

Evaluating the problem

Technology, Information Technology



Sponsorship System: Evaluating the Problem The project Sponsorship system is indeed a need based requirement and meticulously thought out concept with viable solutions to any user. If planned and implemented properly it provides considerable assistance to bring rewarding results. To start with, the user is to follow up a set of potential sponsors, tracking and updating the follow ups based on its outcome and notifying the user about next follow up until the sponsor for the project is decided. The system should be innovatively devised enabling the user to add new sponsors and update the characteristics and other requisite details of existing ones. It would be wise to use separate forms for collecting and collating the data and updating processes. The details so collected about the sponsor should invariably include the name of contact person, organization, organization's address, email Id, phone number, date of sponsorship, follow up date, type of sponsorship etc. Thereafter, a regular review needs to be carried out. Hence, by default the next follow up date is set 14 days from now. The system so devised should be able to notify the user and keep track of follow up based on the outcome. Subsequently, follow up type and follow up date may be updated based on sponsor's response i. e. either sponsorship confirmed or withdrawn. If the period of follow ups (14 days) is overridden by sponsor by specifying a next follow up date, the system should automatically notify the User with sponsor name, his contact type and address (Organization address/ Contact person Phone number/Email address) etc. Furthermore, the system should be able to maintain the list of potential sponsors and keep track of sponsorship status of each sponsor. The approved sponsor or withdrawn sponsor should be segregated and to be removed from follow up

process. Date of next follow up should be adjusted if provided by the potential sponsor. Evaluation of Possible solutions-Albert's Algorithm and Jillian's Algorithm: Taking the first requirement into consideration, Albert articulates the processes. However, he does not give any directives how to implement them but definitely gives clue to a logical arrangement of actions to be done. On the other hand, Jillian is very specific in database structure & records to be maintained for achieving the requirement. The key difference between both algorithms is, Jillian has introduced a way that clearly describes the creativity and effectiveness of the system. Each sponsor is identified by a unique sponsor id. The similarity is that both algorithm use the object oriented concepts in their solutions. Considering the inevitability of timely notifications to be embedded into the system, Jillian is just calling the notifications object that was already created during adding the sponsor details. According to her all updating process including amendments and modification in notification data is done along with the first part of the algorithm. Albert isolates and describes the notification requirement as a standalone function. It is a simple way and requirement analysis can be performed without difficulty, whereas Jillian's concept is purely object oriented and relates to objective creation of the system. She is also specific in presentation of data through a grid table. As regards the follow up process, Jillian describes every aspects of the implementation in detail. She specifies the details from creation of history record using data from selected notification object to maintain the follow up list by deleting unwanted sponsor ids. On the evaluation of both algorithms, Jillian's algorithm may be considered for building up the system. Both algorithms are intended to meet

the requirement of the sponsorship system, but Albert's solution is lacking the minute details. Jillian's algorithm depicts a blue print of the entire system including Program logic, Database records, and Presentation of data. And it may be preferred over Albert's solution. Problem Solving Process: HTTLAP provides an insight as to how step-by-step problem solving process could be undertaken as shown below:-

1. " Understand the problem
2. Devise a plan to solve the problem
3. Carry out the plan
4. Assess the result
5. Describe what you have learned
6. Document your solution" (Problem Solving for Programming)

The problem is about assisting the user to consider suitable sponsorships systematically for an impending project; follow up each sponsor, the user getting notified about the nature of subsequent follow up actions and dates for review, allowing amendments in contact dates wherever necessary and status of sponsorship based on sponsor's responses. Keeping in view of certain objectives, it would be appropriate to divide the entire system into three sub systems for easy management i. e. Sponsor management sub system, Notification sub system and Follow up sub system as under:-

- (a) Sponsor management may include creation/deletion of sponsors, Adding up his details, Monitoring and updating sponsorship status etc.
- (b) Notification sub system will notify user by tracking follow up dates and follow up types.
- (c) Follow up sub system will manage the follow ups of each sponsor by considering their responses and follow up dates if provided by them.

" Carrying out the plan may involve hiding of some detail in order to get overall sequence correct." (How to Think like a Programmer p. 1) The system can be programmed using object oriented concept. Creating separate objects for sponsors and notification would be an added advantage.

The Database should record the sponsor details; follow up history and sponsorship status and be programmed for self-generation of the necessary records/documentation. The system will also provide input facility for adding a new sponsor, notifications regarding next follow up dates and updating follow up details including deletion of a sponsor from follow up list if he has withdrawn or sponsorship confirmed. It is not out of place to mention that a meticulously programmed system will be of immense assistance for the efficient sponsor-ship management with positive results, besides an appropriate solution to the problem. Reference List How To Think Like A Programmer (HTTLAP) U. K.: Cengage, p. 1. Retrieved December 20, 2013, from < http://cws.cengage.co.uk/vickers/students/Vickers_CH02_019-036.pdf> Problem Solving for Programming. London: Birkbeck, Retrieved December 20, 2013, from