

BioMark Mobile Research App

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Section 1 – Simple and Intuitive UI

Login and Registration

The image displays two mobile application screens side-by-side. The left screen is the 'Login' page, featuring a teal header with a back arrow and the title 'Login'. The status bar at the top shows the time as 10:52. The main content area has a light gray background. It includes a 'Welcome Back!' message in teal, followed by two white input fields for 'Email' and 'Password'. Below these is a teal 'Login' button. At the bottom, there is a link that says 'Don't have an account? Register'. The right screen is the 'Register' page, also with a teal header and a back arrow. The status bar shows the time as 10:53. It contains a series of white input fields for 'Password', 'Date of Birth (YYYY-MM-DD)', 'Time of Birth (HH:MM:SS)', 'Location of Birth', 'Blood Group', 'Sex', 'Height (in cm)', 'Ethnicity', and 'Eye Colour'. A teal 'Register' button is positioned below the last input field. At the bottom, there is a link that says 'Already have an account? Log in'. Both screens have a black home indicator bar at the very bottom.

10:52

← Login

Welcome Back!

Email

Password

Login

Don't have an account? Register

10:53

← Register

Password

Date of Birth (YYYY-MM-DD)

Time of Birth (HH:MM:SS)

Location of Birth

Blood Group

Sex

Height (in cm)

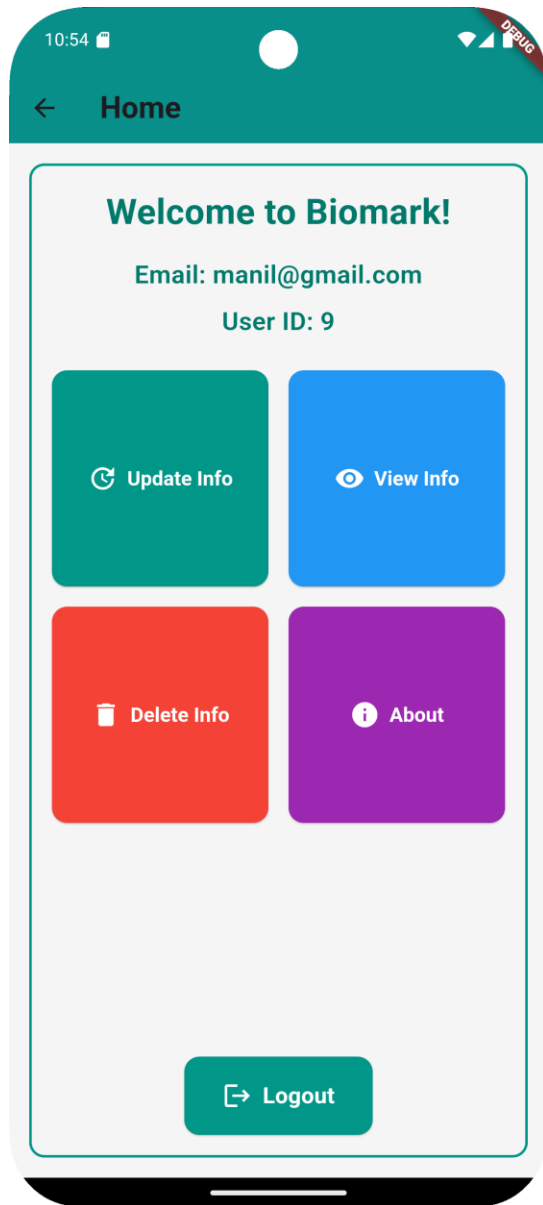
Ethnicity

Eye Colour

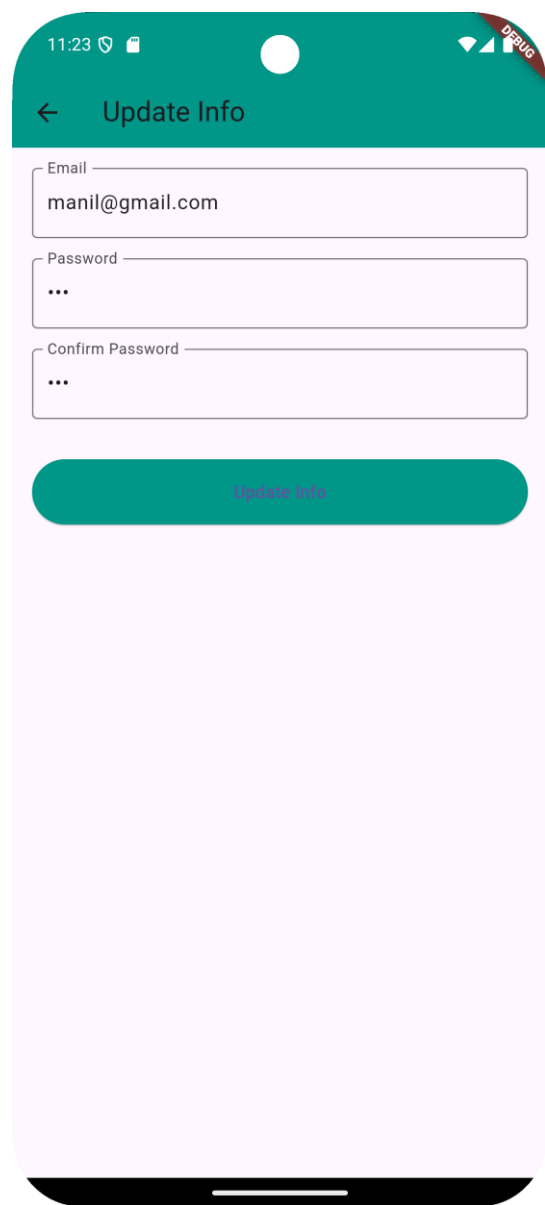
Register

Already have an account? Log in

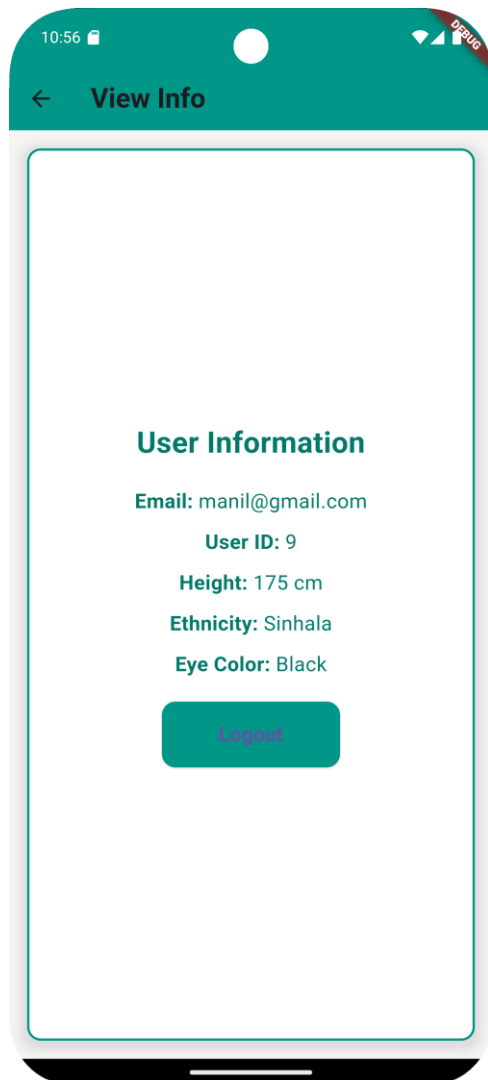
Dashboard



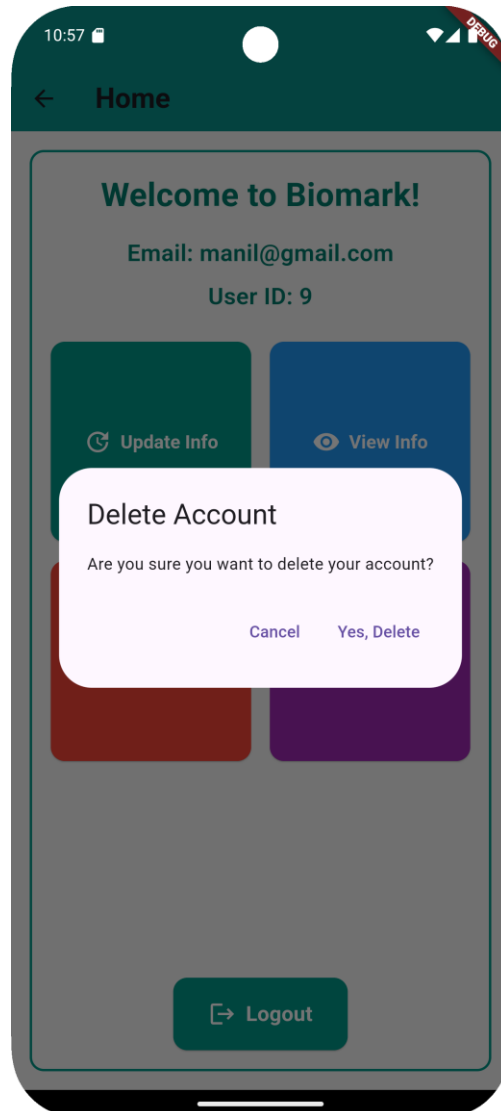
Update User Page



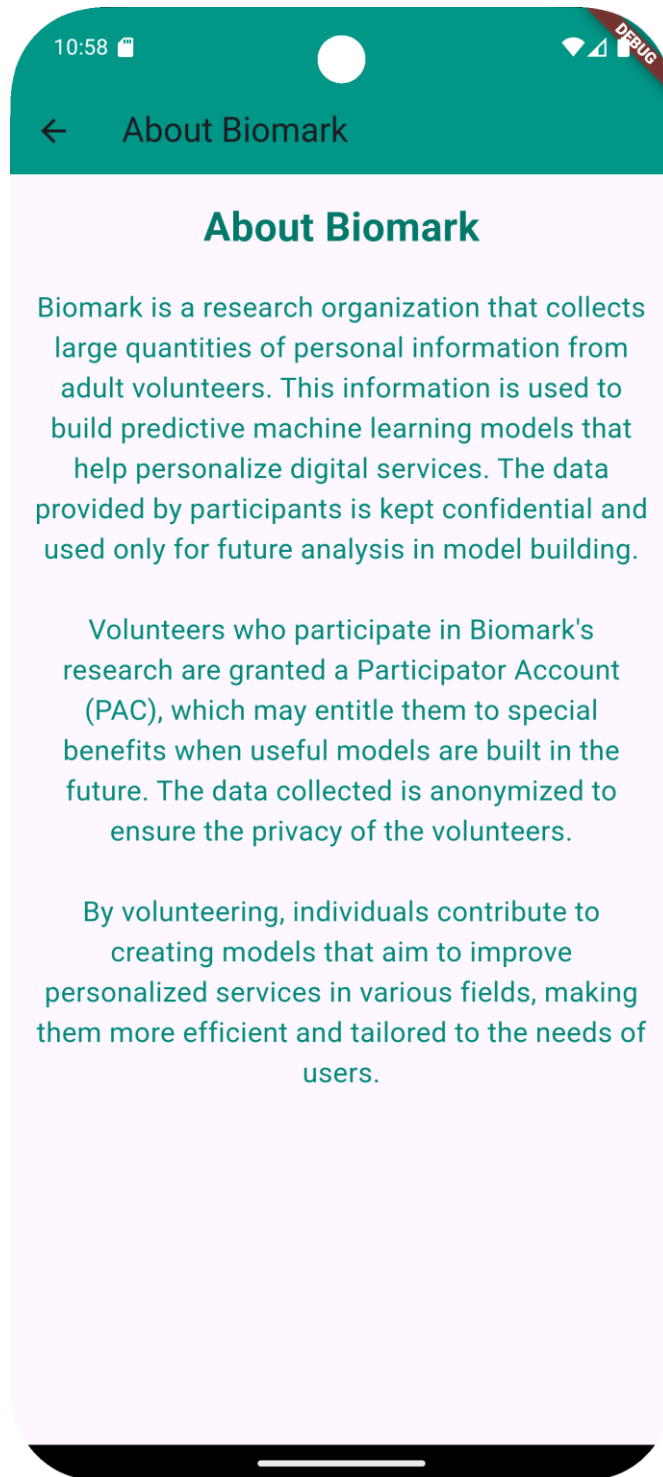
User Info



Delete Account



About Page



Information Persistency -

All the user information is saved under a separate MySQL database. Each User should have a unique email and will get a unique id.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
<input type="checkbox"/>	1 id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
<input type="checkbox"/>	2 username	varchar(50)	utf8mb4_general_ci		No	None			Change Drop More
<input type="checkbox"/>	3 email	varchar(100)	utf8mb4_general_ci		No	None			Change Drop More
<input type="checkbox"/>	4 password	varchar(255)	utf8mb4_general_ci		No	None			Change Drop More
<input type="checkbox"/>	5 created_at	timestamp			No	current_timestamp()			Change Drop More
<input type="checkbox"/>	6 date_of_birth	date			Yes	NULL			Change Drop More
<input type="checkbox"/>	7 time_of_birth	time			Yes	NULL			Change Drop More
<input type="checkbox"/>	8 location_of_birth	varchar(255)	utf8mb4_general_ci		Yes	NULL			Change Drop More
<input type="checkbox"/>	9 blood_group	varchar(5)	utf8mb4_general_ci		Yes	NULL			Change Drop More
<input type="checkbox"/>	10 sex	varchar(10)	utf8mb4_general_ci		Yes	NULL			Change Drop More
<input type="checkbox"/>	11 height	float			Yes	NULL			Change Drop More
<input type="checkbox"/>	12 ethnicity	varchar(50)	utf8mb4_general_ci		Yes	NULL			Change Drop More
<input type="checkbox"/>	13 eye_colour	varchar(50)	utf8mb4_general_ci		Yes	NULL			Change Drop More

Data Protection and Privacy

- 1.A user must log into the system with verified credentials to view his details.
- 2.The user Password is stored in the database as a hash code.

	id	username	email	password	cre
➤	10	manil	manil@gmail.com	\$2a\$10\$/PP5WJY.ncX44IL7WtSYw.CMZZIPR9fHu6CvibY4X7a...	2023:1

- 3.A user can only view his/her credentials only
- 4.A user can delete all of their information from the system at any time.

Normal Use:

Under Normal usage a user is only allowed to edit the username and the password

Discontinuation:

Users can delete his account credentials when he/she want

Project Setup

1. Run MySQL and Apache servers to start the database.
2. Add the biomark database (provided as a file in the zip) file to MYSQL.
3. Open the backend folder and add the Database Credentials inside the controller.js

```
// Configure database connection directly
const db = mysql.createPool({
  host: 'localhost',
  user: 'root',
  password: '',
  database: 'biomark'
}).promise();

const register = async (req, res) => {
```

4. And run the command `node server.js`
5. Open the frontend Folder and the flutter project
6. Add a dart configuration along with flutter, android SDKS.
7. Select a Virtual machine and run the project