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REMOTE HEALTH MONITORING SYSTEM (RHMS)

SIMULATING A REMOTE HEALTH MONITORING SYSTEM
FOR ELDERLY PATIENTS USING CLIENT-SERVER TCP SOCKETS

Project ID: Group 8

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1. Introduction

1.1. Client-Server applications

The Client-Server architecture consists of two parts: the client and the server. The client-server applications are distributed application frameworks that assign different responsibilities to servers and clients. A server is a machine that gives clients access to one or more services. Clients can acquire and use those services from server either through a network or within the same computer. Both server and client must follow the same protocol for communication when using a client-server system, which employs a request-response messaging pattern. [1]

1.2. Java TCP Sockets

TCP (Transmission Control Protocol) is one of the common main protocols of the Internet protocol suite. It is the most common transport layer protocol. The transport layer lies between the Application and Network Layers and utilizes TCP to deliver reliable services. It is a connection-oriented communications protocol that facilitates message exchanges between various devices over a network. TCP is used with the Internet Protocol (IP), which defines the method for exchanging data packets between computers [1]

1. The server creates a TCP socket via `serverSocket` using of client port number, then waits for the client requests.
2. The server accepts the client request by `accept()` method.
3. Then, server will wait for the client connection.
4. After that, the client creates a TCP socket using the server's IP address and port number, for a successful connection, the client's port number must match the server's port number.
5. I/O communication on both sides over sockets is done using the `getOutputStream()` and `getInputStream()` functions.

```
//Create Server Socket with specific port number.  
Socket serverSocket = new ServerSocket(portForThisServer);  
clientSocket = serverSocket.accept();  
  
// Create Server Socket    MedicalServer = new ServerSocket(port);  
Socket clientSocket = MedicalServer.accept();
```

1.3. Threads

A running program's route, the steps it takes, and the order in which those steps are taken are all referred to as a thread. A thread executes code for a specified set of inputs from its beginning place in an ordered, preset sequence. Multiple application processes can be executed in parallel using multiple threads, thus increasing application performance. [2]

```
// this thread make to start execution
new Thread(new Personal_Server_Handler(clientSocket)).start();
```

1.4. Selected GUI Elements

We have used java swing which is a lightweight GUI toolkit written completely in java to build an optimized window-based application. We have implemented GUI elements in five classes: Sensor_Client_Application, Personal_Server, Medical_Server, Start_Screen, and CloseApp. We have made use of a variety of elements, including labels, text fields, text areas, images, buttons, and sounds [3].

1.5. RHMS Application

RHMS is a Remote Health Monitoring System using Wireless Body Area Networks (WBAN). RHMS aims to improve the quality of life of elderly patients with chronic diseases and reduce medical care costs for them. It uses three kinds of sensors, namely, heart rate, oxygen saturation, and temperature, to monitor the health of elderly patients.

It consists of three main components:

- 1- Sensor Client Application.
- 2 - Personal Server.
- 3- Medical Server.

1.6. The Roles of Clients and Servers

RHMS consists of three components:

1- Personal Server:

It has two roles: a server and a client. It works as a server for the Sensor Client application that processes the sensor information received from sensors and decides whether the processed information is urgent or not based on certain conditions. Thus, if the processed information is urgent, it works as a client and sends this information to the medical server via TCP sockets.

2- The Medical Server:

It receives messages about the patient's condition from the personal server via TCP sockets. The medical server displays messages received from Caregiver's personal client. Then, it addresses the received information and displays the appropriate action to be taken by the caregiver.

3- The Sensor Client Application:

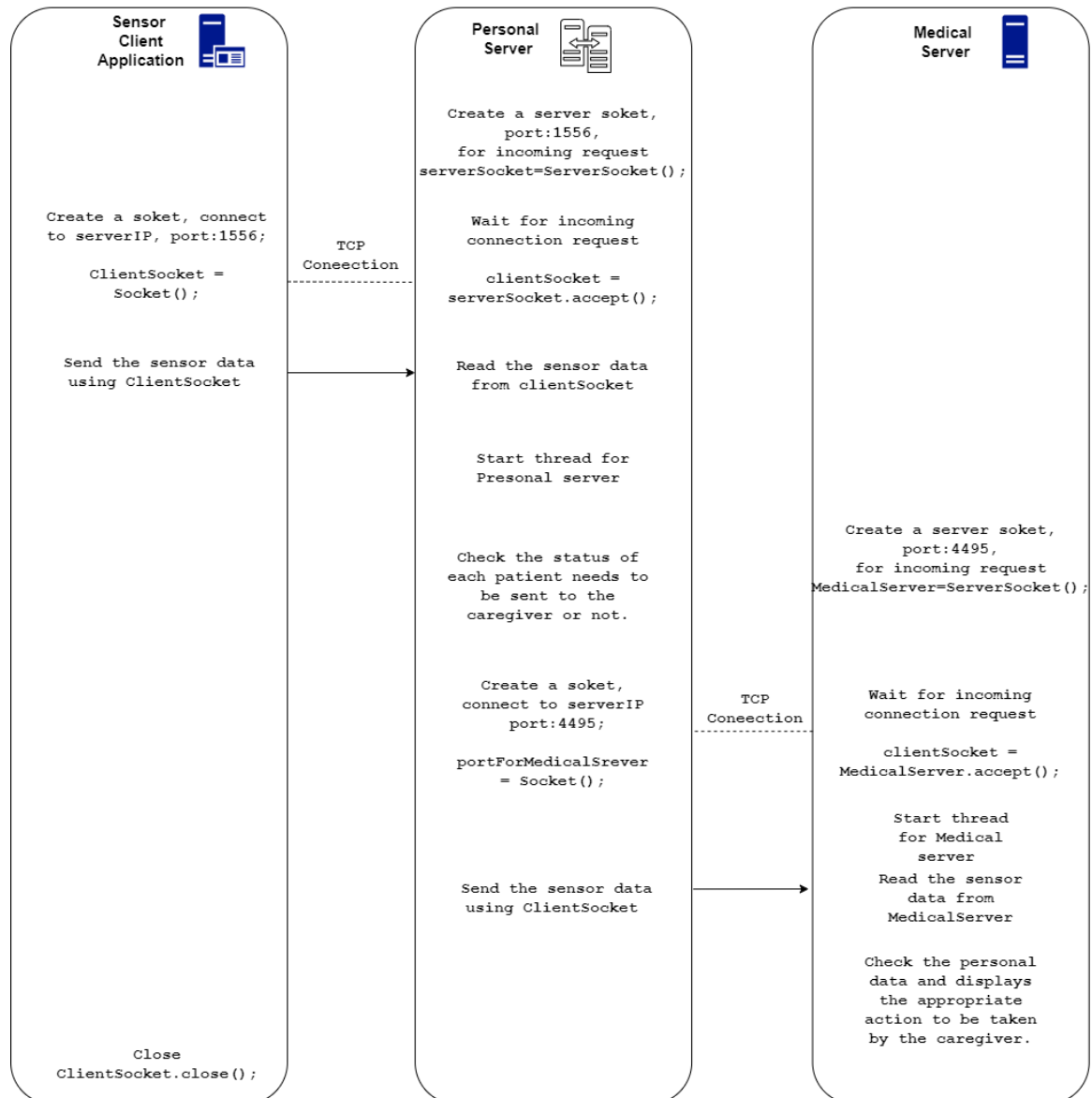
The main role of the sensor application is to generate, display, and send data every 5 seconds via TCP socket to the personal server to handle this data, and determine the status of each pulse(one reading at a time) separately. The user will enter the number of readings indicating in real time for sensors to be alive since that each reading takes exactly five seconds to send one packet of data(Temperature, Heart rate, Oxygen level). Therefore, the minimum number of readings is 12 which is equal to 60 seconds. Finally, the sensor application prints out the generated data on its screen.

1.7. Overview

In section 2, the patient Monitoring Application interaction diagram and pseudocode will be presented. In section 3, we will explain the RHMS implementation in detail. Snapshots of RHMS application output will be presented in section 4. Then, in section 5, we will discuss teamwork and responsibility assignments. Finally, section 6 is the conclusion of the report where we will summarize our project.

2. Patient Monitoring Application Interaction Diagram

2.1. Client-Server Interaction Diagram



2.2. Pseudocode

Algorithm Server

//The following algorithm illustrate our client-server application of the networks

Application, consisting of two clients and a server connecting them.

Input \leftarrow Reading //more than 12 readings

For 0: Input

 Create Sensor Client socket

 Generate sensor data randomly

 Send generated data to personal server

 // Personal Server Socket

 While(true)

 Create TCP socket

 Listening for client sensor to be connect

 Accept connection from the client sensor

 Start thread

 Handling data came from client separately

 Display Data

 If data need to be send to the medical server

 Open socket

 Wait to be accept

 Data will send to medical server

 // Medical Server Socket

 While(true)

 Create TCP socket

 Listening for client Personal to be connect

 Accept connection from the Personal client

 Start thread

 Handling data came from client separately

 Check personal data and display appropriate message

 Else

 Do nothing

 Continue to Personal server

Close sensor client socket

3. RHMS Implementation

We have implemented RHMS using three classes: `Sensor_Client_Application`, `Personal_Server`, and `Medical_Server`. Note that `Sensor_Client_Application` class sends sensed data to `Personal_Server` class via a separate TCP socket every five seconds, thereby we have created a class called `Personal_Server_Handler` within `Personal_Server` class that handles each TCP socket separately, and undoubtedly `Medical_Server` class has a `ServerHandler` class too.

3.1. `Sensor_Client_Application` Class

```
1. /* We learned the basics of the GUI from this source:
2. https://youtube.com/playlist?list=RDCMUCAVodKTAgQKxeEn78T41k8w&playnext=1 */
3.
4. import java.math.BigDecimal;
5. import java.math.RoundingMode;
6. import java.io.*;
7. import java.math.BigDecimal;
8. import java.net.Socket;
9. import java.text.SimpleDateFormat;
10. import java.util.*;
11. import java.math.RoundingMode;
12. import java.net.InetAddress;
13. import java.net.UnknownHostException;
14. import java.util.logging.Level;
15. import java.util.logging.Logger;
16. import javax.sound.sampled.*;
17.
18. public class Sensor_Client_Application extends javax.swing.JFrame {
19.
20.     /**
21.      * Creates new form Sensor_Client_Application
22.      */
23.     public Sensor_Client_Application() {
24.         // to initialize all of the Java swing components objects
25.         initComponents();
26.         // to change the color of background to white
27.         getContentPane().setBackground(java.awt.Color.WHITE);
28.     }
29.
30.     /**
31.      * This method is called from within the constructor to initialize the form.
32.      * WARNING: Do NOT modify this code. The content of this method is always
33.      * regenerated by the Form Editor.
34.      */
35.     @SuppressWarnings("unchecked")
36.     // <editor-fold defaultstate="collapsed" desc="Generated Code"> //GEN-BEGIN: initComponents
37.     private void initComponents() {
38.
39.         jScrollPane1 = new javax.swing.JScrollPane();
40.         Sensor_data = new javax.swing.JTable();
41.         jLabel2 = new javax.swing.JLabel();
42.         Button_close = new javax.swing.JButton();
43.         Num_reading = new javax.swing.JTextField();
44.         Enter = new javax.swing.JButton();
45.         reading_msg = new javax.swing.JLabel();
46.         Button_show = new javax.swing.JButton();
47.         jLabel1 = new javax.swing.JLabel();
48.
49.         setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
50.         setTitle("Sensor Client Application");
51.         setBackground(new java.awt.Color(255, 255, 255));
52.         setBounds(new java.awt.Rectangle(0, 0, 0, 0));
53.         setCursor(new java.awt.Cursor(java.awt.Cursor.DEFAULT_CURSOR));
54.         setName("Sensor_Client_Application"); // NOI18N
55.         setSize(new java.awt.Dimension(790, 450));
56.
57.         Sensor_data.setBackground(new java.awt.Color(225, 229, 229));
58.         Sensor_data.setColumns(20);
59.         Sensor_data.setFont(new java.awt.Font("Courier New", 1, 12)); // NOI18N
60.         Sensor_data.setRows(5);
61.         Sensor_data.setSelectionColor(new java.awt.Color(255, 255, 255));
62.         jScrollPane1.setViewportView(Sensor_data);
63.
64.         jLabel2.setBackground(new java.awt.Color(153, 153, 153));
65.         jLabel2.setForeground(new java.awt.Color(102, 102, 102));
66.         jLabel2.setIcon(new javax.swing.ImageIcon(getClass().getResource("/sensor.jpg"))); // NOI18N
67.
68.         Button_close.setBackground(new java.awt.Color(204, 204, 255));
69.         Button_close.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 14)); // NOI18N
70.         Button_close.setForeground(new java.awt.Color(51, 51, 51));
71.         Button_close.setText("Close App");
72.         Button_close.addActionListener(new java.awt.event.ActionListener() {
73.             public void actionPerformed(java.awt.event.ActionEvent evt) {
74.                 Button_closeActionPerformed(evt);
75.             }
76.         });
77.
78.         Num_reading.addActionListener(new java.awt.event.ActionListener() {
79.             public void actionPerformed(java.awt.event.ActionEvent evt) {
```

```

41. JLabel2 = new javax.swing.JLabel();
42. Button_close = new javax.swing.JButton();
43. Num_reading = new javax.swing.JTextField();
44. Enter = new javax.swing.JButton();
45. reading_msg = new javax.swing.JLabel();
46. Button_show = new javax.swing.JButton();
47. JLabel1 = new javax.swing.JLabel();
48.
49. setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
50. setTitle("Sensor Client Application");
51. setBackground(new java.awt.Color(255, 255, 255));
52. setBounds(new java.awt.Rectangle(0, 0, 0, 0));
53. setCursor(new java.awt.Cursor(java.awt.Cursor.DEFAULT_CURSOR));
54. setName("Sensor Client Application"); // NOI18N
55. setSize(new java.awt.Dimension(790, 450));
56.
57. Sensor_data.setBackground(new java.awt.Color(225, 229, 229));
58. Sensor_data.setColumns(20);
59. Sensor_data.setFont(new java.awt.Font("Courier New", 1, 12)); // NOI18N
60. Sensor_data.setRows(5);
61. Sensor_data.setSelectionColor(new java.awt.Color(255, 255, 255));
62. jScrollPane1.setViewportViewView(Sensor_data);
63.
64. JLabel2.setBackground(new java.awt.Color(153, 153, 153));
65. JLabel2.setForeground(new java.awt.Color(102, 102, 102));
66. JLabel2.setIcon(new javax.swing.ImageIcon(getClass().getResource("/sensor.jpg"))); // NOI18N
67.
68. Button_close.setBackground(new java.awt.Color(204, 204, 255));
69. Button_close.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 14)); // NOI18N
70. Button_close.setForeground(new java.awt.Color(51, 51, 51));
71. Button_close.setText("Close App");
72. Button_close.addActionListener(new java.awt.event.ActionListener() {
73.     public void actionPerformed(java.awt.event.ActionEvent evt) {
74.         Button_closeActionPerformed(evt);
75.     }
76. });
77.
78. Num_reading.addActionListener(new java.awt.event.ActionListener() {
79.     public void actionPerformed(java.awt.event.ActionEvent evt) {
80.         Num_readingActionPerformed(evt);
81.     }
82. });
83.
84. Enter.setBackground(new java.awt.Color(204, 204, 204));
85. Enter.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 14)); // NOI18N
86. Enter.setForeground(new java.awt.Color(51, 51, 51));
87. Enter.setText("Enter");
88. Enter.addActionListener(new java.awt.event.ActionListener() {
89.     public void actionPerformed(java.awt.event.ActionEvent evt) {
90.         EnterActionPerformed(evt);
91.     }
92. });
93.
94. reading_msg.setBackground(new java.awt.Color(67, 141, 177));
95. reading_msg.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 18)); // NOI18N
96. reading_msg.setForeground(new java.awt.Color(255, 255, 255));
97. reading_msg.setText(" Plase enter number of reading: ");
98. reading_msg.setName(""); // NOI18N
99. reading_msg.setOpaque(true);
100.
101. Button_show.setBackground(new java.awt.Color(204, 204, 255));
102. Button_show.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 18)); // NOI18N
103. Button_show.setForeground(new java.awt.Color(51, 51, 51));
104. Button_show.setText("Show Output Of Reading");
105. Button_show.addActionListener(new java.awt.event.ActionListener() {
106.     public void actionPerformed(java.awt.event.ActionEvent evt) {
107.         Button_showActionPerformed(evt);
108.     }
109. });
110.
111. JLabel1.setBackground(new java.awt.Color(0, 102, 153));
112. JLabel1.setFont(new java.awt.Font("Calibri", 1, 14)); // NOI18N
113. JLabel1.setForeground(new java.awt.Color(255, 0, 51));
114. JLabel1.setText("(Note:minimum Number of readings is 12)");
115.
116. javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());
117. getContentPane().setLayout(layout);
118. layout.setHorizontalGroup(
119.     layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
120.     .addGroup(layout.createSequentialGroup()

```

```

121.         .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
122.             .addGroup(javax.swing.GroupLayout.Alignment.TRAILING, layout.createSequentialGroup()
123.                 .addComponent(jLabel1, javax.swing.GroupLayout.PREFERRED_SIZE, 253, javax.swing.GroupLayout.PREFERRED_SIZE)
124.                 .addGap(97, 97, 97))
125.             .addGroup(layout.createSequentialGroup()
126.                 .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
127.                     .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
128.                         .addComponent(reading_msg, javax.swing.GroupLayout.PREFERRED_SIZE, 305, javax.swing.GroupLayout.PREFERRED_SIZE)
129.                         .addGroup(layout.createSequentialGroup()
130.                             .addGap(47, 47, 47)
131.                             .addComponent(Num_reading, javax.swing.GroupLayout.PREFERRED_SIZE, 147, javax.swing.GroupLayout.PREFERRED_SIZE)
132.                             .addGap(42, 42, 42)
133.                             .addComponent(Enter))
134.                         .addComponent(Button_show, javax.swing.GroupLayout.Alignment.TRAILING))
135.                     .addComponent(Button_close))
136.                 .addGap(45, 45, 45)))
137.             .addComponent(jScrollPane1, javax.swing.GroupLayout.DEFAULT_SIZE, 496, Short.MAX_VALUE)
138.             .addContainerGap())
139.         .addGroup(layout.createSequentialGroup()
140.             .addContainerGap()
141.             .addComponent(jLabel2)
142.             .addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))
143.     );
144.     layout.setVerticalGroup(
145.         layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
146.             .addGroup(layout.createSequentialGroup()
147.                 .addGap(16, 16, 16)
148.                 .addComponent(jLabel2, javax.swing.GroupLayout.PREFERRED_SIZE, 107, javax.swing.GroupLayout.PREFERRED_SIZE)
149.                 .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
150.                 .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)
151.                     .addGroup(layout.createSequentialGroup()
152.                         .addComponent(reading_msg, javax.swing.GroupLayout.PREFERRED_SIZE, 42, javax.swing.GroupLayout.PREFERRED_SIZE)
153.                         .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
154.                         .addComponent(jLabel1, javax.swing.GroupLayout.PREFERRED_SIZE, 28, javax.swing.GroupLayout.PREFERRED_SIZE)
155.                         .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
156.                         .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
157.                             .addComponent(Num_reading, javax.swing.GroupLayout.PREFERRED_SIZE, 33, javax.swing.GroupLayout.PREFERRED_SIZE)
158.                             .addComponent(Enter, javax.swing.GroupLayout.PREFERRED_SIZE, 33, javax.swing.GroupLayout.PREFERRED_SIZE))
159.                         .addGap(18, 18, 18)
160.                         .addComponent(Button_show)
161.                         .addGap(63, 63, 63)
162.                         .addComponent(Button_close))
163.                     .addComponent(jScrollPane1, javax.swing.GroupLayout.PREFERRED_SIZE, 283, javax.swing.GroupLayout.PREFERRED_SIZE))
164.                 .addContainerGap(42, Short.MAX_VALUE))
165.     );
166.
167.     pack();
168. } // </editor-fold> // GEN-END: initComponents
169.
170. private void Button_closeActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST:event_Button_closeActionPerformed
171.     // TODO add your handling code here:
172.
173.     // to close the audio
174.     Clip_Aud.stop();
175.     // to close the app in closeApp class
176.     closeApp closeA = null;
177.     if (closeA == null) {
178.         closeA = new CloseApp();
179.     }
180.     closeA.setVisible(true);
181.     this.setVisible(false);
182. } // GEN-LAST:event_Button_closeActionPerformed
183.
184. private void Num_readingActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST:event_Num_readingActionPerformed
185.     // TODO add your handling code here:
186. } // GEN-LAST:event_Num_readingActionPerformed
187. // variables for sound
188. public static AudioInputStream Audio_In_Stream;
189. public static Clip Clip_Aud;
190.
191. private void EnterActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST:event_EnterActionPerformed
192.     try {
193.         // TODO add your handling code here:
194.
195.         // To read number of reading need from user
196.         Readings = Integer.parseInt(Num_reading.getText());
197.         // add audio in sensor client page
198.         File file = new File("Sensor_sound.wav");
199.         Audio_In_Stream = AudioSystem.getAudioInputStream(file);
200.         Clip_Aud = AudioSystem.getClip();
201.         Clip_Aud.open(Audio_In_Stream);
202.         FloatControl gainControl = (FloatControl) Clip_Aud.getControl(FloatControl.Type.MASTER_GAIN);
203.         Clip_Aud.loop(Clip.LOOP_CONTINUOUSLY);
204.         // to play the audio
205.         Clip_Aud.start();
206.     } catch (UnsupportedAudioFormatException ex) {
207.         Logger.getLogger(Sensor_Client_Application.class.getName()).log(Level.SEVERE, null, ex);
208.     } catch (IOException ex) {
209.         Logger.getLogger(Sensor_Client_Application.class.getName()).log(Level.SEVERE, null, ex);
210.     } catch (LineUnavailableException ex) {
211.         Logger.getLogger(Sensor_Client_Application.class.getName()).log(Level.SEVERE, null, ex);
212.     }
213. } // GEN-LAST:event_EnterActionPerformed
214.
215. private void Button_showActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST:event_Button_showActionPerformed
216.     // TODO add your handling code here:
217.
218.     // variables Declaration
219.     String IP = "localhost"; // Name: localhost IP=127.0.0.1 (Server name address)
220.     int port = 1556; // (port number of running server process)
221.
222.     // Constant format of date to be use later in our program
223.     SimpleDateFormat dateFormat = new SimpleDateFormat("'At date: 'dd MMM yy', time 'HH:mm:ss '");
224.
225.     // To Send the data every 5 seconds to the server
226.     // Since that the minimum number of readings is 12
227.     while (counter != Readings) {
228.         if (Readings <= 11) {
229.             Sensor_data.append("Sorry wrong input!, Please enter Reading number >=12");
230.             break;
231.         }
232.         try {
233.             // Create a new client socket in each iteration to send separate data
234.             ClientSocket = new Socket(IP, port);
235.             /*
236.              * Creates a new data output stream to push data
237.              * to the specified underlying output stream.
238.              */
239.             SendToServer = new DataOutputStream(ClientSocket.getOutputStream());
240.

```

```

241.         // Create date instant for specific time
242.         Date date = new Date();
243.
244.         Thread.sleep(5000); // wait five seconds
245.
246.         TemperatureSensor = GenerateTemperatureData();
247.         Sensor_data.append(dateFormat.format(date) + ",sensed temperature is " + TemperatureSensor + "\n");
248.         SendToServer.writeDouble(TemperatureSensor); // send TemperatureSensor data to Personal Server
249.
250.         HeartSensor = GenerateHeartData();
251.         Sensor_data.append(dateFormat.format(date) + ",sensed heart rate is " + HeartSensor + "\n");
252.         SendToServer.writeByte(HeartSensor); // send HeartSensor data to Personal Server
253.
254.         OxygenSensor = GenerateOxygenData();
255.         Sensor_data.append(dateFormat.format(date) + ",sensed oxygen saturation is " + OxygenSensor + "\n");
256.         SendToServer.writeByte(OxygenSensor); // send OxygenSensor data to Personal Server
257.
258.         Sensor_data.append("\n\n");
259.
260.         counter += 1;
261.
262.         SendToServer.close();// close data stream
263.         ClientSocket.close();// close client Socket
264.
265.     } catch (IOException | InterruptedException ex) {
266.         Logger.getLogger(Sensor_client_Application.class.getName()).log(Level.SEVERE, null, ex);
267.     }
268. }
269.
270. //GEN-LAST:event_Button_showActionPerformed
271.
272. //Timer for whole task? we have wrote temporary number for the readings
273. static int HeartSensor;
274. static double TemperatureSensor;
275. static int OxygenSensor;
276. static Socket ClientSocket;
277. static DataOutputStream SendToServer;
278. /*This value determines how much program runs i.e
279.  if the program live 60 seconds then it needs to 12 readings to cover the time needed
280.  (Keep in mind the data are sending every five seconds).*/
281. static int Readings = 0;
282. static int counter = 0;
283.
284. public static void main(String args[]) throws Exception {
285.     /* Set the Nimbus look and feel */
286.     //<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
287.     /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
288.      * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
289.      */
290.     try {
291.         for (javax.swing.UIManager.LookAndFeelInfo info : javax.swing.UIManager.getInstalledLookAndFeels()) {
292.             if ("Nimbus".equals(info.getName())) {
293.                 javax.swing.UIManager.setLookAndFeel(info.getClassName());
294.                 break;
295.             }
296.         }
297.     } catch (ClassNotFoundException ex) {
298.         java.util.logging.Logger.getLogger(Sensor_client_Application.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
299.     } catch (InstantiationException ex) {
300.         java.util.logging.Logger.getLogger(Sensor_client_Application.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
301.     } catch (IllegalAccessException ex) {
302.         java.util.logging.Logger.getLogger(Sensor_client_Application.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
303.     } catch (javax.swing.UnsupportedLookAndFeelException ex) {
304.         java.util.logging.Logger.getLogger(Sensor_client_Application.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
305.     }
306.     //</editor-fold>
307.
308.     /* Create and display the form */
309.     java.awt.EventQueue.invokeLater(new Runnable() {
310.         public void run() {
311.             new Sensor_client_Application().setVisible(true);
312.         }
313.     });
314. }
315.
316. // Generate randoms (Temperature-Heart-Oxygen)Data
317. //(int)(Math.random()*(max-min+1)+min)
318. public static double GenerateTemperatureData() {
319.     double GenerateValue = (double) (Math.random() * (41 - 36 + 1) + 36);
320.
321.     BigDecimal TwoDigits = new BigDecimal(GenerateValue).setScale(2, RoundingMode.HALF_UP);
322.     double newValue = TwoDigits.doubleValue();
323.
324.     return newValue;
325. }
326.
327. public static int GenerateHeartData() {
328.
329.     return (int) (Math.random() * (120 - 60 + 1) + 60);
330. }
331.
332. public static int GenerateOxygenData() {
333.
334.     return (int) (Math.random() * (100 - 60 + 1) + 60);
335. }
336.
337. // Variables declaration - do not modify//GEN-BEGIN:variables
338. private javax.swing.JButton Button_close;
339. private javax.swing.JButton Button_show;
340. private javax.swing.JButton Enter;
341. private javax.swing.JTextField Num_reading;
342. private static javax.swing.JTextArea Sensor_data;
343. private javax.swing.JLabel jLabel1;
344. private javax.swing.JLabel jLabel2;
345. private javax.swing.JScrollPane jScrollPane1;
346. private javax.swing.JLabel reading_msg;
347. // End of variables declaration//GEN-END:variables
348. }

```

3.2. Personal_Server Class

```
1. import java.awt.TextArea;
2. import java.io.DataInputStream;
3. import java.io.DataOutputStream;
4. import java.io.IOException;
5. import java.net.InetAddress;
6. import java.net.ServerSocket;
7. import java.net.Socket;
8. import java.text.SimpleDateFormat;
9. import java.util.Date;
10.
11. public class Personal_Server extends javax.swing.JFrame {
12.
13.     /**
14.      * Creates new form Personal_Server
15.      */
16.     public Personal_Server() {
17.         // to initializes all of the Java swing components objects
18.         initComponents();
19.         // to change the colore of background to white
20.         getContentPane().setBackground(java.awt.Color.WHITE);
21.     }
22.
23.     /**
24.      * This method is called from within the constructor to initialize the form.
25.      * WARNING: Do NOT modify this code. The content of this method is always
26.      * regenerated by the Form Editor.
27.      */
28.     @SuppressWarnings("unchecked")
29.     // <editor-fold defaultstate="collapsed" desc="Generated Code"> // GEN-BEGIN: initComponents
30.     private void initComponents() {
31.
32.         jColorChooser1 = new javax.swing.JColorChooser();
33.         Button_close = new javax.swing.JButton();
34.         jLabel2 = new javax.swing.JLabel();
35.         jLabel1 = new javax.swing.JLabel();
36.         Personal_state = new java.awt.TextArea();
37.
38.         setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
39.         setTitle("Personal state");
40.         setName("Personal State"); // NOI18N
41.
42.         Button_close.setBackground(new java.awt.Color(204, 204, 255));
43.         Button_close.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 14)); // NOI18N
44.         Button_close.setForeground(new java.awt.Color(51, 51, 51));
45.         Button_close.setText("Close App");
46.         Button_close.addActionListener(new java.awt.event.ActionListener() {
47.             public void actionPerformed(java.awt.event.ActionEvent evt) {
48.                 Button_closeActionPerformed(evt);
49.             }
50.         });
51.
52.         jLabel2.setBackground(new java.awt.Color(255, 255, 255));
53.         jLabel2.setForeground(new java.awt.Color(255, 255, 255));
54.         jLabel2.setIcon(new javax.swing.ImageIcon(getClass().getResource("/state.jpg"))); // NOI18N
55.
56.         jLabel1.setBackground(new java.awt.Color(67, 141, 177));
57.         jLabel1.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 24)); // NOI18N
58.         jLabel1.setForeground(new java.awt.Color(255, 255, 255));
59.         jLabel1.setText(" Personal State");
60.         jLabel1.setName(""); // NOI18N
61.         jLabel1.setOpaque(true);
62.
63.         Personal_state.setBackground(new java.awt.Color(225, 229, 229));
64.         Personal_state.setFont(new java.awt.Font("Courier New", 0, 12)); // NOI18N
65.
66.         javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());
67.         getContentPane().setLayout(layout);
68.         layout.setHorizontalGroup(
69.             layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
70.                 .addGroup(layout.createSequentialGroup()
71.                     .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
72.                         .addGroup(layout.createSequentialGroup()
73.                             .addContainerGap()
74.                             .addComponent(jLabel2))
75.                         .addGroup(layout.createSequentialGroup()
76.                             .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
77.                                 .addComponent(jLabel1, javax.swing.GroupLayout.PREFERRED_SIZE, 224, javax.swing.GroupLayout.PREFERRED_SIZE)
78.                                 .addGroup(layout.createSequentialGroup()
79.                                     .addContainerGap()
80.                                     .addComponent(Button_close, javax.swing.GroupLayout.PREFERRED_SIZE, 140, javax.swing.GroupLayout.PREFERRED_SIZE)))
```

```

81.         .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
82.         .addComponent(Personal_state, javax.swing.GroupLayout.DEFAULT_SIZE, 550, Short.MAX_VALUE)))
83.         .addContainerGap())
84.     );
85.     layout.setVerticalGroup(
86.         layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
87.         .addGroup(javax.swing.GroupLayout.Alignment.TRAILING, layout.createSequentialGroup()
88.             .addGap(0, 17, Short.MAX_VALUE)
89.             .addComponent(jLabel2)
90.             .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
91.             .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)
92.                 .addGroup(layout.createSequentialGroup()
93.                     .addComponent(jLabel1)
94.                     .addGap(232, 232, 232)
95.                     .addComponent(Button_close)
96.                     .addGap(24, 24, 24))
97.                 .addComponent(Personal_state, javax.swing.GroupLayout.PREFERRED_SIZE, 318, javax.swing.GroupLayout.PREFERRED_SIZE))
98.             .addContainerGap())
99.     );
100.
101.     pack();
102. } // </editor-fold> // GEN-END: initComponents
103.
104. private void Button_closeActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST: event_Button_closeActionPerformed
105.     // TODO add your handling code here:
106.
107.     // to close the app in closeApp class
108.     CloseApp closeA = null;
109.     if (closeA == null) {
110.         closeA = new CloseApp();
111.     }
112.     closeA.setVisible(true);
113.     this.setVisible(false);
114. } // GEN-LAST: event_Button_closeActionPerformed
115.
116. // This Server work with two faces, server(recieve msg) and client(send msg)
117. // Server Socket declaration
118. static ServerSocket serverSocket;
119. static int portForThisServer = 1556;
120. static Socket clientSocket; // For accept client connection
121.
122. public static void main(String args[]) throws Exception {
123.     /* Set the Nimbus look and feel */
124.     // <editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
125.     /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
126.      * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
127.      */
128.     try {
129.         for (javax.swing.UIManager.LookAndFeelInfo info : javax.swing.UIManager.getInstalledLookAndFeels()) {
130.             if ("Nimbus".equals(info.getName())) {
131.                 javax.swing.UIManager.setLookAndFeel(info.getClassName());
132.                 break;
133.             }
134.         }
135.     } catch (ClassNotFoundException ex) {
136.         java.util.logging.Logger.getLogger(Personal_Server_Handler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
137.     } catch (InstantiationException ex) {
138.         java.util.logging.Logger.getLogger(Personal_Server_Handler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
139.     } catch (IllegalAccessException ex) {
140.         java.util.logging.Logger.getLogger(Personal_Server_Handler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
141.     } catch (javax.swing.UnsupportedLookAndFeelException ex) {
142.         java.util.logging.Logger.getLogger(Personal_Server_Handler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
143.     }
144. } // </editor-fold>
145.
146. // Text area to print Personal_state data on screen
147. Personal_state = new JTextArea();
148.
149. /* Create and display the form */
150. java.awt.EventQueue.invokeLater(new Runnable() {
151.     public void run() {
152.         new Personal_Server().setVisible(true);
153.     }
154. });
155.
156. try {
157.     // Create Server Socket with specific port number.
158.     serverSocket = new ServerSocket(portForThisServer);
159.
160.     /* The Socket can have multiple connection
161.      * each iteration generate new connection with new sensor data */
162.     while (true) {
163.
164.         clientSocket = serverSocket.accept();
165.         // this thread make to start execution
166.         new Thread(new Personal_Server_Handler(clientSocket, Personal_state)).start();
167.     }
168.
169. } catch (IOException e) {
170.
171.     System.err.println("Could not connect with port: " + portForThisServer);
172.     System.exit(1);
173.
174. }
175.
176. }
177.
178. // Variables declaration - do not modify // GEN-BEGIN: variables
179. private javax.swing.JButton Button_close;
180. private static java.awt.TextArea Personal_state;
181. private javax.swing.JColorChooser jColorChooser1;
182. private javax.swing.JLabel jLabel1;
183. private javax.swing.JLabel jLabel2;
184. // End of variables declaration // GEN-END: variables
185.
186. }
187.
188. // *****
189. class Personal_Server_Handler implements Runnable {
190.     // To run the application on multiple device
191.     InetAddress addr = InetAddress.getByAddress("10.24.155.65");
192.     String hostName = addr.getHostHostName();
193.
194.     Socket ForMedicalServer; // For Sending dangerous cases to Medical Server
195.     // String IP = "localhost";
196.     int portForMedicalServer = 4495;
197.
198.     Socket ForClientSocket; // The data that come from client to be process
199.
200.     public DataInputStream RecievesFromClient; // for receiving data

```

```

201. public DataOutputStream SendToServer2; // for sending data to
202.
203. TextArea Personal_state; // to print on screen
204.
205. /**
206.  * Creates new form Personal_Server_Handler
207.  */
208. public Personal_Server_Handler(Socket connectedSocket, TextArea Personal_state) throws IOException {
209.     this.ForClientSocket = connectedSocket;
210.     this.Personal_state = Personal_state;
211.     initialize();
212. }
213.
214.
215. private void initialize() {
216.     try {
217.         this.ForMedicalServer = new Socket(hostName, portForMedicalServer);
218.         this.ReceivesFromClient = new DataInputStream(ForClientSocket.getInputStream());
219.         this.SendToServer2 = new DataOutputStream(ForMedicalServer.getOutputStream());
220.     } catch (IOException e) {
221.         Personal_state.append(e.toString());
222.     }
223. }
224.
225. @Override
226. public void run() {
227.
228.     // Variables declaration (need to print Personal_state)
229.     double TemperatureData = 0;
230.     int HeartData = 0;
231.     int OxygenData = 0;
232.     String msg1 = "", msg2 = "", msg3 = "";
233.
234.     SimpleDateFormat dateFormat = new SimpleDateFormat("'At date: 'dd MMM yy', time 'HH:mm:ss '");
235.
236.     try {
237.
238.         Date date = new Date();
239.         msg1 = dateFormat.format(date);
240.         // to read data from sensor
241.         TemperatureData = ReceivesFromClient.readDouble();
242.
243.         /*Case 1: if the Temperature Data > 38 then data will send to the server
244.          to take the appropriate action otherwise it's normal */
245.         if (TemperatureData > 38) {
246.             msg1 += ", Temperature is high " + TemperatureData;
247.             SendToServer2.writeUTF(msg1); // msg1 is sent to the Medical Server
248.             Personal_state.append(msg1 + ". An alert message is sent to the Medical Server.\n");
249.
250.         } else {
251.             Personal_state.append(msg1 + ", Temperature is normal\n");
252.             SendToServer2.writeUTF("");
253.
254.         }
255.         // to read data from sensor
256.         HeartData = ReceivesFromClient.read();
257.         msg2 = dateFormat.format(date);
258.
259.         /*Case 1: if the Heart Data > 100 || Heart Data < 60 then data will send to the server
260.          to take the appropriate action otherwise it's normal */
261.         if (HeartData > 100) {
262.             msg2 += ", Heart rate is above normal " + HeartData;
263.             SendToServer2.writeUTF(msg2);
264.             Personal_state.append(msg2 + ". An alert message is sent to the Medical Server.\n");
265.
266.         } else if (HeartData < 60) {
267.             msg2 += ", Heart rate is below normal " + HeartData;
268.             SendToServer2.writeUTF(msg2); // msg2 is sent to the Medical Server
269.             Personal_state.append(msg2 + ". An alert message is sent to the Medical Server.\n");
270.
271.         } else {
272.             Personal_state.append(msg2 + ", Heart rate is normal\n");
273.             SendToServer2.writeUTF("");
274.
275.         }
276.         // to read data from sensor
277.         OxygenData = ReceivesFromClient.read();
278.         msg3 = dateFormat.format(date);
279.
280.         /*Case 1: if the OxygenData < 75 then data will send to the server
281.          to take the appropriate action otherwise it's normal */
282.         if (OxygenData < 75) {
283.             msg3 += ", Oxygen saturation is low " + OxygenData;
284.             SendToServer2.writeUTF(msg3); // msg3 is sent to the Medical Server
285.             Personal_state.append(msg3 + ". An alert message is sent to the Medical Server.\n");
286.
287.         } else {
288.             Personal_state.append(msg3 + ", Oxygen Saturation is normal\n");
289.             SendToServer2.writeUTF("");
290.
291.         }
292.
293.         /* <Note: We sent an empty msg to server when data is normal
294.          to be sure about the order of data that received from server side>*/
295.         Personal_state.append("\n\n");
296.
297.     } catch (IOException e) {
298.         Personal_state.append(e.toString());
299.     }
300. }
301. }

```


3.3. Medical_Server Class

```
1. import java.awt.TextArea;
2. import java.io.DataInputStream;
3. import java.io.IOException;
4. import java.net.ServerSocket;
5. import java.net.Socket;
6.
7. public class Medical_Server extends javax.swing.JFrame {
8.
9.     // port number
10.    private static final int port = 4495;
11.
12.    /**
13.     * Creates new form Medical_Server
14.     */
15.    public Medical_Server() {
16.        // to initializes all of the Java swing components objects
17.        initComponents();
18.        // to change the colore of background to white
19.        getContentPane().setBackground(java.awt.Color.WHITE);
20.    }
21.
22.    /**
23.     * This method is called from within the constructor to initialize the form.
24.     * WARNING: Do NOT modify this code. The content of this method is always
25.     * regenerated by the Form Editor.
26.     */
27.    @SuppressWarnings("unchecked")
28.    // <editor-fold defaultstate="collapsed" desc="Generated Code"> //GEN-BEGIN: initComponents
29.    private void initComponents() {
30.
31.        Button_close1 = new javax.swing.JButton();
32.        jLabel1 = new javax.swing.JLabel();
33.        jLabel2 = new javax.swing.JLabel();
34.        Medical_state = new java.awt.TextArea();
35.
36.        setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
37.        setTitle("Medical State");
38.        setName("Medical_Server"); // NOI18N
39.        setPreferredSize(new java.awt.Dimension(794, 450));
40.
41.        Button_close1.setBackground(new java.awt.Color(204, 204, 255));
42.        Button_close1.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 14)); // NOI18N
43.        Button_close1.setForeground(new java.awt.Color(51, 51, 51));
44.        Button_close1.setText("Close App");
45.        Button_close1.addActionListener(new java.awt.event.ActionListener() {
46.            public void actionPerformed(java.awt.event.ActionEvent evt) {
47.                Button_close1ActionPerformed(evt);
48.            }
49.        });
50.
51.        jLabel1.setBackground(new java.awt.Color(67, 141, 177));
52.        jLabel1.setFont(new java.awt.Font("Yu Gothic UI Semilight", 1, 24)); // NOI18N
53.        jLabel1.setForeground(new java.awt.Color(255, 255, 255));
54.        jLabel1.setText("Medical State");
55.        jLabel1.setName(""); // NOI18N
56.        jLabel1.setOpaque(true);
57.
58.        jLabel2.setBackground(new java.awt.Color(255, 255, 255));
59.        jLabel2.setForeground(new java.awt.Color(255, 255, 255));
60.        jLabel2.setIcon(new javax.swing.ImageIcon(getClass().getResource("/medical.jpg"))); // NOI18N
61.
62.        Medical_state.setBackground(new java.awt.Color(225, 229, 229));
63.        Medical_state.setFont(new java.awt.Font("Courier New", 0, 12)); // NOI18N
64.
65.        javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());
66.        getContentPane().setLayout(layout);
67.        layout.setHorizontalGroup(
68.            layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
69.                .addGroup(layout.createSequentialGroup()
70.                    .add(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
71.                        .add(jLabel1, javax.swing.GroupLayout.PREFERRED_SIZE, 220, javax.swing.GroupLayout.PREFERRED_SIZE)
72.                        .add(layout.createSequentialGroup()
73.                            .addContainerGap()
74.                            .addComponent(Button_close1, javax.swing.GroupLayout.PREFERRED_SIZE, 140, javax.swing.GroupLayout.PREFERRED_SIZE))
75.                    .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
76.                    .addComponent(Medical_state, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
77.                    .addContainerGap()
78.                    .add(layout.createSequentialGroup()
79.                        .addContainerGap()
80.                        .addComponent(jLabel2)
```



```

81.         .addContainerGap(343, Short.MAX_VALUE))
82.     );
83.     layout.setVerticalGroup(
84.         layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
85.         .addGroup(layout.createSequentialGroup())
86.         .addContainerGap()
87.         .addComponent(jLabel2)
88.         .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
89.         .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
90.             .addGroup(layout.createSequentialGroup())
91.             .addComponent(Medical_state, javax.swing.GroupLayout.PREFERRED_SIZE, 318, javax.swing.GroupLayout.PREFERRED_SIZE)
92.             .addContainerGap(20, Short.MAX_VALUE))
93.         .addGroup(layout.createSequentialGroup())
94.         .addComponent(jLabel1)
95.         .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
96.         .addComponent(Button_close1)
97.         .addGap(80, 80, 80)))
98.     );
99.
100.    pack();
101.    } // </editor-fold> // GEN-END: initComponents
102.
103.    private void Button_close1ActionPerformed(java.awt.event.ActionEvent evt) { // GEN-FIRST:event_Button_close1ActionPerformed
104.        // TODO add your handling code here:
105.
106.        // to close the app in closeApp class
107.        CloseApp a = null;
108.        if (a == null) {
109.            a = new CloseApp();
110.        }
111.        a.setVisible(true);
112.        this.setVisible(false);
113.    } // GEN-LAST:event_Button_close1ActionPerformed
114.
115.    public static void main(String args[]) throws Exception {
116.        /* Set the Nimbus look and feel */
117.        //<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
118.        /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
119.         * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
120.         */
121.        try {
122.            for (javax.swing.UIManager.LookAndFeelInfo info : javax.swing.UIManager.getInstalledLookAndFeels()) {
123.                if ("Nimbus".equals(info.getName())) {
124.                    javax.swing.UIManager.setLookAndFeel(info.getClassName());
125.                    break;
126.                }
127.            }
128.        } catch (ClassNotFoundException ex) {
129.            java.util.logging.Logger.getLogger(ServerHandler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
130.        } catch (InstantiationException ex) {
131.            java.util.logging.Logger.getLogger(ServerHandler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
132.        } catch (IllegalAccessException ex) {
133.            java.util.logging.Logger.getLogger(ServerHandler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
134.        } catch (javax.swing.UnsupportedLookAndFeelException ex) {
135.            java.util.logging.Logger.getLogger(ServerHandler.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
136.        }
137.        //</editor-fold>
138.
139.        /* Create and display the form */
140.        java.awt.EventQueue.invokeLater(new Runnable() {
141.            public void run() {
142.                new Medical_Server().setVisible(true);
143.            }
144.        });
145.
146.        // Text area to print Medical_state data on screen
147.        Medical_state = new TextArea();
148.
149.        // Create Server Socket
150.        ServerSocket MedicalServer = new ServerSocket(port);
151.
152.        try {
153.
154.            /*
155.             * The Socket can have multiple connection
156.             * each iteration generate new connection with new receive data
157.             */
158.            while (true) {
159.                Socket clientSocket = MedicalServer.accept();
160.                // this thread make to start execution
161.                new Thread(new ServerHandler(clientSocket, Medical_state)).start();
162.            }
163.        } catch (IOException e) {
164.            System.err.println("Could not connect with port: " + port);
165.        }
166.    }
167.
168.    // Variables declaration - do not modify // GEN-BEGIN: variables
169.    private javax.swing.JButton Button_close1;
170.    private static java.awt.TextArea Medical_state;
171.    private javax.swing.JLabel jLabel1;
172.    private javax.swing.JLabel jLabel2;
173.    // End of variables declaration // GEN-END: variables
174.
175.    }
176.
177.    //*****
178.    final class ServerHandler implements Runnable {
179.
180.        Socket clientSocket; // For Serving each client separately
181.        DataInputStream FromClient; // Read sent data from server socket
182.        public String TemperatureMSG, HeartMSG, OxygenMSG;
183.
184.        TextArea Medical_state; // to print on screen
185.
186.        /**
187.         * Creates new form ServerHandler
188.         */
189.        public ServerHandler(Socket clientSocket, TextArea Medical_state) throws IOException {
190.            this.clientSocket = clientSocket;
191.            this.Medical_state = Medical_state;
192.            initialize();
193.        }
194.
195.        public void initialize() {
196.            try {
197.                FromClient = new DataInputStream(clientSocket.getInputStream()); // To read data from client
198.            } catch (IOException e) {
199.                Medical_state.append(e.toString());
200.            }

```

```

201.     }
202.
203.     @Override
204.     public void run() {
205.
206.         try {
207.             // to read data from client
208.             this.TemperatureMSG = FromClient.readUTF();
209.             this.HeartMSG = FromClient.readUTF();
210.             this.OxygenMSG = FromClient.readUTF();
211.
212.         } catch (IOException e) {
213.             Medical_state.append(e.toString());
214.         }
215.
216.         /*This condition check if all messages are really empty then no need to do anything else */
217.         if ((!TemperatureMSG.isEmpty()) && (!HeartMSG.isEmpty()) && (!OxygenMSG.isEmpty())) {
218.             return;
219.         }
220.
221.         /*The messages those aren't empty will display */
222.         if (!TemperatureMSG.isEmpty()) {
223.             Medical_state.append(TemperatureMSG + "\n");
224.         }
225.         if (!HeartMSG.isEmpty()) {
226.             Medical_state.append(HeartMSG + "\n");
227.         }
228.         if (!OxygenMSG.isEmpty()) {
229.             Medical_state.append(OxygenMSG + "\n");
230.         }
231.
232.         /*if all messages aren't empty that's mean we can use them for following conditions
233.         , else the warning msg display */
234.         if (!TemperatureMSG.isEmpty() && !HeartMSG.isEmpty() && !OxygenMSG.isEmpty()) {
235.             double TemperatureData = valueFromString(TemperatureMSG);
236.             int HeartData = (int) valueFromString(HeartMSG);
237.             int OxygenData = (int) valueFromString(OxygenMSG);
238.
239.             if ((TemperatureData > 39) && (HeartData > 100) && (OxygenData < 95)) {
240.                 Medical_state.append("Send an ambulance to the patient!\n");
241.             } else if ((TemperatureData > 38 && TemperatureData < 38.9) && (HeartData > 95 && HeartData < 98) && (OxygenData < 80)) {
242.                 Medical_state.append("Call the patient's family!\n");
243.             } else {
244.                 Medical_state.append("Warning, advise patient to make a checkup appointment!\n");
245.             }
246.
247.         } else {
248.             Medical_state.append("Warning, advise patient to make a checkup appointment!\n");
249.         }
250.
251.         Medical_state.append("\n\n");
252.     }
253.
254.     private double valueFromString(String MSG) {
255.         double data;
256.         String temp;
257.         temp = MSG.substring(35, MSG.length()).replaceAll("[^0.0-9]", "").trim();
258.         data = Double.valueOf(temp);
259.         return data;
260.     }
261.
262. }
263.

```

4. RHMS Application Run Snapshots

4.1. Run of the program on one machine

Case 1: 12 readings



Figure 1: Start Screen

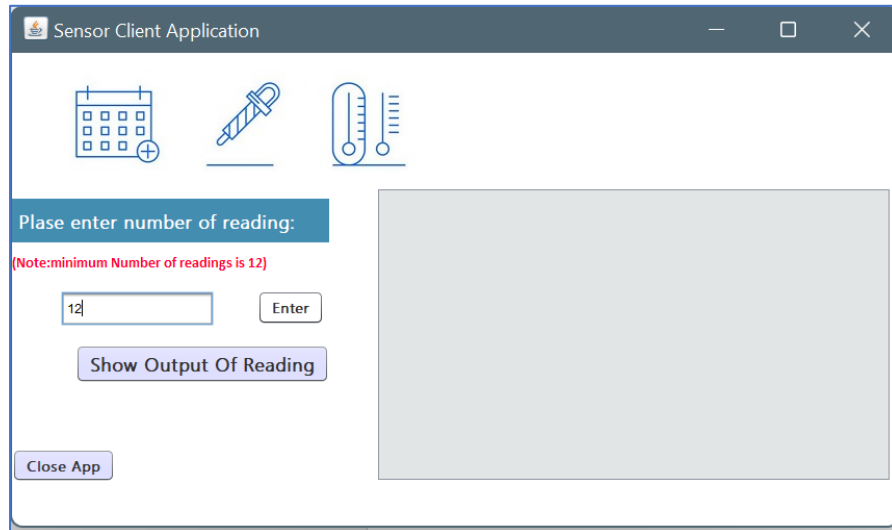


Figure 2: Sensor Client Application (Enteringana acceptable number of readings)

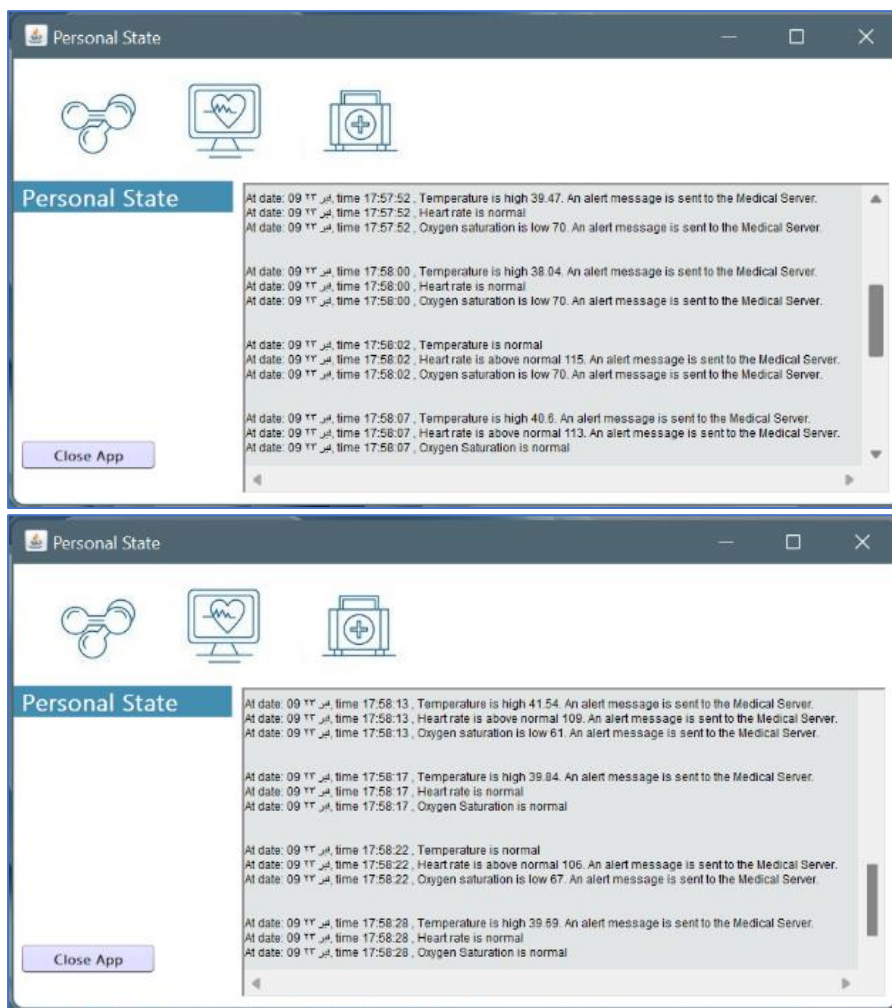


Figure 3: Personal Server Output

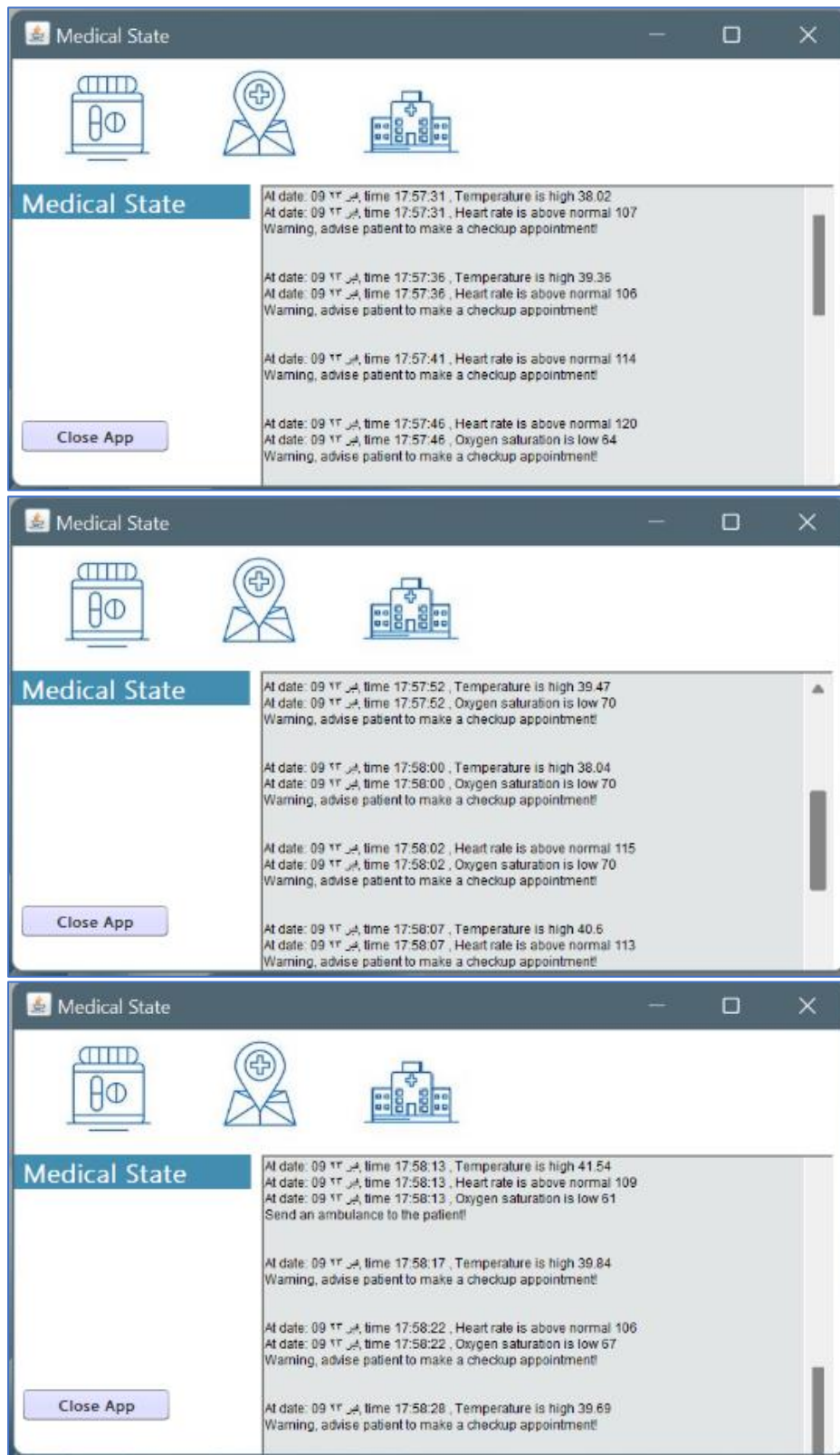


Figure 4: Medical Server Output

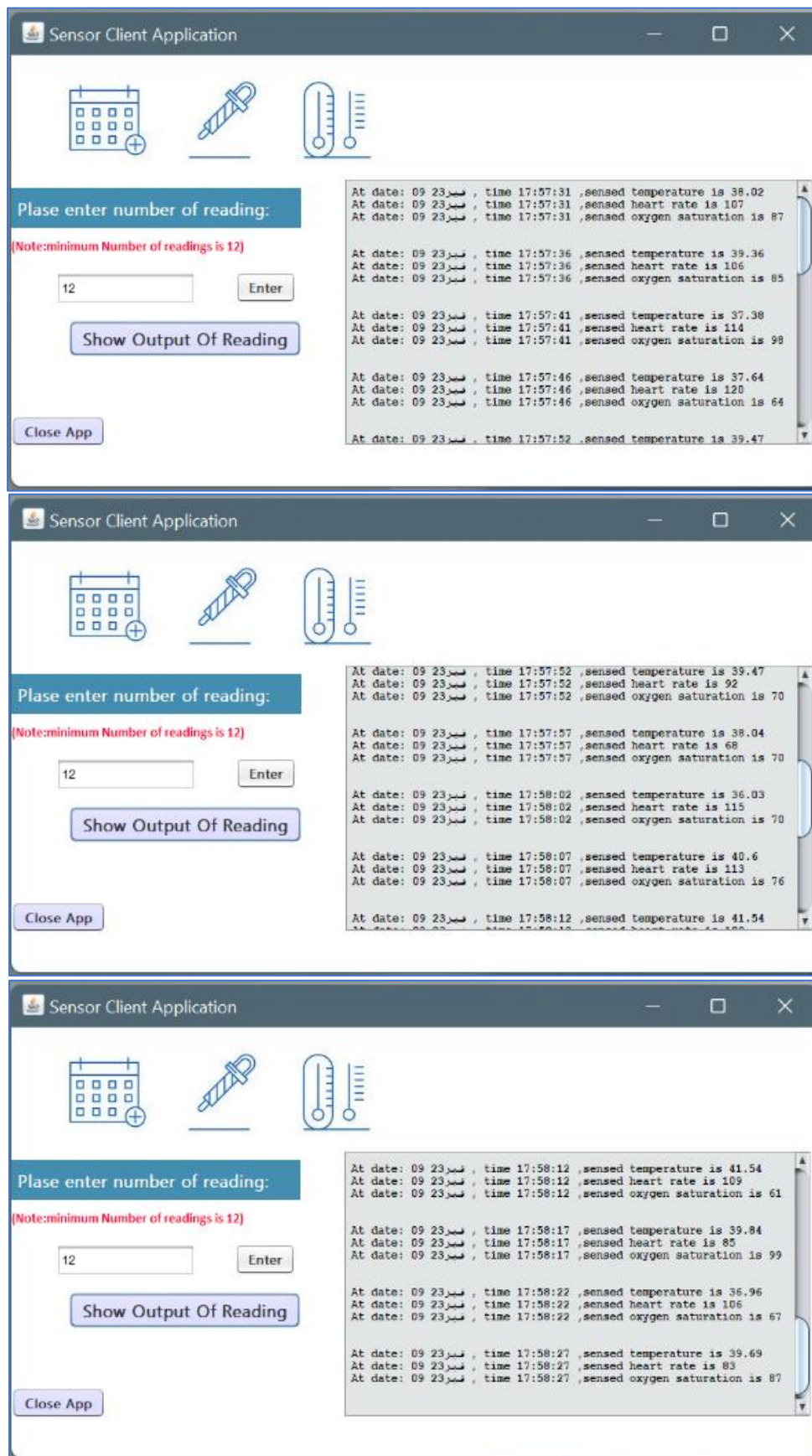


Figure 5: Sensor Client Application Output

Case 2: 5 readings

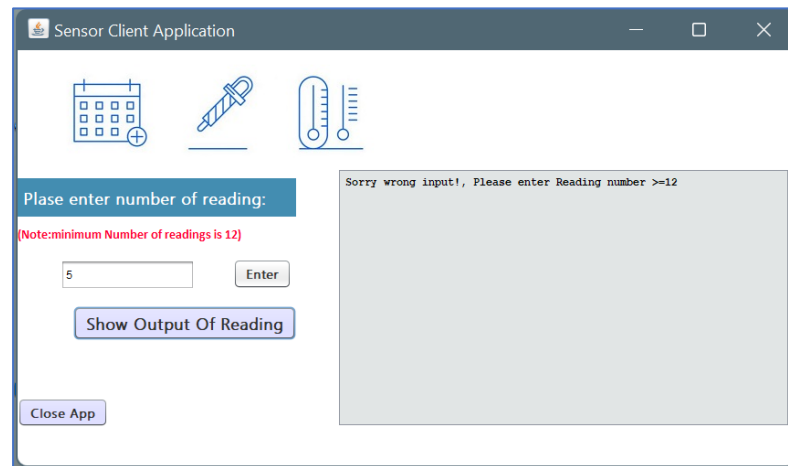


Figure 6: Sensor Client Application (Entering a nonacceptable number of readings)

4.2. Run of the program on different machines



Figure 7: DeviceA start screen.

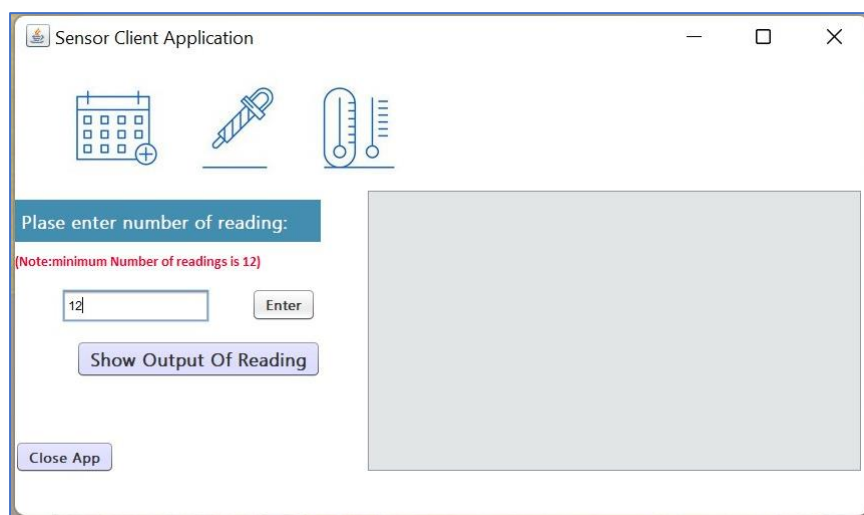


Figure 8: DeviceA Sensor Client Application (Entering a number of readings)

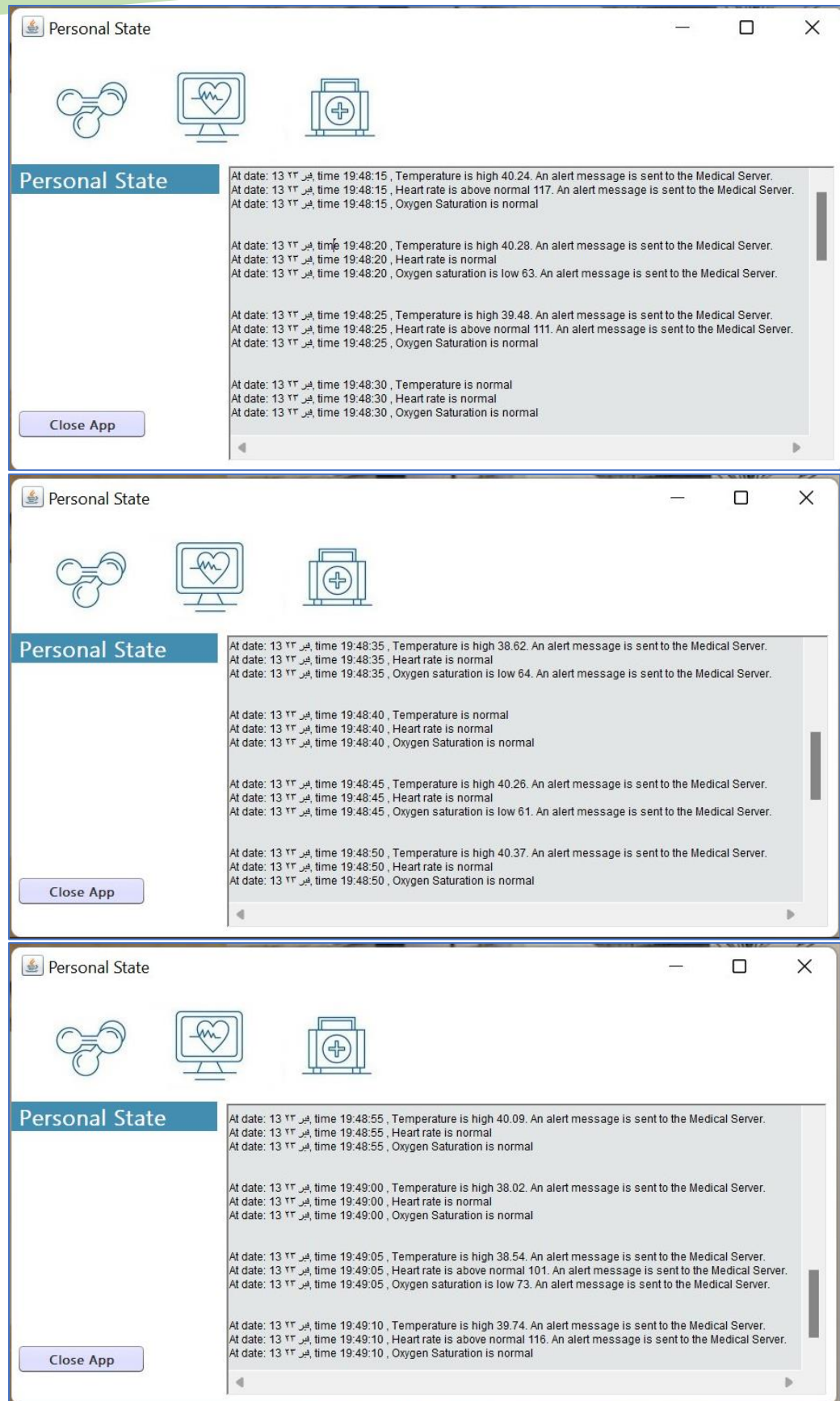


Figure 9: DeviceA Personal Server Output

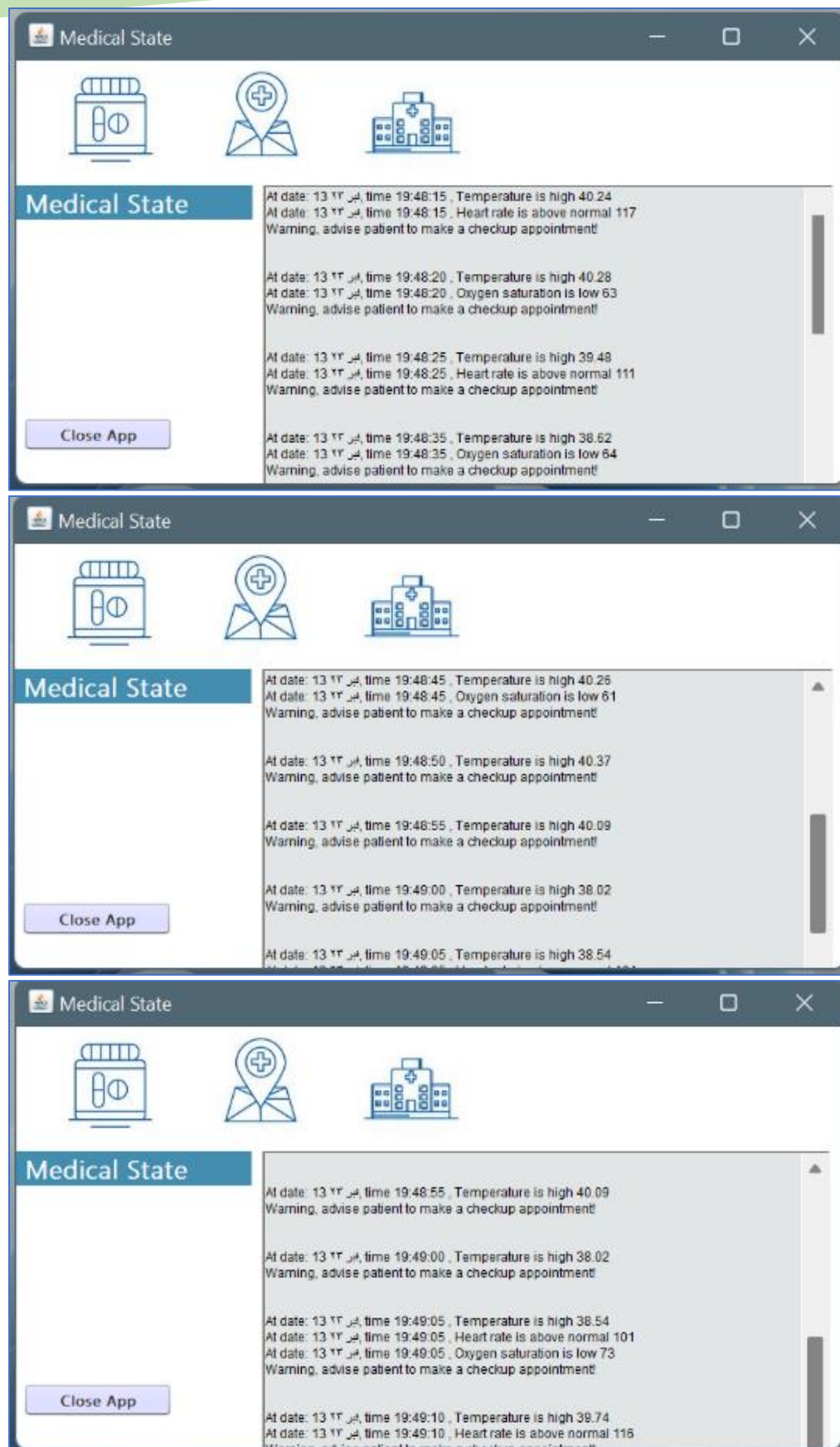


Figure 10: DeviceB Medical Server Output

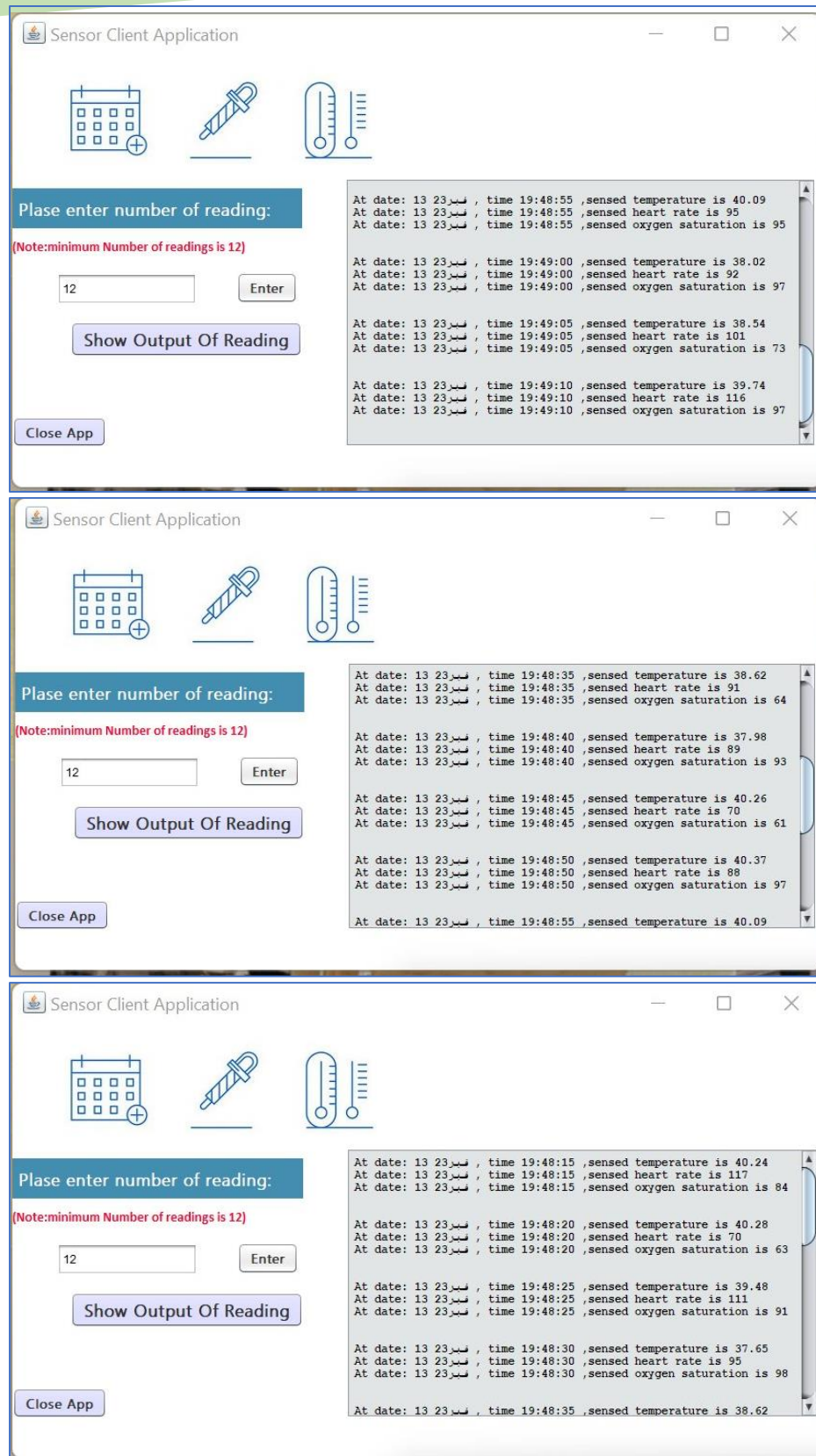


Figure 11: DeviceA Sensor Client Application Output

5. Teamwork and Lessons Learned

5.1. Planning and Coordinating

We divided up the tasks among us; three students worked on the report and reviewed it, while the other three worked on the code implementation. We were holding regular meetings to go through task ideas, solutions, and implementation. However, we all cooperated and supported one another in completing the tasks.

Name of students	Tasks
Shahad Mohammed Bafadhel	Introduction and conclusion.
Waad Turki Megat Alharbi	RHMS implementation, Application run snapshots and Teamwork and Lessons learned
Shatha Khalid Binmahfouz	Patient Monitoring Application interaction diagram and Teamwork and Lessons learned
Razan Arif Alamri	Coding and GUI implementation.
Ghada Eisa Fzia Alsukmi	Coding and GUI implementation.
Sarah Abdulhadi Mahdi Aljohani	Coding and GUI implementation.

5.2. Difficulties

This project gave us the opportunity to implement practically our knowledge about crucial Network topics which are client-server architecture and TCP sockets. We also implemented new concepts and tools in programming via java which is multi-threading and GUI elements.

5.3. Learning Outcomes

Throughout the project, we have faced some challenges. In particular, the implementation of multi-client, threads, and GUI elements was difficult at the beginning because it was our first time to deal with those concepts. Yet, after searching on the Internet, we found helpful sources on YouTube that guide us to get over the problem. The Internet is awesome.

6. Conclusion

Elderly patients deserve to live a better lifestyle and RHMS can help them live happier and healthier. So far, we discussed some points about client-server application, and TCP((Transmission Control Protocol), which is the most common transport layer protocol between server and client. Next, we talked about threads which are the steps performed and the order in which the steps are performed by a running program. After that, we reviewed java swing which is a lightweight GUI toolkit and used its variety of elements, including labels, text fields, text areas, images, buttons, and sounds.

We also discussed the RHMS and its purpose as well as the roles used for both the client and the servers. Moreover, we gave an overview of the whole report. We drew Client-Server Interaction Diagram with pseudocode too. Furthermore, sections three and four shows a list of the application code and different cases snapshots of our application. Finally, section five is discussing teamwork and lessons learned.

7. References

- [1] Kurose, James F., and Keith W. Ross. *Computer Networking*. 6th ed. Pearson Education, 2012.
- [2] Liang, Y. Daniel. *Introduction to Java programming: comprehensive version*. Pearson Education, 2015.
- [3] Deitel, P., & Deitel, H. (2011). *Java How to program*. Prentice Hall Press.