Ministry of Education, Culture and Research

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Faculty of Computers, Informatics and Microelectronics

Mobile Development

Telemedicine

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1 Purposes of the laboratory work

– Develop the Telemedicine mobile app based on the given design and requirements;

– Gain knowledge about the work with drawables, layouts and other resources;

– Implement user authentication;

– Use a storage method for the information used in the application;

2 Laboratory Work Requirements

– **Frontend** Using the provided design implement the UI of all the Views bellow:

  – Splash Screen;
  – Welcome Screen;
  – Login/Signup Screen;
  – Home Screen;
  – Approved Request Screen;
  – Doctor List;
  – Doctor Contacts;

  The UI should be adapted for min 3 screen sizes(mdpi, hdpi, xhdpi). Present in emulator or on a real device.

– **Backend** Implement the functional part of the app according to the API structure from below:

  – Authentication - Login;
  – Registration - Register users;
  – Get Profile - Extract profile information;
  – Get Doctors List - View the list of Doctors;
  – Get Doctor info - View information about a Doctor;
  – User Request - Add an appointment for a user;

3 Laboratory work implementation

3.1 Frontend

To create the Frontend of the application i.e. the Views with the UI and the transitions of the views I've followed the steps below:

– First thing I've

3.2 Backend

3.3 Screenshots

Conclusion

- In an android app the UI can be made more user-friendly with the help of the design. Besides the options we have in Android Studio or other IDE to style our drawables we can use different software like Photoshop, Illustrator, GIMP etc. to create images, icons and all we need.
- Because of the fact that there are so many different devices that use Android with different resolutions, dimensions were introduced different pixel densities. These are measured either by an abbreviation e.g. tvdpi, mdpi, hdpi etc. or can be a number. Some examples can be seen in Android Studio when we select a device for a preview.
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References

1 Very official Document, *official page*, `www.google.com`

2 Timo Ojala, *Multiresolution gray-scale and rotation invariant texture classification with local binary patterns*, 2002