

NICOSIA BLOOD BANK COMPUTER SYSTEM

Project report submitted by

GAURAV ISSAR

LOUIS KYPRIDEMOS

In part satisfaction of the Award of Diploma in the Computer Studies Course of the Higher Technical Institute, Nicosia, CYPRUS.

Project Supervisor: Dr. C. Schizas,  
BSc(Hons), PhD(Lon), CEng, MIEE,  
FABAC. Lecturer,  
Computer Studies Course, H.T.I.

External Assessor : Miss Maria Sofroniou, BSc(Hons),  
Head of Computer Science Dept.,  
InterCollege, Nicosia.

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## BRIEF SUMMARY OF THE PROJECT:

The Higher Technical Institute (HTI) Blood Bank system was designed in response to the request by the Nicosia Blood Bank and the system satisfies all their current needs and caters for both their present and future requirements. The Blood Bank System is multi-purpose, multi-user system with a high degree of flexibility built into it.

All the procedures and records in the past were documented and kept manually within the Blood Bank and our object was therefore to computerize all the necessary aspects from manual to computer system.

After detailed discussions and briefings with all the members and staff of the Blood Bank and after a period of 1 1/2 years, with the willing and enthusiastic support of all the personnel and after repeated testings and modifications the system has been finally developed in order to satisfy each of their requirements. Before the Actual Development (ie. Coding and Implementation) of the Blood bank system was done, we performed a detailed initial study or investigation and then feasibility study to determine if the development of the Computer system was beneficial and probable or not.

The Blood Bank Computer System maintains and controls information regarding Blood donations, Blood Testing, Up-to-date Blood level, Blood Products Status, Inventory and Administrative concerns. The System can also provide a host of information, statistical as well as general that can be accessed instantly, making it possible for the Nicosia Blood Bank to provide better Service as well as helping the Blood Bank and its Auditors in improving their effectiveness in making critical decisions.

The Software development of the Blood Bank Computer System was carried out in Sculptor Language, which is a fourth generation programming language. At the onset of the coding phase of the project we had the option to perform coding in either: COBOL, DBASE III Plus or in SCULPTOR, the three programming languages we knew, of which three we then chose SCULPTOR to perform coding and development of the project in.

# CONTENTS

<u>CHAPTER</u>		<u>PAGE</u>
1.	ACKNOWLEDGEMENTS . . . . .	1
2.	INTRODUCTION, PURPOSE AND CONTEXT . . . . .	2
3.	INITIAL INVESTIGATION . . . . .	4
	3.1 Introduction . . . . .	5
	3.2 Description of Existing system . . . . .	5
	3.3 Organizational Structure . . . . .	10
	3.4 Proposed System . . . . .	12
4.	FEASIBILITY STUDY . . . . .	14
	4.1 Introduction . . . . .	15
	4.2 General Overview of Existing system . . . . .	15
	4.3 Preview/Analysis of New system . . . . .	16
5.	ANALYSIS AND GENERAL DESIGN . . . . .	19
	5.1 Introduction . . . . .	20
	5.2 Data Structures . . . . .	21
6.	DETAILED DESIGN, IMPLEMENTATION & INSTALLATION	43
	6.1 Detailed design and coding . . . . .	44
	6.2 Implementation and Installation . . . . .	45
7.	GENERAL DESCRIPTION OF THE BLOOD BANK SYSTEM . . . . .	46
	7.1 System Features . . . . .	47
	7.2 Security . . . . .	49

8.	DETAILED SYSTEM DESCRIPTIONS . . . . .	50
8.1	File Maintenance . . . . .	51
8.2	Enquiry Program Descriptions . . . . .	55
8.3	System Housekeeping Program Descriptions . . . . .	59
8.4	Postings Programs Descriptions . . . . .	60
8.5	Report and Listing Program Descriptions . . . . .	63
8.6	Utility Program Descriptions . . . . .	69
9.	SCREEN LAYOUTS . . . . .	70
9.1	Login, Main Menu . . . . .	71
9.2	Enquiry Screens . . . . .	73
9.3	Housekeeping Screens . . . . .	84
9.4	Posting Screens . . . . .	87
9.5	Maintenance Screens . . . . .	96
9.6	Report and Listings Screens . . . . .	101
9.7	Utility Screens . . . . .	108
10.	REPORT AND LISTINGS LAYOUT . . . . .	111

APPENDICES

I.	Logical Model of Existing System . . . . .	131
II.	Physical Model of Existing System . . . . .	132
III.	Cards Used in the Existing Blood Bank System . . . . .	133
IV.	Work Area Flow Diagram of the Blood Bank . . . . .	135
V.	Blood Bank Computer System File Descriptions . . . . .	136
VI.	Blood Bank Computer System File Key Lengths . . . . .	137