact them further.

While "NGO" has various interpretations, the term is generally accepted to include non-profit, private organizations that operate outside of government control. Some NGOs rely primarily on volunteers, while others support a paid staff. They also require some sponsorship and funding to do their service. There are many people who doesn’t know much about NGOs and, there are people who are willing to do some social service and don’t have a proper medium to get in touch with them.

The main objective of this project is to develop an NGO management system where it’ll be easy for NGOs to find volunteers and sponsors. And it’ll also be helpful to people who wants to contribute as a sponsor or volunteer to any NGO to do so.

The main purpose of developing NGO Management is to design an app, which could store all the data of NGO’s all over India and provide an interface for the Sponsors and Volunteers to apply for the NGOs of their interest. This app behaves as an intermediate for Volunteers, sponsors and NGO. Through this all these three users can get into contact of each other easily.

1.1 ABSTRACT

My Ngo is an android app which provides detailed of information of NGOs. This app can reduce manual searching work for sponsors and volunteers to an NGO. This app helps the Sponsors to sponsor for an NGO as they wish by going through their details. It helps Volunteers to volunteer to an NGO which is present in their preferred city. Volunteers and sponsors can make donations to the interested NGO. We can get the details about an NGO in an easy way.

1.3 OBJECTIVE:

- The main objective of this project is to develop an NGO management system where it'll be easy for NGOs to find volunteers and sponsors.
- And it'll also be helpful to people who wants to contribute as a sponsor or volunteer to any NGO.
- To design an application, which could store all the data of NGO's all over India.
- To provide an interface for the Sponsors and Volunteers to apply for the NGOs of their interest.
- This application behaves as an intermediate for volunteers, sponsors and NGO. Through this all these three users can get into contact of each other easily.
- This will reduce the manual workload of finding volunteers and sponsors for an NGO, and gives information about them instantly.

2.SCOPE

2.1 EXISTING SYSTEM:

- Generally, all the Non-governmental activities detail like past work and going work details are maintained manually by the organization.
- But it leads more time to maintain these records and very difficult to find the details for various particulars.
- Everything is done manually, so it is very difficult to maintain the records. It's also very difficult to find the activities. Long-time process.
- The biggest weakness of NGO which makes them unsustainable is their projects depends on the funds by donors.
- Most of the NGOs are dependent on external funds for running their projects.
- In absence/ shortage of funds, the work of NGOs is slowed down or even stopped till the funds are available.
- There are people who want to contribute but don't have a good platform.
- There are people who are willing to do some social service and don't have a proper medium to get in touch with them.
- If an NGO needs volunteers it has to go on searching manually for them.
- Their failure in reaching the mass through the advertisement leads them towards lack of funds and volunteers.
- There are many people who doesn't know much about NGO's and the service provided by them.
- There are people who want to donate goods and things to needy people and to some organizations but they might not have the contact details of this organizations.
- Suppose if a person wants to donate food or wanted distribute the leftover food in an event, he might not have the idea of needy NGOs.
- A person may who want to do something to destitute to make their life better but don't know about the organizations who take care of these people.
- Lack of knowledge about the organizations that help women and children
- There are many NGOs who do counselling, but many people are unaware of it.

MY-NGO

- Volunteers find it difficult to search an NGO of their interested sector.
- People unaware of the information, activities, projects of the NGO.
- Even sponsors are aware of the already established NGO but don't know information regarding their nearest NGO.
- Besides, there is no particular app which can bring NGOs, Volunteers and Sponsors under one roof.
- There are websites which provide information only about NGOs but don't have an option to enrol volunteers and to donate for their organization.

2.2 PROPOSED SYSTEM:

- All the Non-governmental activities detail like past work and going work details are maintained systematically by the organization through the website.
- This project is reliable, flexible. So, it is easy to store and retrieve the huge amount of data.
- Takes less time to do the process.
- Speed and accuracy are increased.
- The proposed system is more efficient, fast, reliable, user friendly.
- Login of sponsors, volunteers and NGOs using use rid and password there by provides security to the software.
- The sponsors, volunteers and NGO can easily get registered by filling up details.
- There is Admin who can go through the details of the NGO's whoever has registered and accept them or reject them.
- The admin has the list of NGOS IDs that are registered by the Government previously. While registering in the app the ID provided by the NGO is compared with the pre-registered Ids, there by restricting the registration of fake NGOs.
- Only the accepted NGO's will be displayed to the Users (Sponsors and Volunteers).
- The Sponsors and Volunteers can apply to the NGO of their choice.
- As they apply, the details of the applied NGO will be updated to their profile. And they also have a status block from where they can get to know if the NGO has viewed their application or not.

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- The admin will also have list of Sponsors and Volunteers and also the details of NGO's they are applying to.
- NGOs are mainly categorized into 3 types
 - Trusts
 - Societies
 - Section 8 Companies
- While registering in the app, the NGO has to select sectors in which they work and also it should mention its category. This help users to search the NGOs easily.
- It helps volunteers to volunteer to organizations of their preferred city.
- The users can also search NGOs using NGOs ID or NGO name.
- The NGOs can even add their projects details, photos related to their work.
- This helps to build a positive view on NGO and also helps the users to donate or help NGOs in their work.
- The app also helps Sponsors to find their nearest NGO and can look into its activities.
- Sponsors usually like to involve their employees. This can be for crowd-funding, technical backing, or volunteering. This also helps sponsors to gain popularity in local area and promotes their business.
- Sponsorship helps NGOs to complete their project without any issue of funds and volunteers.
- The system also provides logout system facility

3.HARDWARE AND SOFTWARE REQUIREMENTS

3.1 HARDWARE AND SOFTWARE REQUIREMENTS:

SOFTWARE REQUIREMENTS

Developer side:

- Design tool: spring tool suite(sts)3.9.12
- Front end: html, css, javascript, bootstrap
- Back end: mysql, jdk 1.8 or above
- Os: ms windows 8 onwards

Client side:

- Os: ms windows 8 onwards
- Web browser: firefox, chrome etc

Server side:

- Os: ms windows 8 onwards
- Web server: apache tomcat 8.5
- Jsp 2.3
- Java 7 or above

HARDWARE REQUIREMENTS:

- Processor: i5 Core
- RAM: Min 4GB
- Hard Disk: 32GB-80GB
- Speed: Min 1.1 GHz

3.2 LANGUAGE SPECIFICATION:

JAVA

JAVA was developed by Sun Microsystems Inc in 1991, later acquired by Oracle Corporation. It was developed by James Gosling and Patrick Naughton. It is a simple programming language. Writing, compiling and debugging a program is easy in java. It helps to create modular programs and reusable code.

Java Terminology

Before we start learning Java, let's get familiar with common java terms.

Java Virtual Machine (JVM) This is generally referred as JVM. Before, we discuss about JVM lets see the phases of program execution. Phases are as follows: we write the program, then we compile the program and at last we run the program.

- 1) Writing of the program is of course done by java programmer like you and me.
- 2) Compilation of program is done by java compiler; java is the primary java compiler included in java development kit (JDK). It takes java program as input and generates java bytecode as output.
- 3) In third phase, JVM executes the bytecode generated by compiler. This is called program run phase.

So, now that we understood that the primary function of JVM is to execute the bytecode produced by compiler. Each operating system has different JVM, however the output they produce after execution of bytecode is same across all operating systems. That is why we call java as platform independent language.

BYTECODE

As discussed above, java compiler of JDK compiles the java source code into bytecode so that it can be executed by JVM. The bytecode is saved in a .class file by compiler.

Java Development Kit (JDK) While explaining JVM and bytecode, I have used the term JDK. Let's discuss about it. As the name suggests this is complete java development kit that includes JRE (Java Runtime Environment), compilers and various tools like Javadoc, Java debugger etc. In order to create, compile and run Java program you would need JDK installed on your computer.

Java Runtime Environment (JRE) JRE is a part of JDK which means that JDK includes JRE. When you have JRE installed on your system, you can run a java program however you won't be able to compile it. JRE includes JVM, browser plugins and applets support. When you only need to run a java program on your computer, you would only need JRE.

Main Features of JAVA

Java is a platform independent language

Compiler(java) converts source code (.java file) to the byte code (.class file). As mentioned above, JVM executes the bytecode produced by compiler. This byte code can run on any platform such as Windows, Linux, Mac OS etc. Which means a program that is compiled on windows can run on Linux and vice-versa. Each operating system has different JVM, however the output they produce after execution of bytecode is same across all operating systems. That is why we call java as platform independent language.

Java is an Object-Oriented language

Object oriented programming is a way of organizing programs as collection of objects, each of which represents an instance of a class.

4 main concepts of Object-Oriented programming are:

1. Abstraction
2. Encapsulation
3. Inheritance
4. Polymorphism

Simple

Java is considered as one of simple language because it does not have complex features like Operator overloading, Multiple inheritance, pointers and Explicit memory allocation.

Robust

Language Robust means reliable. Java programming language is developed in a way that puts a lot of emphasis on early checking for possible errors, that's why java compiler is able to detect errors that are not easy to detect in other programming languages. The main features of java that makes it robust are garbage collection, Exception Handling and memory allocation.

Secure

We don't have pointers and we cannot access out of bound arrays (you get `ArrayIndexOutOfBoundsException` if you try to do so) in java. That's why several security flaws like stack corruption or buffer overflow are impossible to exploit in Java.

Java is distributed

Using java programming language, we can create distributed applications. RMI (Remote Method Invocation) and EJB (Enterprise Java Beans) are used for creating distributed applications in java.

In simple words: The java programs can be distributed on more than one system that are connected to each other using internet connection. Objects on one JVM (java virtual machine) can execute procedures on a remote JVM.

Multithreading

Java supports multithreading. Multithreading is a Java feature that allows concurrent execution of two or more parts of a program for maximum utilisation of CPU.

Portable As discussed above, java code that is written on one machine can run on another machine. The platform independent byte code can be carried to any platform for execution that makes java code portable.

MySQL:

It is the world's most popular open-source database. It is a Relational Database Management System (RDBMS) - data and its relationships are stored in the form of tables that can be accessed by the use of MySQL queries in almost any format that the user wants.

ABOUT SQL

Microsoft® SQL Server™ is used to support businesses in a number of mission-critical database processing functions, including online transaction processing (OLTP) and decision support system (DSS) workloads. The speed with which query results are returned is directly impacted by several key factors related to the:

- **Database**—including the nature of the queries (DSS or OLTP, for example) run against the database, the size and complexity of the database, and the type of processing being performed (such as joins or aggregations);
- **Hardware**—commonly the speed and number of CPUs as well as the amount of memory; more rarely, the number of disks;
- **Software**—the efficiency of the application algorithms used to execute the queries. In this paper, we focus on performance testing in DSS environments. DSS workloads, unlike OLTP, are highly resource intensive. Characterized by long transactions with complex queries (either ad hoc or programmed, as with online analytical processing), DSS queries touch large amounts of data (often terabytes in size). As a consequence, DSS queries can potentially saturate both system CPUs and disk bandwidth.

Features SQL

- SQL stands for Structured Query Language.
- SQL allows you to access a database.
- SQL is an ANSI standard computer language.
- SQL can execute queries against a database.
- SQL can retrieve data from a database.
- SQL can insert new records in a database.
- SQL can delete records from a database.
- SQL can update records in a database.
- SQL is easy to learn.

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SQL language allows us to pose complex questions of a database. It also provides a means of creating databases. SQL very widely use. Many databases products support SQL, this means that if learn how to use SQL you can apply this knowledge to MS Access or SQL Server or to Oracle or Ingress and countless other database.

SQL works with relational database. A relational database stores data in tables. A table consists a list of records.

SQL also as commands to create tables to add records, to delete records and to change the values of fields of existing records; you can commit roll back transaction; you can add and delete fields from existing tables, specify indexes and create views.

SQL allows user to access data in relational database management systems. It also allows user to define the data in a database and manipulate that data. The Structured Query Language (SQL) comprises one of the fundamental building blocks of modern database architecture.

SQL commands can be divided into two main sub languages. The Data Definition Language (DDL) that contains the commands uses to create and destroy databases and database objects. After the database structure is defined with DDL, database administrators and users can utilize can the Data Manipulation Language to insert, retrieve and modify the data contained within it. Database normalization can save storage space and insure the consistency of your data.

INTRODUCTION TO DREAMWEAVER:

Adobe Dreamweaver is a software application that allows you to create and develop Web sites. Dreamweaver is considered WYSIWYG (What You See Is What You Get), meaning that when you format your Web page, you see the results of the formatting instead of the mark-ups that are used for formatting. HTML is not WYSIWYG, whereas Microsoft Word is WYSIWYG.

However, Dreamweaver allows you to hand code HTML as well. Dreamweaver also supports CSS and JavaScript as well as other languages including ASP and PHP. Dreamweaver makes it easy to upload your entire Web site to a Web server. You can also

preview your site locally. Dreamweaver also lets you create templates for your Web site that you can use again and again by modifying certain unrestricted areas within the template. Dreamweaver is fairly complex software.

INTRODUCTION TO HTML (Hyper Text Markup Language):

HTML refers to the Hypertext Markup Language. HTML is used to create webpages. It uses many tags to make a webpage. So, it is a tag-based language. The tags of HTML are surrounded by angular bracket. It can use wide ranges of colours, objects and layouts. Very useful for beginners in web designing field.

Advantages of HTML:

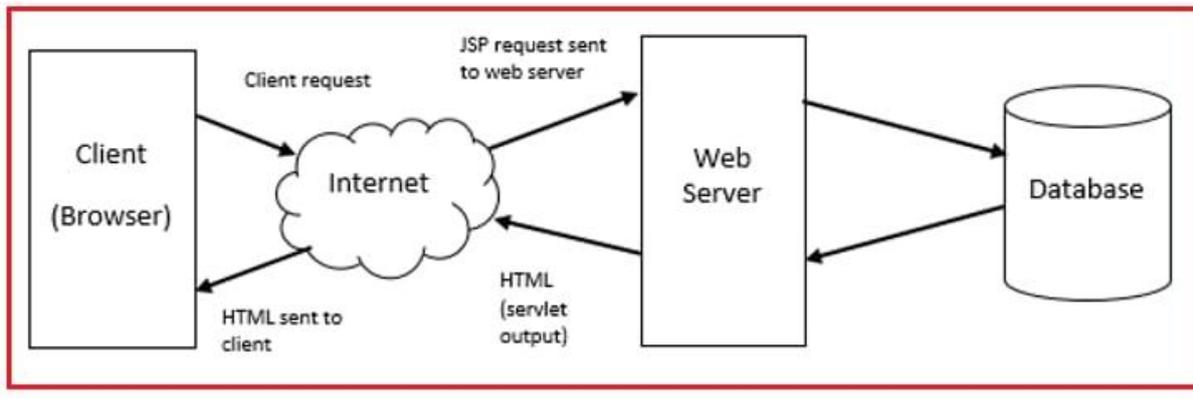
1. First advantage it is widely used.
2. Every browser supports HTML language.
3. Easy to learn and use.
4. It is by default in every window so you don't need to purchase extra software.

STATIC Vs DYNAMIC WEB PAGES:

Over the past 10 years, the Internet has evolved from a hyper textual information system offering static information to a marketplace for the buying and selling of goods and services, and now to a widely used infrastructure for the development and hosting of software applications within organizations. Thus, over time, the Internet has moved from principally static page content to dynamically generated content via programs running on Web servers. That is, most Web pages that you view are not static HTML pages but are instead the output from programs that run on servers and that interact with server resources like databases and XML Web services.

4.SYSTEM DESIGN

4.1 SYSTEM DESIGN:



INTRODUCTION:

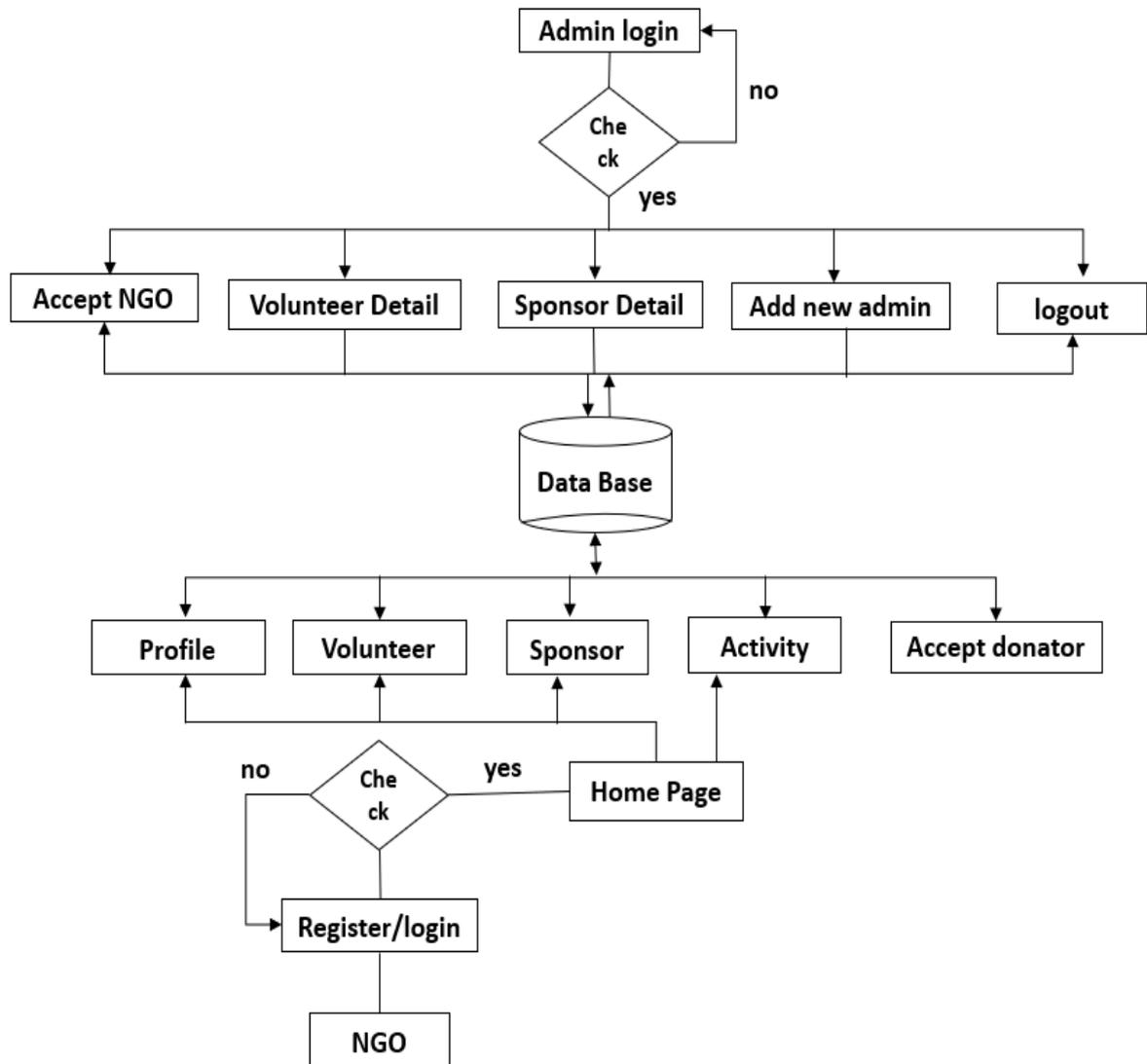
We believe that the art and craft of system design is in danger of being lost. Carefully designed systems, in which the right abstraction is combined in just the right way to produce a system that is easy to learn, easy to change, and pleasing to use and work with, are unlikely to happen using the kind of design techniques that are popular today. It isn't the techniques that we use that impede our ability to design systems. We are unable to train engineers and scientists adequately in system design. The economics of the industry push us in directions that don't favour design. The realities of funding in research make it unlikely that much time will be spent on system design. The end result is that less careful design work is being done, and we as an industry, a profession and an intellectual discipline don't seem to care or be able to do much about it. In what follows, I will try to describe and explain some of these factors and try to make clear the price that the industry and the discipline are likely to pay because of these factors. I will begin by trying to characterize what we mean by system design. On the characterization I will give, all but the most trivial of software artifacts have a design, but only some of them were given that design consciously.

I will then turn to how system design is learned and given that as a base will look at the changes in both industry and academia that have made it harder for system design to be taught or even done in a reasonable way. The inability to do or to learn system design in these traditional venues has led to the emergence of new areas where engineers and scientists can practice and perfect their skills in the area. I will end the essay by discussing some of those areas, as they provide the hope that good system design will continue to be part of what we teach, learn, and practices.

PURPOSE OF SYSTEM DESIGN:

System design is documented in the System Design Document (SDD). It describes design goals set by the project, subsystem decomposition (with UML class diagrams), hardware/software mapping (with UML deployment diagrams), data management, access control, control flow mechanisms, and boundary conditions. The SDD is used to define interfaces between teams of developers and serve as a reference when architecture-level decisions need to be revisited

4.2 DATA FLOW DIAGRAM:



5.SYSTEM ANALYSIS

5.1 SYSTEM ANALYSIS:

Systems analysis is a process of collecting factual data, understand the processes involved, identifying problems and recommending feasible suggestions for improving the system functioning. This involves studying the business processes, gathering operational data, understand the information flow, finding out bottlenecks and evolving solutions for overcoming the weaknesses of the system so as to achieve the organizational goals. System Analysis also includes subdividing of complex process involving the entire system, identification of data store and manual processes. The major objectives of systems analysis are to find answers for each business process: What is being done, how is it being done, who is doing it, when is he doing it, why is it being done and how can it be improved? It is more of a thinking process and involves the creative skills of the System Analyst. It attempts to give birth to a new efficient system that satisfies the current needs of the user and has scope for future growth within the organizational constraints. The result of this process is a logical system design. Systems analysis is an iterative process that continues until a preferred and acceptable solution emerges.

5.2 METHODOLOGY:

For User:

When user enters to the web page, the user is directed to respective homepage. From that page user is provided with many options such as Home, Services, Registration and Login. If user selects Services, user redirects to Service page where the user is provided the different services which can be done by organization. If user selects Registration, user redirects to registration page where the user is provided to register. If user selects Login, user redirects to login page where the user is provided login where the user can login the organization for services.

For Admin:

Admin have the option to access the request form and comment form by selecting Contact Us, there is a link to for admin and the admin has to give password and can access the requests and comments and also can delete the unwanted comments.

5.3 SYSTEM DESIGN MODULES:

Admin Module:

In this module the admin logs into the page and he manages the accounts of NGO's like accepting or rejecting NGO's account, Accepted NGO's will be available in the list of NGOs for users.

FUNCTIONALITIES:

- Association between Admin and other modules
- Admin Logins into the System
- Manages accounts of NGOs, Volunteers and Sponsors.
- Admin Can view the login details and maintain these Details
- Admin can get the password to the Username.

NGO MODULE:

In this module NGO logs into the page and it can access, manages the list of volunteers and list of sponsors of that NGO, also it'll have its profile.

FUNCTIONALITIES:

- NGO logs into the page
- Manages list of sponsors and volunteers
- Can share the details of its activities

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VOLUNTEER MODULE:

In this module the volunteer logs into the page and he/she can see the list of NGOs based on his/her preferred city and can apply for any NGOs from that list.

FUNCTIONALITIES:

- Volunteer logs into the page
- Can see the details of the NGOs
- Can apply to the NGOs of their interest
- Can donate to NGOs

SPONSOR MODULE:

In this module the Sponsor logs into the page and he/she can see the list of NGOs on and can apply for any NGOs from that list

FUNCTIONALITIES:

- Sponsor logs into the page
- See the list of NGOs and their details
- Can offer projects to the NGOs
- Can donate to NGO

6.SYSTEM ANALYSIS

6.1 Types of Testing

6.1.1 System Testing:

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design, and coding. The user tests the developed system and changes are made according to their needs. The testing phase involves the testing developed system using various kinds of data.

System is the stage of implementation that is aimed at assuring at the system works accurately and efficiently before live operation commences. Testing is vital to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct, the goal will be successfully achieved. The candidate system is subject to a variety of tests such as recover, security and usability tests. A series of testing is performed for the proposed system before the system is ready for the user acceptance testing.

Implementation ends with formal test. The test data are very crucial to this process. They must be realistic and cover extreme conditions are well. Ideally, vary alternative path through the program should be exercised at least once beyond the test data. The system test must involve all the element that compose the system including program validation checking, files and forms and triggers procedures.

6.2 Testing Strategies:

Following are few of the testing strategies used for the testing purpose;

- Unit testing
- Validation testing
- Output testing
- User acceptance testing

6.2.1 Unit Testing:

Unit testing focuses effort on the smallest unit of software design of the module. This is also known as 'Module Testing'. The module of FSA system is tested separately. This testing was carried out during programming stage itself in this testing each module is found to be working satisfactorily with regards to the expected output from the module.

6.2.2 Validating Testing:

At the culmination of integration testing, software is completely assembled as a package, interfacing errors have been uncovered and final series of software test begins. Validation testing can be defined in many ways, but a simple definition is that validation succeeds when the software function in a manner that can be reasonably expected by the customer.

After validation test has been conducted, one of the two possible conditions exists, the functions are performance characteristics confirm to specification and are accepted or a deviation from specification is uncovered and deficiency list is tested using validation testing and found to be working satisfactorily.

6.2.3 Output Testing:

After performing the validation testing the next test is output testing of the proposed system since no system could be useful if it does not produce the required output in the specified format. Asking the user about the format required by them tests the outputs generated or displayed by the system under consideration. Here, the output format is considered in two ways. One-on-screen and other is printed format.

The output format on the screen is found to be correct as the format was designed in the system phase according to the user's needs. Hence, output using does not result in any correction in the system.

6.2.4 User Acceptance Testing:

User acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the perspective system. Users at time of developing can make changes wherever required.

This is done in regards to the following points;

- Input screen design
- Output screen design
- Menu driven system
- Format of reports and other outputs

Taking various kinds of test data does the above tests. Preparation of the test data places a vital role in system testing. After preparing the test data the system under study is tested using the same. While testing the system by using the test, errors are uncovered. They are then corrected and noted down for future use.

6.3 Testing Guidelines:

Testing guidelines are hints for the testing team to help them choose tests that will reveal defects in the system.

- Choose inputs that force the system to generate all error messages;
- Design inputs that cause buffers to overflow;
- Repeat the same input or input series several times;
- Force invalid outputs to be generated;
- Force computation results to be too large or too small.

6.4 Test Case Design:

- Involves designing the test cases (inputs and outputs) used to test the system.
- The goal of test case design is to create a set of tests that are effective in validation and defect testing.
- Design approaches:
 - Requirements-based testing;
 - Partition testing;

- Structural testing.

6.4.1 Requirements based testing:

- A general principle of requirements engineering is that requirements should be testable.
- Requirements-based testing is a validation testing technique where you consider each requirement and drive a set of tests for that requirement.

6.4.2 Partition Testing:

- Input data and output results often fall into different classes where all members of a class.
- Each of these classes is an equivalence partition or domain where the program behaves in an equivalent way for each class member.
- Test cases should be chosen from each partition

6.4.3 Structural Testing:

- Sometime called white-box testing.
- Derivation of test cases according to program structure. Knowledge of the program is used to identify additional test cases.
- Objective is to exercise all program statements (not all path combinations)

7.IMPLEMENTATION

7.1 NGO Login Code:

```
<%@ page contentType="text/html; charset=iso-8859-1" language="java"
import="java.sql.*" errorPage="" %>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<%@ include file="hometabs.html" %>
<%@ include file="db.jsp" %>
<title>Untitled Document</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=password], 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=button] {
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;
}
.logindiv {
border-radius: 5px;
background-color: #f2f2f2;
padding: 20px;
margin-left:30%;
margin-right:30%;
}
</style>
<body>
<div class="logindiv" >
<h3 align="center" style="color:#0000CC">NGO Login Page</h3>
<center>
<form action="" method="post">
<label for="fname">Username</label><br />
<input type="text" name="username" placeholder="Username"><br />
```

MY-NGO

```
<label for="lname">Password</label><br />
<input type="password" name="password" placeholder="Your
Password."><br />
<input type="submit" name="Submit" value="Submit"><br />
  <a href="ngoreg.jsp" style="color:#0000CC"> Registration for new
NGO</a><br />
  <a href="fergot.jsp" style="color:#0000CC"> Forgot password</a>
</form>
</center>
</div>
<%
if(request.getParameter("Submit")!=null){
String s1=request.getParameter("username");
String s2=request.getParameter("password");
rst=stmt.executeQuery("select * from ngo where username='"+s1+"' and
password='"+s2+"'");
if(rst.next()){
session.setAttribute("ngo",rst.getString(1));
%>
<script>
alert("login Successfull");
window.open("profile.jsp","_self");
</script>
<%
}else{
%>
<script>
alert("login Failed");
</script>
<%
}
}
%>
</body>
</html>
```

8.CONCLUSION

MY NGO is an Android app. This app provides access to the user to, create account, the user can volunteer, sponsor for any NGO based on their availability and interest. Also the NGO can be registered in this app and get volunteer or sponsor if they needed.

By this the interested people who want to volunteer or sponsor can easily make it possible, the NGO's also get benefited.

Hereby we are trying to help both Sponsors and Volunteers to connect to the NGO and vice versa easily.

FUTURE ENHANCEMENT

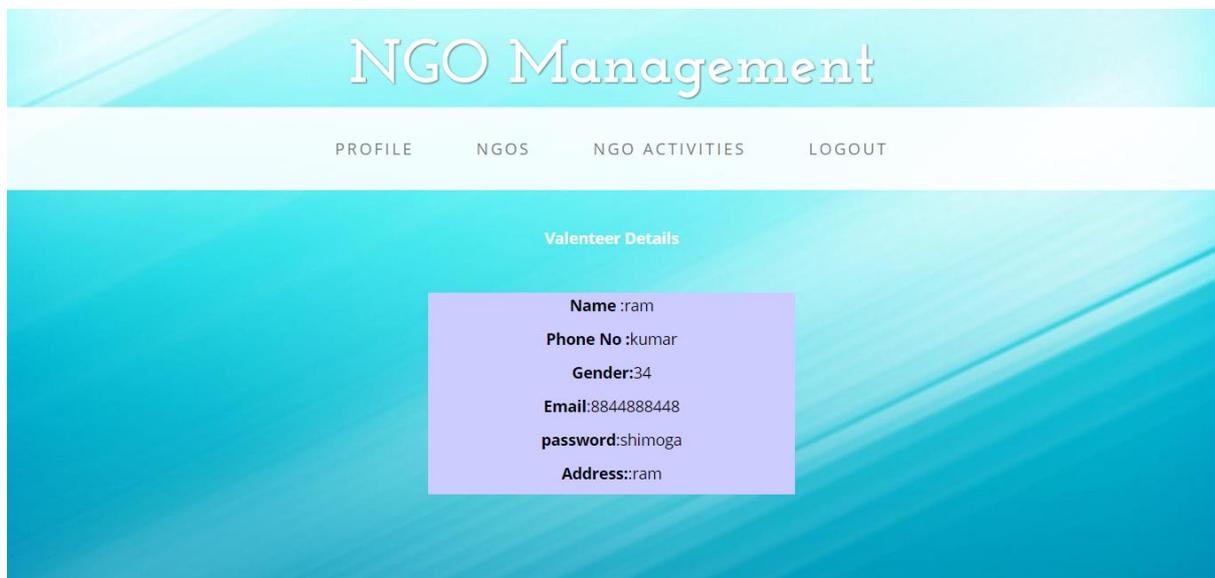
To the current project we can let NGO's, sponsors and volunteers edit their profile. Let NGO remove a sponsor or volunteer, and send the message to those sponsors and volunteers dynamically. We can let Any interested person to make donation to the interested NGO .

MY-NGO

9.SCREENSHOTS



HOME PAGE



VOLUNTEER HOME PAGE

MY-NGO

NGO Management

PROFILE VALUNTEER NGOS DONATION LOGOUT

Valenteer Details

Name :ramkumar
Age :44
Address:shimoga
Phone:96764543545
username:mohan
password:mohan123
id::7

SPONSORS PAGE

NGO Management

HOME ADMIN NGO VOLUNTEER SPONSER ABOUT US NGO DETAILS CONTACT

Search NGO

Search NGO

NGO Name :RSS
Address :shimoga
Phone:9965236525
id::678



NGO SEARCH PAGE

MY-NGO

The screenshot shows the 'NGO Management' page. At the top, there is a navigation menu with links: 'NGO PROFILE', 'VALUNTEER', 'SPONSER', 'ADD NEW ACTIVITIES', 'ACCEPT DONATION', and 'LOGOUT'. The main content area is titled 'NGO Details' and displays the following information:

- Name :manasa
- Phone No :soraba
- Gender:ngo126
- Email:9965265826
- password:manasa
- Address::manasa@gmail.com

NGO HOME PAGE

The screenshot shows the 'NGO Home Page'. At the top, there is a navigation menu with links: 'NGOS', 'VALUNTEER', 'SPONSER', and 'LOGOUT'. The main content area is titled 'Valenter details' and includes a search bar for 'Search valenters'. Below the search bar, there is a table with the following data:

Search by City: shimoga

Name	age	Address	phone	Username	password	Gender
ramkumar	34	shimoga	8844888448	ram	ram123	male
somukumar	32	sagara	9965263256	somu	somu123	male

VALUNTEER DETAILS PAGE

10.BIBLIOGRAPHY

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