# Object Oriented Programming

(ENGR-UH 2510) Spring 2025: FINAL PROJECT

# **VACCINE INOCULATION SYSTEM**

# 1.1 Introduction

The vaccine inoculation system is designed and tailored in order to streamline the process of managing patient records, scheduling appointments, and tracking vaccine stocks in a clinic. The system is built using Object-Oriented Programming (OOP) principles so as to ensure modularity, scalability, and maintainability. It primarily addresses real-world challenges such as maintaining patient registration, tracking vaccine administration, and vaccine inventory management, making it a practical tool that can be further scaled and developed for healthcare providers.

The system is divided into four main components: **Patient Management**, **Admin Module**, **Staff Module**, **and Vaccine Management**, each implemented using OOP concepts like inheritance, polymorphism, encapsulation, and class friendship.

# 1.2 Approach

The system is designed to handle the complexities and tasks of a real-world vaccination clinic, focusing on efficiency, scalability, and user-friendliness. The approach is divided into the following key areas:

# 1. Patient Management:

- The system allows patients to register themselves into the system via the Admin Module, replicating how
  patients need to register and file in healthcare centres through the center's administration.
- Once registered, patients can opt to schedule appointments, view their vaccination status, and also check
  their appointment details, if any. The system uses a static map (patient\_records) to store patient objects
  during program execution, enabling quick lookups and updates.

#### 2. Admin Module:

- The admin module provides functionalities for clinic administrators, such as viewing all patient records, scheduling appointments, and managing vaccine stocks.
- Admins can also place orders for additional vaccine supplies if the stock falls below a predefined (currently set to 1000 doses) threshold.

#### 3. Staff Module:

- The staff module enables clinic staff to update patient vaccination records and view current vaccine stocks.
- Staff members can administer vaccine doses to patients, updating their vaccination status and reducing the vaccine stock accordingly with each administered dose.

#### 4. Vaccine Management:

- The system tracks vaccine types, stocks, and required doses using a hierarchical class structure.
- The base Vaccine class is extended by specific vaccine types (e.g., Pfizer, Moderna) via inheritance, which allows the system to display vaccine specific information.

#### 5. File Handling:

The system uses CSV files to store patient records, appointments, and vaccine stocks. This
ensures data persistence and allows for easy integration with external systems.

# 1.3 Solution

This system has been thoughtfully designed to simulate a real-world vaccine inoculation clinic. Below is a detailed explanation of my solution, including how the different classes interact and an overview of the overall program flow.

#### Patient Class:

- It stores attributes such as name, id, vacc type, doses done, and status for clinic patients.
- The Admin class can access private members of the Patient class (e.g., app\_date, timing) through class friendship. This allows admins to schedule appointments for patients.
- The Staff class can update a patient's vaccination status and dose count using the Patient::UpdateDoses() method.
- The Patient class stores the type of vaccine a patient has chosen (vacc\_type), which is used by the Staff class to update vaccine stocks after registering a vaccination.

#### Admin Class:

- The Admin class handles administrative tasks such as viewing patient records, scheduling appointments, and managing vaccine stocks.
- The Admin::appointments() function schedules appointments for patients by calling the Patient::setAppointment() method, which is made accessible via class friendship.
- The Admin class can check vaccine stocks and place orders for additional supplies using the Vaccine::getCurrentStock() method.

#### Staff Class:

- The Staff class is responsible for updating patient vaccination records and viewing vaccine stocks.
- he Staff::update\_dose() function increments a patient's dose count and updates their vaccination status using the Patient::UpdateDoses() method.
- The Staff class reduces the vaccine stock when a dose is administered, using the Vaccine::stock map.

### Vaccine Class:

- The Vaccine class serves as the base class for specific vaccine types (e.g., Pfizer, Moderna). It tracks vaccine stocks and required doses.
- The **Vaccine::createVaccine()** function dynamically creates vaccine objects based on the patient's chosen vaccine type.
- The Staff class, via class friendship updates the vaccine stock when a dose is administered, using the Vaccine::stock map.

# 1.4 Program Flow

# **Patient Registration:**

- 1. When a patient registers, they provide their name, Emirates ID, and preferred vaccine type.
- 2. A new Patient object is created and added to the patient\_records map.

### **Appointment Scheduling:**

- 1. An admin schedules an appointment for a patient by entering their Emirates ID, vaccine type, appointment date, and time.
- 2. The system checks if the patient already exists in the patient\_records map. If not, a new Patient object is created.

3. The appointment details are written to the Appointments.csv file using the Patient::record appointment() function.

### **Vaccine Administration:**

- 1. A staff member administers a vaccine dose to a patient by entering their Emirates ID.
- 2. The system retrieves the patient's record from the patient\_records map and increments their dose count using the Patient::UpdateDoses() method.
- 3. If the patient does not have a record, the system prompts them to go to admin to register themselves because vaccinations are only registered if the patient is on file.
- 4. The vaccine stock is updated by decrementing the corresponding entry in the Vaccine::stock map.

## **Vaccine Stock Management:**

- 1. Admins and staff can view the current vaccine stock using the Vaccine::getCurrentStock() method.
- 2. If the stock of a particular vaccine falls below the predefined threshold, the admin can place an order for additional supplies.

# 1.5 Program Structure:

# 1.5.1 Program Flow Diagram

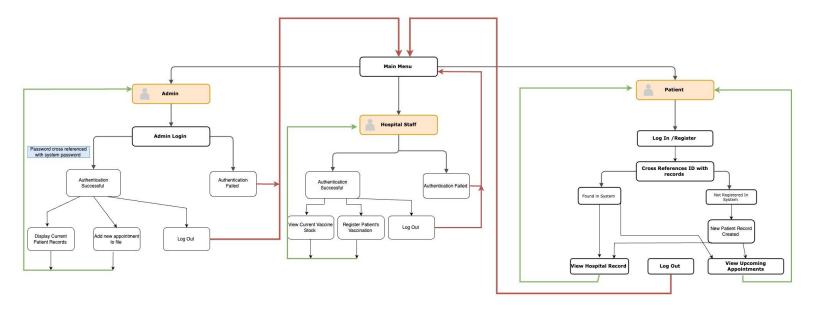


Fig 1.5 (a) Program FloW

# 1.5.2 UML Diagram

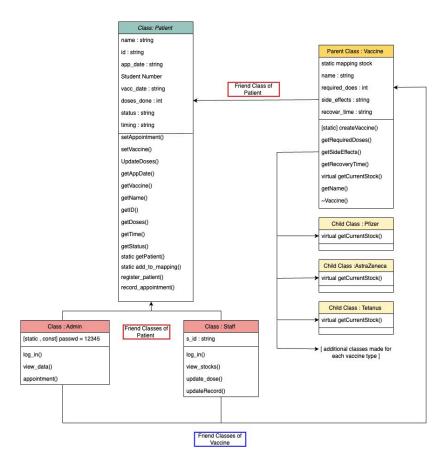


Fig. 1.5 (b) UML Diagram for the Program

# 1.6 OOP Paradigm Implementation

### 1. Inheritance:

```
51  // Derived classes
52  class Pfizer: public Vaccine {
53  public:
54    Pfizer(): Vaccine("Pfizer", 2, "Fatigue, Fever", "1-2 days") {}
55    //Returns stock of vaccine
57    virtual int getCurrentStock(){...
```

Fig 1.6 (1) Parent and Child Classes

 The Pfizer class inherits from the base Vaccine class. This demonstrates inheritance, as Pfizer reuses the functionality of the Vaccine class, like name, required\_doses, side\_effects, and recovery\_time while adding its own specific details.

### 2. Runtime Polymorphism:

Fig 1.6 (2) Vaccine Factory Function

 The createVaccine function uses polymorphism to dynamically create objects of specific vaccine types (e.g., Pfizer, Moderna) based on the input string. This allows the system to handle different vaccine types flexibly without hardcoding object creation.

# 3. Encapsulation:

```
class Patient {
   private:
   string name; //Patient Name
   string id; //Patient's Emirates ID
   string app_date=""; //Appointment Date (DD:NM:YY)
   string vacc type=""; //Vaccine Name / pointer to vaccine obj

string status= "Unvaccinated"; //Vaccinated or Not (all new patient are by drfualt set to be unvaccinated)
   string timing=""; //Appointment Timing (HH:NM)

public:
   int doses_done = 0; //Number of Doses Taken (initialized to 0 for all)
```

Fig 1.6 (3) Attribute Encapsulation in Class Patient

- The Patient class encapsulates private data members (e.g., name, id, app\_date) and provides public methods (e.g., getName, setAppointment) to access and modify them. This demonstrates encapsulation, ensuring data integrity and controlled access to sensitive information.

### 4. Class Friendship:

```
//Adding new patient records to file
void register_patient(Patient* patient_ref);
//Saving appointment data to csv file
void record_appointment(const string& fname);

//Friend Classes
friend class Admin;
friend class Staff;
};
```

Fig 1.6 (4) Friend Classes of Class Patient

 The Admin and Staff classes are declared as friends of the Patient class, allowing them to access private members of Patient. This demonstrates class friendship, enabling secure and controlled access to sensitive patient data.

#### 5. Static Class Members:

```
public:
    int doses_done = 0; //Number of Doses Taken (initialized to 0 for all)

//Static Map to keep track of all patient objects
static map <string, Patient*> patient_records;
```

Fig 1.6 (5) Static Class Members of Class Patient

- The patient\_records map is declared as a static member of the Patient class, allowing it to be shared across all instances of the class. This ensures that patient records are globally accessible and consistent.

# 1.7 Optimization Implementation

1. Static Mapping for Patient Information Lookups:

```
//Checking if Patient already exists in records; returns pointer to object if exists
Patient* Patient::getPatient(string id)

{
    auto it = patient_records.find(id); // Searching for the ID

if (it != patient_records.end())

{
    return it->second; // Returning the pointer to obj if found
}

else

return nullptr; // Returning nullptr if not found
}

// Patient*
// Pat
```

Fig 1.7 (1) Static Mapping

- The patient\_records mapping enables O(1) lookups, insertions, and deletions using Emirates ID as the key, avoiding slow iterations and file parisng. It stores pointers to patient objects, reducing memory overhead and ensuring efficiency even with large datasets.
- 2. Polymorphism for Vaccine Management:

Fig 1.7 (3) Function Implementing Polymorphism in Class Vaccine

- The createVaccine function uses a factory map to create vaccine objects dynamically, allowing easy extension without modifying existing code. It creates only the needed vaccine, optimizing memory usage.
- 3. Avoiding Redundant Computations:

```
//updates the patient's data and modifies vaccine stock data
void Staff::update_dose(Patient* patient)

string vaccine= patient->getVaccine(); //getting vaccine type
patient->UpdateDoses();
cout<<"check : "<=patient->doses_done<<"\n";

//decreasing stock count for vaccine
Vaccine::stock[vaccine]--;
cout << "Dose successfully administered to " << patient->getName() << ".\n";
cout << "Remaining " << vaccine << " stock: " << Vaccine::stock[vaccine] << " doses.\n";</pre>
```

Fig 1.7 (4) Multiple Updates in Single Function

- The update\_dose function updates the patient's dose count and vaccine stock in one step, reducing function calls and computations. Using pointers minimizes memory usage by avoiding temporary variables.
- 4. Efficient File Handling:

Fig 1.7 (5) File Handling Function in Class Patient

- The function reads the file line by line with `getline`, reducing memory usage for large files. It uses stringstream to parse fields efficiently and processes data in a single pass, minimizing I/O operations for better performance.

# 1.8 Output to Console:

#### 1. User Role: Clinic Admin

 a. Registering new patient and displaying Current Patient Records

### b. Checking vaccine stock

#### 2. User Role: Clinic Staff

a. Viewing current Vaccine Stock

```
Would you like to continue ? Enter 1(Yes) or 0 (No) 1

1. Administrator
2. Vaccine Staff
3. Patient
Enter Choice: 2

Enter Staff ID : 123A59
Login Successful!

1. View Current Vaccine Stocks
2. Register Patient Vaccination
3. Logout
Enter Choice: 1

Current Vaccine Stock — AstraZeneca : 12000 doses

Chickenpox : 9099 doses
Diphtheria : 2000 doses

HPV : 1000 doses

Measles : 90888 doses
Moderna : 19222 doses
Pfizer : 12000 doses

Fizen : 12000 doses

Tetanus : 35000 doses
```

b. Registering vaccine to patient

```
Patient_Records.csv

1 Patient_ID_Name, Vaccine, Doses_Taken, Status
2 123988, Meera, Pfizer, 1 , Partially-Vaccincated
3 123966, Andrew, Tetanus,1, Vaccinated
4 12345, Aarya, Tetanus,1, Partially Vaccinated
5 0989876, Bryan, Tetanus, 1, Partially Vaccinated
6 09998976, Bryan, Tetanus, 1, Partially Vaccinated
7 556789, Alexandra, Measles, 3, Fully Vaccinated
8 7654321, MeLissa, Pfizer,1, Partially Vaccinated
10 129899, Aurora, Measles, 0, Unvaccinated
11 129999, Luke, Tetanus, 0, Unvaccinated
12 13
```

After registering the vaccine to Patient, her record has been updated to reflect the change.

#### 3. User Role: Patient

# a. Patient is unregistered

```
1. Administrator.
2. Vaccine Staff
3. Patient Choice: 3

***Control of Clinic !

At Richmond Clinic !

At Richmond Clinic !

At Richmond Clinic, we are committed to providing safe and reliable vaccinations to protect you and your loved ones. From routine immunizations to specialized vaccines, our expert team ensures top-quality care in a comfortable and professional setting. Please enter facilis prompted below to register youself in the system. Enter Vaccine Page 1809899

You're not currently registered in our system! Please enter facilis prompted below to register youself in the system. Enter Vaccine Pype: Measles
Successfully registered you into our system:

Patient Renu

1. Check Vaccines Offered and Additional Information

2. View Schoduled Appointments !

Please contact Admin to book your appointment !

Please contact Admin to book your appointment !

1. Check Vaccines Offered and Additional Information

3. Lingout

2. View Schoduled Appointments

1. Check Vaccines Offered and Additional Information

3. Lingout

2. View Schoduled Appointments

1. Check Vaccines Offered and Additional Information

3. Lingout

3. Lingout

6. Check Vaccines Offered and Additional Information

3. Lingout

6. Check Vaccines Offered and Additional Information

8. Lingout

8. Lingout

9. Patient Menu

1. Check Vaccines Offered and Additional Information

9. View Schoduled Appointments
```

# b. Patient is already registered in system and has an appointment booked

### c. Viewing Vaccine Specific Information

```
- Patient Menu

1. Check Vaccines Offered and Additional Information
2. View Scheduled Appointments
3.Logout
Enter choice: 1
Vaccines Currently Offered at our Clinic:

1. AstraZeneca
2. Chickenpox
3. Diphtheria
4. HPV
5. Measles
6. Moderna
7. Pfizer
8. Tetanus

Enter Name of Vaccine You Would Like to Check :AstraZeneca

VACCINE: AstraZeneca

Number of Required Doses: 2
Possible Side Effects: Mild fever, Body ache
Aproxmiate Recovery Period: 2-3 days
```

# References

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