Instructions for developers

This README file describes the schema of the database and the variable matrix that retains the information about the nutrition game of the diabetes application. This is because there is already a technical report of the class diagram in the wiki link: https://github.com/ellak-monades-aristeias/diabetes/wiki

The database (https://github.com/ellak-monades-aristeias/diabetes/blob/master/src/com/example/diabetes/MainActivity.java) at the current time contains two different tables:

1. The InsoulinDose table that retains the date and time a patient received a dosage of insulin as well as the number that describes the amount of the dosage.
2. The BloodGlucose table that retains the date and time a patient measured his blood sugar, the type of measurement (pre/post breakfast, pre/post launch, pre/post dinner, before bed), as well as the amount of the measurement.

Using the database someone may view his average, minimum and maximum blood measurement sugar values for the latest 3 months grouped by type. The developer may use the contents of the database to provide to the users the results of periods other than the latest 3 months.

The developer that will extend the nutrition game (https://github.com/ellak-monades-aristeias/diabetes/blob/master/src/com/example/diabetes/Nutrition.java) has to set the correct value to the number_of_recipes variable. Then, the developer will use the question_array and answers_array to add a new nutrition question. In question_array the developer has to add the question and 3 available answers while in the answers_array the developer will denote which answer is correct (first, second, or third).