# Python Project on -

# **Health Tracker and Recommendation System**

#### **END TERM REPORT**

**b**y

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**Student Declaration** 

This is to declare that this report has been written by Anurag anand,

Sushant Kumar and Pabitra kr. panda. No part of the report is copied from

other sources. All information included from other sources have been duly

acknowledged. We aver that if any part of the report is found to be copied,

we are shall take full responsibility for it.

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Place: Phagwara

Date: 31st Oct 2020

## TABLE OF CONTENTS

title	Page no.

1. Background and objectives	5-7	
2. Project Descriptions	8-23	
2.1. Interface Menu	10-11	
2.2. Click here to enter your	12-13	
2.3. Check yourself	14-18	
2.4. Health recommender	18-20	
2.5. About us	20-21	
3. Technologies and frameworks	22-23	
4. Work descriptions	24	

#### **BONAFIDE CERTIFICATE**

Certified that this project report "Health tracker and Recommender" is the bonafide work of "Anurag Anand, Sushant Kumar and Pabitra kr. Panda" who carried out the project work under my supervision.

**Signature:** 

Name: Dr. Dhanpat singh

**Designation:** 

**UMS ID: 25706** 

**Department:** School of computer science and engineering

#### **BACKGROUND AND OBJECTIVE**

Health recommendation system plays an important role in an individual life, it doesn't matter whether he/she is rich or poor. A good and cheap health recommendation can save a lots of rush, money and time. This application can even save lots of life by providing the proper guidance.

Sophisticated recommendation systems are used more and more in the health sector to assist consumers in healthy decision making. In this study we investigate consumers' evaluation of hypothetical health recommendation systems that provide personalized nutrition advice. We examine consumers' intention to use such a health recommendation system as a function of options related to the underlying system (e.g. the type of company that generates the advice) as well as intermediaries (e.g. general practitioner) that might assist in using the system. We further explore if the effect of both the system and intermediaries on intention to use a health recommendation system are mediated by consumers' perceived effort, privacy risk, usefulness and enjoyment.

Most of the people even know about the some common solution but they don't want to follow that for example they know that drinking is beneficial for health but they don't how that what's the real power, healing and prevention capacity of water is. This can be sorted if we can assure them that they are taking guidance from some the experts with all the proper reason.

This project helps the users in curing its disease by giving the list of fruits and herbs that the user should consume in order to get rid of its disease. The main purpose of this project is to help the user to easily search for herbs and fruits that will be good for the health of the user depending on any health issue or disease that he/she is suffering from. This system helps the

user to reduce its searching time to a great extent by allowing the user to enter its health problem and search accordingly. The admin can add fruits and herbs to the system and its information. This system also allows the user to view the selected fruit or the herb's description which describes how the fruit or the herb will help to improve the user's health. This system also allows the user to place order which will add the items to the user's cart and make payment for the same. The system also includes a module in which the user can search for the hospitals depending on the name of the disease that user enter. Thus, this system helps to get food products best suited for user health to a great extent. System can recommend some product to the user.

#### Some advantages of this system-

- This system helps the users to improve their health to a great extent depending on the health issue or the disease that the user is suffering from.
- This system can help to follow the proper diet for different medical conditions.
- This system also helps to identify your blood pressure, Sugar level and body mass index.
- This system reduces the search time to a great extent.
- System also recommends products to the user.

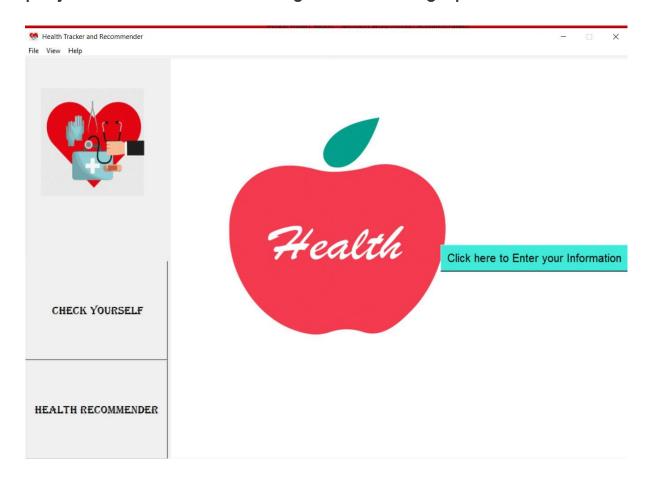
## Goals and Objective -

We find evidence that the options related to the underlying system as well as the intermediaries involved influence consumers' intention to use such a health recommendation system and that these effects are mediated by perceptions of effort, privacy risk, usefulness and enjoyment. Also, we find that consumers value usefulness of a system more and enjoyment less when a general practitioner advices them to use a health recommendation system than if they use it out of their own curiosity.

We developed and tested a model of consumers' intention to use a health recommendation system. We found that intermediaries play an important role in how consumers evaluate such a system over and above options of the underlying system that is used to generate the recommendation. Also, health-related information services seem to rely on endorsement by the medical sector. This has considerable implications for the distribution as well as the communication channels of health recommendation systems which may be quite difficult to put into practice outside traditional health service channels.

#### **PROJECT DESCRIPTIONS**

The most first page of GUI(Graphical user interface) of our project is some more looking like this image pasted below.



In this page of interface we have created 2 frame where the left side of the frame is having slider feature for users convenient. The right frame is having an option of "Click here to enter your Information" which allows user to enter their personal information just like a signup/login page, that helps to generate final report. And the right side of this interface is holding up 2 options "Check yourself" and "Health recommender". we have also declared menu bars which can ease up the complexity of this software up to 10%. codes we used to do this much is provided bellow.

```
from tkinter import *
import tkinter
from tkinter import messagebox
import datetime
root=Tk(className=" Health Tracker and Recommender")
root.iconbitmap('images/medical.ico')
root.geometry("1080x720")
#Function of menu bar command
#->>>Creating About us Function of menu bar
frame_root=LabelFrame(root,bg="white")
frame root.pack()
#creating Whole Window pane
panel_1=PanedWindow(relief="raised")
panel_1.pack(fill=BOTH,expand=True)
#Creating Left Pane screen
left_label=Frame(panel_1,width=100)
panel 1.add(left label)
#Creating Right and centered Pane
panel_2=Frame(panel_1,relief=FLAT,bg="white")
panel_1.add(panel_2) #Creating Menu Bar:
menu bar=Menu(root)
root.config(menu=menu_bar)
#creating File Menu
file menu=Menu(menu bar)
menu_bar.add_cascade(label="File",menu=file_menu)
file_menu.add_command(label="New File",command=menu_new_file)
file_menu.add_separator()
file_menu.add_command(label="Exit",command=root.destroy)
#creating View Menu
view_menu=Menu(menu_bar)
menu_bar.add_cascade(label="View",menu=view_menu)
view_menu.add_command(label="Enter your Info",command=m_window)
view_menu.add_separator()
view_menu.add_command(label="Check Yourself",command=check_health_alloption)
view_menu.add_command(label="Health Recommender",command=health_recom_fn)
#creating Help Menu
help_menu=Menu(menu_bar)
menu_bar.add_cascade(label="Help",menu=help_menu)
help_menu.add_command(label="New...",command=None)
help menu.add separator()
help_menu.add_command(label="About us",command= menu_about)
```

#Adding Logo to Left Pane canvas=Canvas(left\_label,width=0,height=0) canvas.pack(expand=YES,fill=BOTH,padx=20) gig1=PhotoImage(file='images/Logo.gif') canvas.create\_image(100,150,image=gig1)

#Adding Button to Left Pane redbutton=Button(left\_label,text=" Check Yourself",relief=RAISED,padx=45,pady=70,font="Algerian",command=check\_health\_alloption) redbutton.pack()

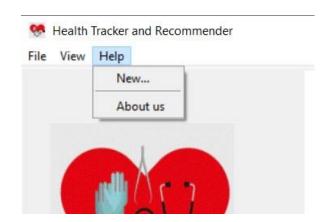
button=Button(left\_label,text="Health Recommender",relief=RAISED,padx=20,pady=70,font="Algerian",command=health\_recom\_fn) button.pack()

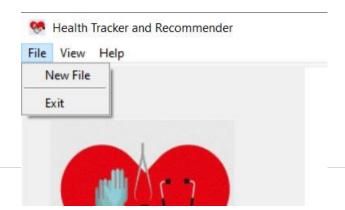
root.resizable(False,False)
root.mainloop()

#### Interface menu -

In menu we are providing 3 menu sections **file, view** and **help**. File is having 2 cascades new file and exit, view is having 3 cascades enter your info, check yourself and health recommender and the final help is having 2 cascades new and about us.





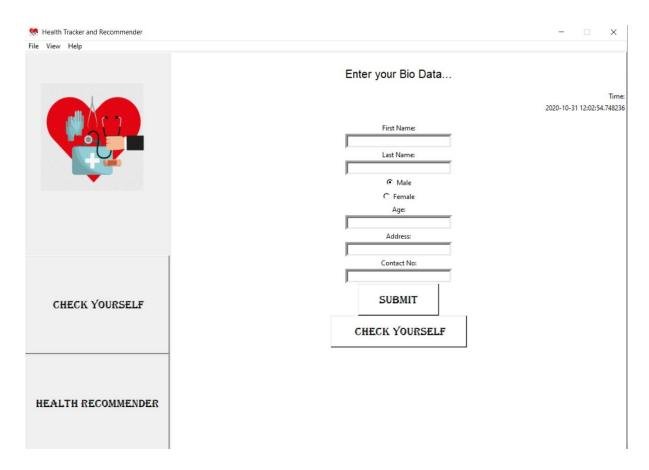


#### Code we used to declare this much is written bellow

```
#Creating Menu Bar:
menu_bar=Menu(root)
root.config(menu=menu_bar)
#creating File Menu
file menu=Menu(menu bar,tearoff=0)
menu_bar.add_cascade(label="File",menu=file_menu)
file menu.add command(label="New File",command=menu new file)
file menu.add separator()
file menu.add command(label="Exit",command=root.destroy)
#creating View Menu
view_menu=Menu(menu_bar,tearoff=0)
menu bar.add cascade(label="View",menu=view menu)
view menu.add command(label="Enter your Info",command=m window)
view_menu.add_separator()
view menu.add command(label="Check Yourself",command=check health alloption)
view_menu.add_command(label="Health Recommender",command=health_recom_fn)
#creating Help Menu
help menu=Menu(menu bar,tearoff=0)
menu_bar.add_cascade(label="Help",menu=help_menu)
help_menu.add_command(label="New...",command=None)
help menu.add separator()
help_menu.add_command(label="About us",command= menu_about)
#Function of menu bar command
#->>>Creating About us Function of menu bar
def menu_about():
response=messagebox.showinfo("About us","Developed by : Anurag Anand, Sushant
Kumar, Pabitra Panda \nContact us: \nE-mail: track.health@gmail.com \nPhone: +91
1800125690 \nGet more info at www.TrackHealth.org")
def menu new file():
      for widget in panel_2.winfo_children():
      widget.destroy()
      check_button=Button(panel_2,text="Click here to Enter your
      Information",bg="white",padx=10,pady=10,command=m window)
      check_button.pack(anchor=CENTER,pady=10)
```

## Click here to enter your information -

This button on the panel\_2 is declared to help user to reach them out to the information section where they can enter their personal information like name, gender age, address and contact number. Through this page they can either submit their information which will help this software to generate there health report later or they can directly check there health after entering there info.



Codes to declare this much of bio data section is given bellow

```
button1=Button(m_window_canvas,text="Click here to Enter your
Information",bg="#3FEBD8",font=8,relief="raised",padx=5,pady=5,command=m_window)
button1.pack(side="right",pady=10)

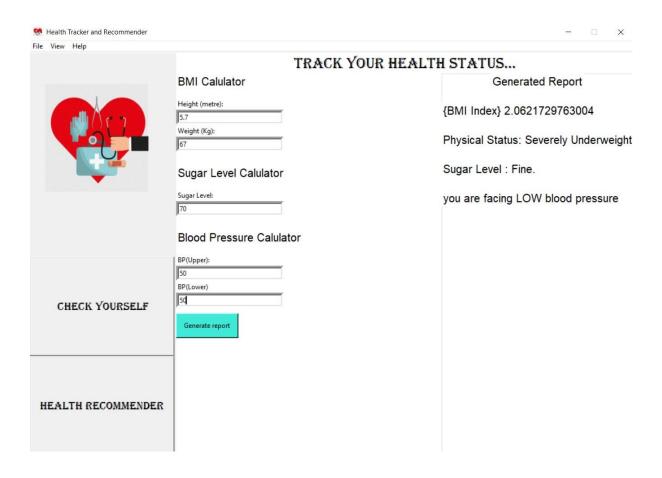
def m_window():
    for widget in panel_2.winfo_children():
        widget.destroy()

x = datetime.datetime.now()
```

```
Label(panel_2,text="\nEnter your Bio Data...",font=30,bg="white").pack(anchor=N)
Label(panel 2, text="\nTime:",bg="white").pack(anchor=NE)
Label(panel_2, text=x,bg="white").pack(anchor=NE)
Label(panel 2, text="\nFirst Name:",bg="white").pack()
f_name=Entry(panel_2,border=5,width=30)
f name.pack()
Label(panel 2, text="Last Name:",bg="white").pack()
l_name=Entry(panel_2,border=5,width=30)
l_name.pack()
var=IntVar()
male=Radiobutton(panel_2,text="Male",bg="white",variable=var,value=True,command=
None)
male.pack()
female=Radiobutton(panel_2,text="Female",bg="white",variable=var,value=False,comma
nd=None)
female.pack()
Label(panel 2, text="Age:",bg="white").pack()
age=Entry(panel_2,border=5,width=30)
age.pack()
Label(panel_2, text="Address:",bg="white").pack()
address=Entry(panel_2,border=5,width=30)
address.pack()
Label(panel_2, text="Contact No:",bg="white").pack()
contact=Entry(panel_2,border=5,width=30)
contact.pack()
#submit button
submit button=Button(panel 2,text="Submit",relief=RAISED,padx=30,pady=10,font="Alg
erian",bg="white",command=submit_fn)
submit button.pack()
#check yourself button
check_button=Button(panel_2,text=" Check
Yourself",relief=RAISED,bg="white",padx=30,pady=10,font="Algerian",command=check_h
ealth alloption)
check_button.pack()
m_window_canvas=Canvas(panel_2,height=600,width=500,bg="white",relief=RAISED)
m_window_canvas.pack(expand=YES,fill=BOTH,side="left")
gig=PhotoImage(file='images/apple_.gif')
button1=Button(m_window_canvas,text="Click here to Enter your
Information",bg="#3FEBD8",font=8,relief="raised",padx=5,pady=5,command=m_window)
button1.pack(side="right",pady=10)
m window canvas.create image(300,300,image=gig)
```

## Check yourself -

This section is the most important part of this software. This section is designed in such a way so that the user can get their proper current health status. And after which they can go to the health recommender system where they can check that what they have to do next to maintain a good health. This section tells users about their body mass index, blood pressure and sugar level status and generates the final report with current body mass index, BMI status, sugar status, blood pressure status



## Code required to declare Check yourself section

```
redbutton=Button(left label,text=" Check
Yourself",relief=RAISED,padx=45,pady=70,font="Algerian",command=check_health_allopt
ion)
redbutton.pack()
def check_health_alloption():
 for widget in panel_2.winfo_children():
   widget.destroy()
 Label(panel 2,text="Track your Health
Status...",font=("Algerian",20),bg="white").pack(anchor=N)
 #canvas inside panel_2 for report generation
 global check_health_canvas
 check_health_canvas=Canvas(panel_2,bg="white",width=500,height=400)
 check_health_canvas.pack(fill=BOTH,side="right")
 #BMI
 global height
 Label(panel_2,text="BMI Calulator",font=18,bg="white").pack(anchor=NW)
 Label(panel_2, text="\nHeight (metre):",bg="white").pack(anchor=NW)
 height = Entry(panel 2,border=5,width=30)
 height.pack(anchor=NW)
 global weight
 Label(panel_2, text="Weight (Kg):",bg="white").pack(anchor=NW)
 weight =Entry(panel 2,border=5,width=30)
 weight.pack(anchor=NW)
 #Sugar Level
 global sugar_level
 Label(panel_2,text="\nSugar Level Calulator",font=18,bg="white").pack(anchor=NW)
 Label(panel_2, text="\nSugar Level:",bg="white").pack(anchor=NW)
 sugar level=Entry(panel 2,border=5,width=30)
 sugar_level.pack(anchor=NW)
 #Blood Pressure
 global bp high
 Label(panel_2,text="\nBlood Pressure
Calulator",font=18,bg="white").pack(anchor=NW)
 Label(panel 2,text="\nBP(Upper):",bg="white").pack(anchor=NW)
 bp_high=Entry(panel_2,border=5,width=30)
 bp_high.pack(anchor=NW)
```

```
global bp low
 Label(panel 2,text="BP(Lower)",bg="white").pack(anchor=NW)
  bp low=Entry(panel 2,border=5,width=30)
  bp_low.pack(anchor=NW)
  #Repport Generate button
  button1=Button(panel 2,text="Generate
report",bg="#3FEBD8",padx=10,pady=10,command=check_health)
  button1.pack(anchor=SW,pady=10)
# Check Yourself Button Command
def check health():
 #BMI calculation function
  a=float(height.get())
  b=float(weight.get())
  c=float(a * b)
 bmi = b/(a*a)
 Label(check_health_canvas,text = "Generated
Report\n",font=20,bg="white").pack(side="top")
  Label2=Label(check_health_canvas)
  if ( bmi < 16):
    Label2.configure(text = "\nPhysical Status: Severely
Underweight",font=18,bg="white")
  elif ( bmi >= 16 and bmi < 18.5):
    Label2.configure(text ="\nPhysical Status: Underweight",font=18,bg="white")
  elif ( bmi >= 18.5 and bmi < 25):
    Label2.configure(text ="\nPhysical Status: Healthy",font=18,bg="white")
  elif ( bmi >= 25 and bmi < 30):
    Label2.configure(text = "\nPhysical Status: Overweight",font=18,bg="white")
  elif ( bmi >=30):
    Label2.configure(text ="\nPhysical Status:Severely Overweight",font=18,bg="white")
 Label1=Label(check_health_canvas)
  b=('BMI Index')
  a=(b,bmi)
  Label1.configure(text = a,font=18,bg="white")
 Label1.pack(anchor=NW)
  Label2.pack(anchor=NW)
  #Sugar Level Calculation function
  sugar=int(sugar_level.get())
 Label1=Label(check_health_canvas)
  if sugar>100:
```

```
Label1.configure(text="\nSugar Level : High.",font=18,bg="white")
 elif sugar<60:
    Label1.configure(text="\nSugar Level : Low.",font=18,bg="white")
 else:
    Label1.configure(text="\nSugar Level : Fine.",font=18,bg="white")
 Label1.pack(anchor=NW)
 #Blood Pressure Level calculation function
 #->>>>Global check health function for Blood Pressure
 bpl_Label=Label(check_health_canvas)
 def low bp(up,down):
      bpl_Label.configure(text="\nyou are facing LOW blood
pressure",font=18,bg="white")
      bpl Label.pack(anchor=NW)
 bpn_Label=Label(check_health_canvas)
 def normal bp(up,down):
        bpn_Label.configure(text="\nEnjoy you life",font=18,bg="white")
        bpn_Label.pack(anchor=NW)
 def high_bp(up,down):
        bp high=up
        bp low=down
        bph_Label=Label(check_health_canvas)
        if((int(bp high)<130 and int(bp high)>=120 )and int(bp low)<=80):
          bph_Label.configure(text="\nyou area in PREHYPERTENTION
STAGE",font=18,bg="white")
        elif((int(bp_high)<140 and int(bp_high)>=130) and int(bp_low)<90):
          bph_Label.configure(text="\nYou are in HYPERTENTION STAGE
1",font=18,bg="white")
        elif((int(bp_high)<180 and int(bp_high)>=140) and int(bp_low)<120):
          bph Label.configure(text="\nYou are in HYPERTENTION STAGE
2",font=18,bg="white")
        else:
          bph_Label.configure(text="\nYou are in HYPERTENSIVE CRISIS(Final stage of
HYPERTENTIOIN",font=18,bg="white")
        bph_Label.pack(anchor=NW)
 # main BP caller function
 global up
 up=int(bp_high.get())
 global down
 down =int(bp_low.get())
 bp Label=Label(check health canvas)
 if(up<90 and up>=40 and down<60 and down>=40):
```

```
low_bp(up,down)

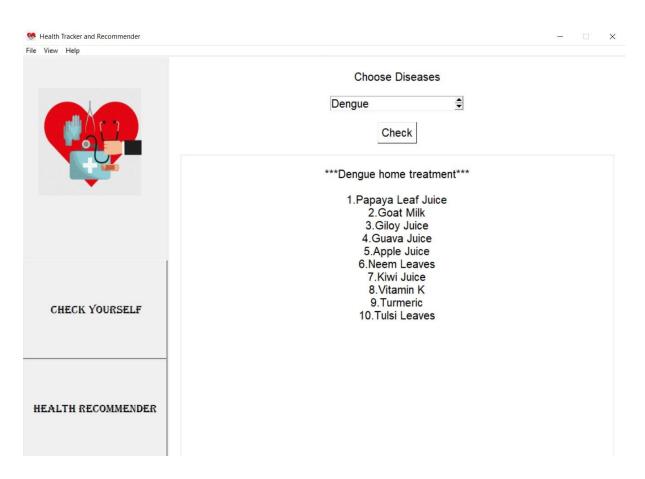
elif(up<120 and up>=90 and down<80):
    normal_bp(up,down)

elif(up>=120 and down>=80):
    high_bp(up,down)

else:
    bp_Label.configure(text="\nPlease enter a valid blood pressure",font=18,bg="white")
    bp_Label.pack(anchor=NW)
```

#### Health Recommender -

This section helps users by providing them the proper guidance about what to do and what not to do in each type of medical condition. This will help to allot users a set of meals, exercises and tips which they need to follow to maintain or heal there medical life. This concept can save the lots of money from the users pocket.



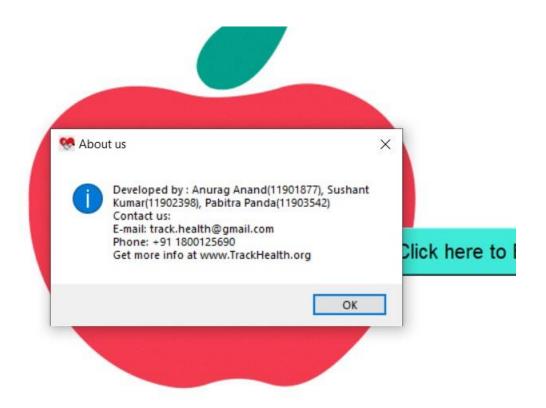
## Code require to build this section is given bellow

```
button=Button(left_label,text="Health
Recommender",relief=RAISED,padx=20,pady=70,font="Algerian",command=health_recom
fn)
button.pack()
def health recom fn():
 for widget in panel_2.winfo_children():
    widget.destroy()
  panel_2.pack_forget()
  w = Label(panel 2, text = 'Choose Diseases', font = "50",bg="white")
  w.pack(pady=20)
 global sp
  sp = Spinbox(panel_2,values=("Dengue","Malaria","Corona","Typhoid","Common
Cold", "Allergies"), bg="white", fg="Black", font=30)
  sp.pack()
 #calling other diceases function
disease_compute=Button(panel_2,text="Check",border=1,relief="raised",bg="white",font
=20,command=other diseases)
  disease_compute.pack(pady=20)
  global cnvs
  cnvs=Canvas(panel 2,width=0,height=0,bg="white")
  cnvs.pack(expand=YES,fill=BOTH,padx=20)
#other disease contents
def other_diseases():
    for widget in cnvs.winfo children():
      widget.destroy()
    Label3=Label(cnvs,text=",bg="white",font=40)
    Label3.pack(pady=20)
    temp=sp.get()
    if(temp=='Dengue'):
        Label3.configure(text="***Dengue home treatment***\n\n1.Papaya Leaf
Juice\n2.Goat Milk\n3.Giloy Juice\n4.Guava Juice\n5.Apple Juice\n6.Neem
Leaves\n7.Kiwi Juice\n8.Vitamin K\n9.Turmeric\n10.Tulsi Leaves")
    elif(temp=="Malaria"):
        Label3.configure(text="***Malaria home treatment***\n\n1.Orange
Juice\n2.Ginger\n3.Lime or lemon Juice\n4.Holy Basil\n5.Warm Water\n6.Grapeffruit
Juice\n7.Berries")
    elif(temp=="Corona"):
        Label3.configure(text="***Corona home treatment***\n\n1.Warm
```

```
water\n2.Giloy\n3.Tulsi(Basil)\n4.Turmeric powder\n5.Vitamin C rich
foods(Kiwi,orange,papaya...)")
    elif(temp=="Typhoid"):
        Label3.configure(text="***Typhoid home treatment***\n\n1.Drink lots of
fluids\n2.Garlic\n3. Basil\n4.Apple cider vinegar\n5.Cold compress")
    elif(temp=="Common Cold"):
        Label3.configure(text="***Common Cold home
treatment***\n\n1.Garlic\n2.Raw Honey\n3.Ginger\n4.Chicken Soup\n5. Red
Onion\n6.Black Pepper\n7.Turmeric Milk")
    else:
        Label3.configure(text="***Allergies home treatment***\n\n1.Use HEPA
filters\n2.Butterbur\n3.papaya and pineapple\n4.Honey\n5.Vitamin C")
```

#### About us -

This section is available on the menu help bar "About us". These are some basic information about developers team and the contact info



# Code required to develop about us section

#declaring menu bar cascade command help\_menu.add\_command(label="About us",command= menu\_about)

#function to provide the info
def menu\_about():

response=messagebox.showinfo("About us","Developed by : Anurag Anand(11901877), Sushant Kumar(11902398), Pabitra Panda(11903542) \nContact us: \nE-mail: track.health@gmail.com \nPhone: +91 1800125690 \nGet more info at www.TrackHealth.org")

#### ABOUT TECHNOLOGIES AND FRAMEWORK USED

# Python, IDLE, Tkinter and its widgets -

Python is an interpreted, high-level and 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.

IDLE is the integrated development environment (IDE) provided with Python. An IDE combines a program editor and a language environment as a convenience to the programmer. Using IDLE is not a requirement for using Python. There are many other IDEs that can be used to write Python programs, not to mention a variety of text-based programmer's editors that many programmers prefer to IDEs.

We had created this GUI using **tkinter module** which is a Python binding to the Tk Gui toolkit. It is the standard Python **interface** to the Tk GUI toolkit, and is Python's de facto standard GUI. Tkinter is included with standard Linux, Microsoft Windows and Mac OS X installs of Python.

The name *Tkinter* comes from *Tk interface*. Tkinter was written by Fredrik Lundh.

Tkinter is free software released under a Python licence.

We used 2 modules of python in this program. 1st is tkinter which help to create and organize this GUI and 2nd is the datetime module of through which we are fetching the date and the time from the system to show the user. We used different widget defined inside of tkinter interface which provided us the flexibility up to a great extent. Widgets such as label, button, canvas, frame, spinbox, entry, text and menu

### **WORK DISTRIBUTION**

### Distribution of roll among students

# Anurag Anand -

- Final GUI creation
- Final GUI assembling
- Created functions for several events
- Content for Body Mass Index
- Final report framework and About us section

#### Sushant kumar-

- Basic GUI of health recommender
- Final report project description, appendix section and finishing
- Created functions for Blood pressure
- Provided content health recommender and BP
- Github link

## Pabitra kr. panda-

- Basic functions for Sugar level
- Provided content health recommender and Sugar level
- Basic GUI for "Click here to enter your information" Button
- Final report Background and Work description section

# THANK YOU

By-ANURAG ANAND SUSHANT KUMAR and PABITRA KR. PANDA