

Disaster Victim Management System (DVMS)

Overview

The Disaster Victim Management System (DVMS) is a Java application designed to help manage information about disaster victims, their locations, medical records, supplies, and inquiries. The system provides a comprehensive interface for tracking and managing all aspects of disaster relief operations.

Features

1. Person Management

- Add, view, update, and manage personal information
- Convert regular persons to disaster victims
- Manage family groups

2. Location Management

- Track shelter locations and their details
- Manage occupants at each location
- View and update location information

3. Supply Management

- Track different types of supplies (water, cots, blankets, etc.)
- Allocate supplies to individuals or locations
- View supply inventories and allocations

4. Medical Records

- Maintain detailed medical records for victims
- Track treatments and locations
- Update medical information as needed

5. Inquiry System

- Record and manage inquiries about missing persons
- Generate detailed inquiry reports
- Link inquiries to locations and individuals

6. Multilingual Support

- Supports multiple languages through translation files
- Easy to add additional language support

Important Information

- The difference between a Person and a DisasterVictim in DVMS is that a DisasterVictim has a trackable inventory
- The **fr-CA.xml** is incomplete but feel free to use it to see that my code isn't hardcoded
- Inquiries can be made from both Person and DisasterVictim, however it can only be made about DisasterVictim actively
- Inquiries remain regardless of the status of inquirer and missing person
- A Person can be added to a family group after initialization not during
- There is an option that allows the creation of a family group through Person Detail, you are prompted to enter multiple peoples ID which will consequently make up a family group
- Water is deleted from the system if and only if 1 day has passed (It takes into account the hour)
- When wanting to allocate a new supply, you first have to create it using the Add New Supply and then allocate it