

Architecture Document Tuberculosis Treatment Application

Iteration 2 (March 27, 2018)

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1 Introduction

A brief introduction to the product, highlighting the specifics that influence the architecture and design choices.

The tuberculosis app is an app that consists of 2 components. The front end which is the app itself and allows users to check their medication schedule, do quizzes, ask questions to their doctor, watch videos and various other useful features regarding tuberculosis treatment. The front end is developed by two teams so we can develop for android and ios at the same time. In terms of design we keep it as native as possible and take notion of other apps such as samsung health to create a similar slick design according to the customer. The other component is the web app also known as the webapp. The purpose of the webapp is to provide information to the front end so it is capable displaying information to the user.

2 Architectural Overview

What components are there and what are their functions? How are components connected/communicating? If a more general principle or a paradigm is applied that is worth mentioning, mention it.

2.1 Webapp

2.2 Front end

The front end uses multiple views to achieve the needs of the customer, allowing us to display a lot of information divided into multiple pieces. The app tries to retrieve data from the web app when the schedule/medication/video view is selected. If this is not possible they will use their current data. The app can also send data to the web app regarding questions of the user to their doctor.

2.3 (Overall communication ??)

The front end app tries to retrieve data when the schedule/medication/video tab is selected from the web app. If this is not possible they will use their current data. The app can also send data to the web app regarding questions of the user to their doctor.

3 Technology Stack

What programming languages are being used? What technologies are being used (Frameworks, libraries, platform, peripherals)? If different components have different technologies, present them individually.

3.1 Webapp

3.2 Android

For android we use android studio as it is a rather simple and capable of performing to our needs for the app. It also provide a lot of basic libraries that are used in our app itself. It also supports virtual devices for android which we use to test it on multiple devices as well as using your own device.

3.3 iOS

4 Team Organization

What teams are there and what are their responsibilities? Are the team responsibilities focused on different components?

4.1 Webapp

Members:

Teodor Ionut Oanca, Giacomo Casoni, Rutger Berghuis, Andrei Scurtu, Sten Sipma, Sytze Tempel.

Responsibilities:

Database, API, Pysician Webapp.

4.2 Android

Members:

Marco Lu, Pieter Jan Eilers, Roel Brandenburg, Robert Rieseboos, Niek de Vries.

Responsibilities:

Android Application, User Interface Layout.

4.3 iOS

Members:

Julius van Dijk, Noam Drong, Hidde Folkertsma.

Responsibilities:

iOS Application.

5 Change log

Date	Contributor(s)	Section(s)	Description
22/03	Sten Sipma	All	Created first basic layout for document + added team members & responsibilities
22/03	Marco	All	created basic introduction and filled in most of the android stuff