

CUREME

[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any corner cases in the UX.](#)

[Describe any libraries you'll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Implement Functionalities along with importing libraries](#)

[Task 4: Observe the Data Flow and Logic Checking](#)

[Task 5: Check on Simulator and build SIGNED APK](#)

GitHub Username: MrinaliniPal

CureMe

Description

The application aims to put together some common diseases suffered by the people along with their symptoms, causes and emergency conditions. The user can enter a symptom to search for related diseases. Once a particular disease is selected, the user will be able to see a brief description of the disease to cross-check whether he is suffering from that particular disease. The app also provides interfaces showing nearby pharmacies that keep homeopathy and alopahy medicines for the particular disease. Nearby doctors along with their contact numbers and clinic addresses are also provided. The addresses and contact details are provided so that the common public can get immediate medical help in case of any emergency. Some home remedies are also suggested for the people who prefer to get cured without any medical help.

Intended User

- Anyone who has an Android-phone.

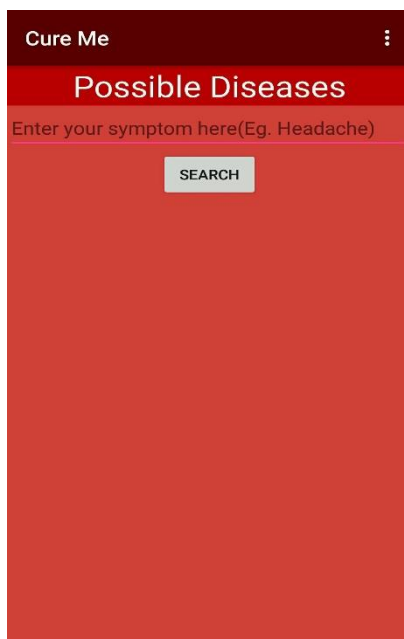
Features

The main features of this app are:

- The app shows some common diseases, their causes, symptoms and emergency conditions.
- The emergency conditions help a person to understand when it is mandatory to visit the doctor and seek medical advice.
- The users can get information about nearby medical stores who keep medicines of any particular diseases, both alopathy and homeopathy.
- The users can get the address and contact numbers of doctors who treat the particular diseases, both homeopathy and alopathy.
- The users can get home remedies to cure certain diseases.

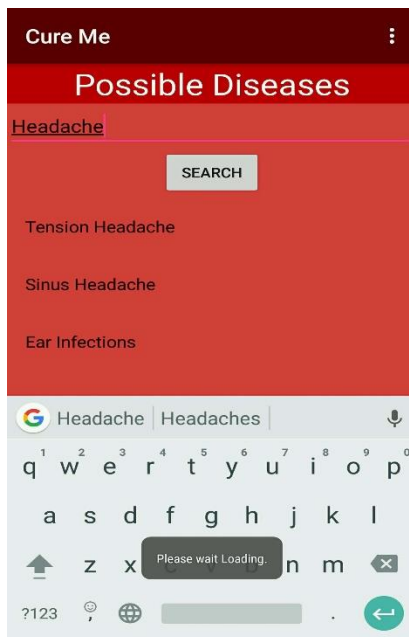
User Interface Mocks

Screen 1



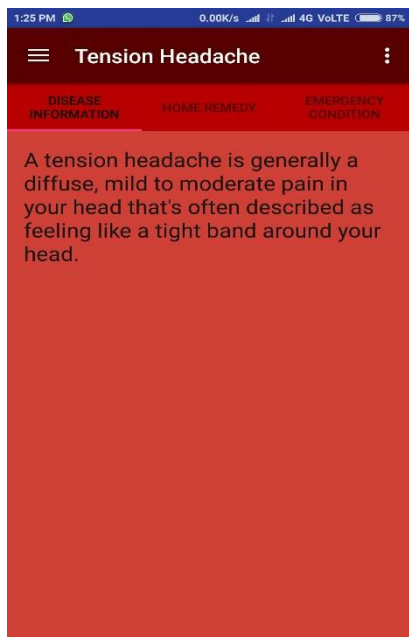
This is the activity in which symptoms can be entered to search for related diseases.

Screen 2



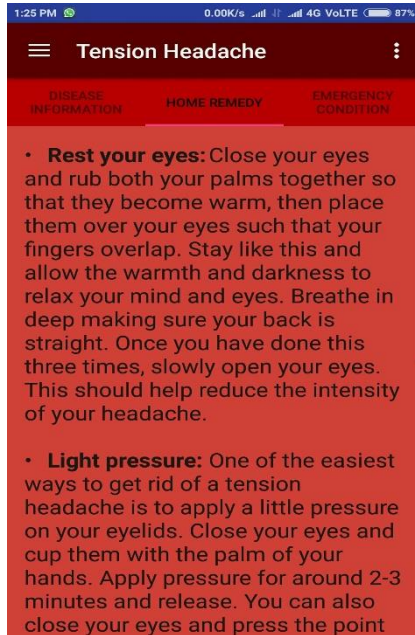
On entering the symptoms a list of possible diseases are shown.

Screen 3



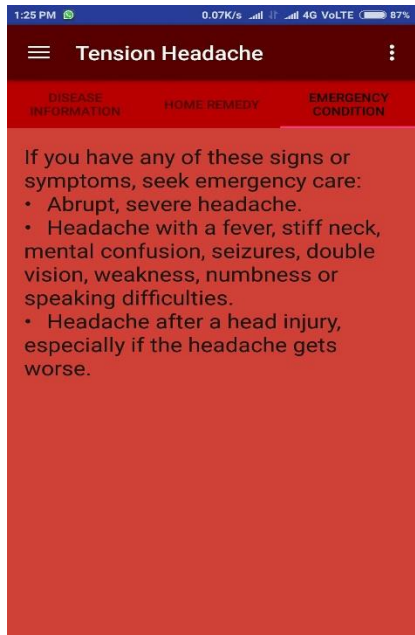
This activity opens on clicking the disease Tension Headache. It shows the description of the particular disease.

Screen 4



This activity shows the home remedies of the particular disease.

Screen 5



This activity shows the emergency conditions of the particular disease.

Screen 6



The sliding drawer allows the user to choose between homeopathy or allopathy treatment for the particular disease.

Screen 7



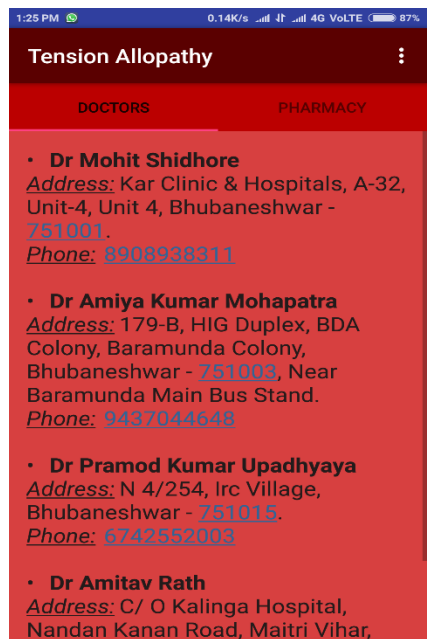
This activity shows the doctors who provide homeopathy treatment for the particular disease.

Screen 8



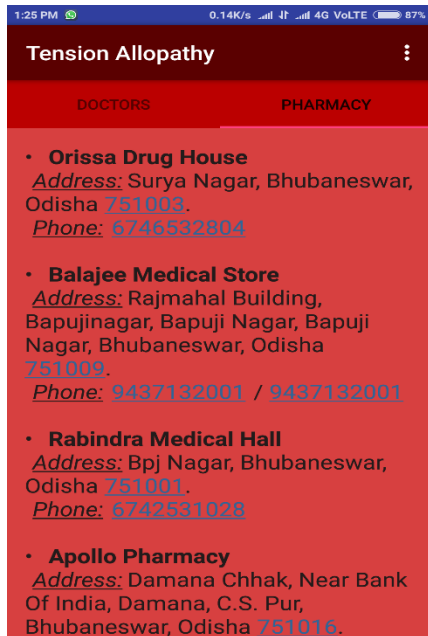
This activity shows the pharmacies who provide homeopathy medicine for the particular disease.

Screen 9



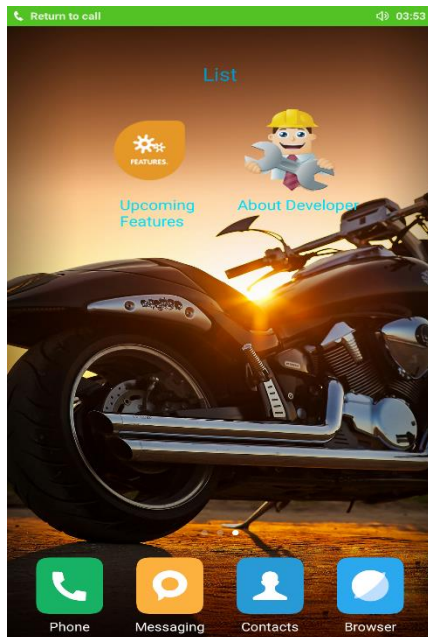
This activity shows the doctors who provide allopathy treatment for the particular disease.

Screen 10



This activity shows the pharmacies who provide allopathy medicine for the particular disease.

Screen 11



This is the widget which shows the upcoming features and details about the developers of the app.

Key Considerations

How will your app handle data persistence?

App will store data in

- MySQL Database of server.
- Local SQLite Database using Content Provider.

- The application regularly pulls or sends data to and from a web service, so app updates data in its cache at regular intervals using a SyncAdapter.
- The application performs short duration, on-demand requests (such as search) which uses AsyncTask.

Describe any corner cases in the UX.

- No Disease found : Show message
- No Internet connection : Show Message

Describe any libraries you'll be using and share your reasoning for including them.

The libraries which will be used are

- **AdMob** for showing ads.
- **Volley** to fetch and send data to server.
- **Android Design Support** to include material design.

Describe how you will implement Google Play Services.

The app will contain google ads and Firebase analytics thereby including Google Play Service.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

Setup the project and configure

- Create skeleton app and link to Github repo.
- Import all the libraries needed.
- Create Database in the Firebase server.
- Create Mockup for the basic idea.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for selecting the mode of connection.
- Build UI for all the other activities required.

Task 3: Implement Functionalities along with importing libraries

- Impose the Functions on the built UI.
- Use the functions from imported libraries.
- Control the errors and exceptions.

Task 4: Observe the Data Flow and Logic Checking

- Observe how the specific data gets parsed from one function to other function and from one activity to another activity.
- The data should follow the logic that get implemented as decided.

Task 5: Check on Simulator and build SIGNED APK

- Check the full app and build the SIGNED APK of it.
- Control the errors and exceptions.