THE TIMES MEDICARE

A First Year Project Report
Submitted to the Faculty
of the
Bennett University

By

[**Yash Agarwal**, **Sanyam Sinha, Chirag Saxena**]
[E19CSE156, E19CSE188, E19CSE124]

Department of Computer Science Engineering
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Greater Noida-201310, Uttar Pradesh, India

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LIST OF ABBREVIATIONS

[Abbreviation]	Explanation of the Abbreviation.

1. INTRODUCTION

- We, as a group of four are looking forward to contribute to the society around us, that is, our fellow beings can benefit seamlessly by the step we are taking towards the betterment of the society by the means of our project which revolves around the medical facilities available around the needy.

1.1. Problem Statement

Suppose an unfortunate accident happens around some corner of the world. The patient maybe is unaware of the local medical facilities available near him. So it is difficult for the patient to get to the proper place at the right time. Moreover, there is currently no software which helps the needy the way our app will do it!
In a serious medical situations every second counts and these medical conditions don't warn us about the future happenings so we should be loaded and ready for every adverse conditions coming in front of us .

2. BACKGROUND RESEARCH

2.1. Proposed System

The app will provide information to user about nearby medical facilities like information about hospital and its location,the facilities at the hospital and information about doctors.

Objectives

Table 1: Goal and Objectives

#	Goal or Objective
1	Make an user friendly app providing him/her knowledge about the basic medical facilities
2	Make the system easy to support – provide good documentation, configuration/build files, administrator's manual
3	Make the system very easy to use – users would agree that minimal to no training is needed
4	Build a prototype that demonstrates the user interface - in order to get early feedback from the users
5	Have fun working on the project

3. PROJECT PLANNING

We took baby steps in coming up with this project. First we brainstormed and came up with this brilliant idea of coming up with a platform that could provide treatment to the Bennett students to the nearest hospital as possible.

This section covers the details of the project planning. Selecting the lifecycle of the development, project stakeholders, resources required, assumptions made (if any) are detailed in the sections below.

3.1. Stakeholders

Table 3:

Stakeholder	Role
Sanyam Sinha	Team Member
Yash Aggarwal	Team Member
Chirag Saxena	Team Member
Balmukund Sir	Mentor
Shivani Goel ma”am	Mentor

3.2. Project Resources

Table 4:

Resource	Resource Description	Quantity

Datset	A data which we will use as the main backbone of our project	1
The Times Medicare Team	Our team of students who will be the primary developers of the project.	3
CSE Faculties	The mentor who will be able to provide us with technical assistance.	1
Jupyter notebook/kivy libriary	Teh main resource for all the coding Work	1
Android Phone	An Android phone to be used as test hardware for the mobile version of the software.	2

3.3. Assumptions

Table 5:

#	Assumption
A1	The team and mentors will be able to meet face to face once a week.
A2	Everybody will have anaconda navigator with kivy app and libriary installed and working correctly
A3	Team members will be able to familiarize themselves with the jupyter notebook, python,sublime text and kivy app
A4	Team will have sufficient time to complete a working model to present by mid-semester
A5	Team will be ready and willing to learn about the new and under development kivy libriary
A6	We as a team will be able to find or make a reliable dataset to work on with our app
A7	The team would be ready for any further developments in the app.

4. PROJECT TRACKING

4.1. Tracking

We have made project through lot of investigations .

We kept the data on MySql, Excel. All of our test codes and the tested apps were tested and kept at the JUPYTER notebook

4.2. Deliverables

Table 11: Deliverables

#	Deliverable
1	Study results ***(if any)***
2	Code
3	Test and test results
4	Build process documents ***(when the app is published)***
5	Install process documents ***(when the app is published)***
6	Administrator or user manual ***(when the app is published)***
7	Postmortem document
8	Final report (final PowerPoint presentation, 3 minute video, and final sprint)

5. SYSTEM ANALYSIS AND DESIGN

This section describes in detail about the design part of the system.

5.1. Overall Description

This project of ours aims at providing necessary information to the user who is in need of local knowedge regarding the medical healthcare.

5.2. Design diagrams/ UML diagrams/ Flow Charts/ E-R diagrams

5.2.1. Use Case Diagram

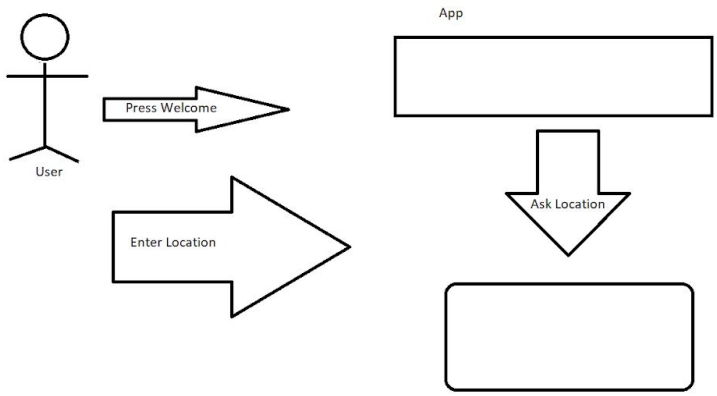


Figure 1: Sample use-case

5.2.2. Activity Diagrams

The flow chart /Diagram for the kivy app cycle that we are using in our app as the main building and working model

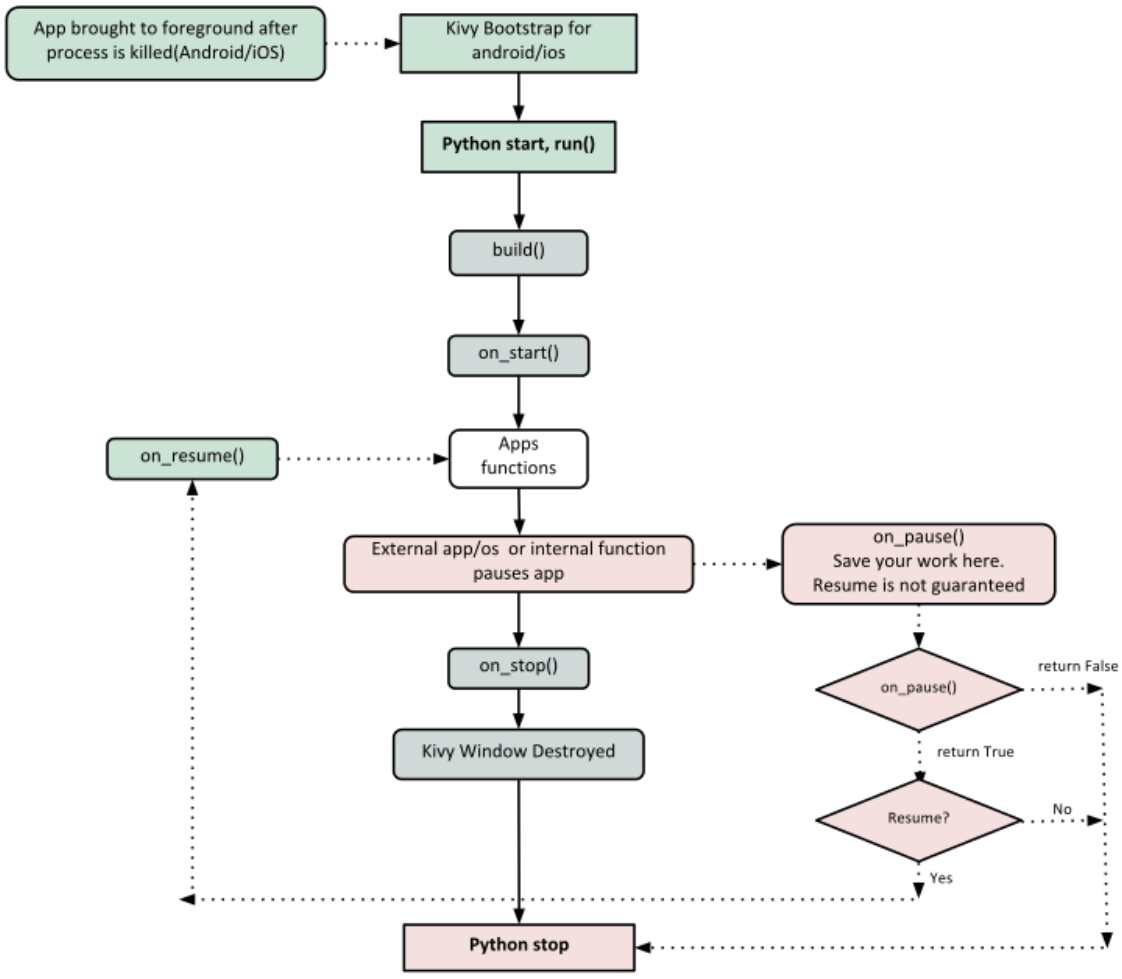


Figure 3

5.2.3. **Sequence Diagram**

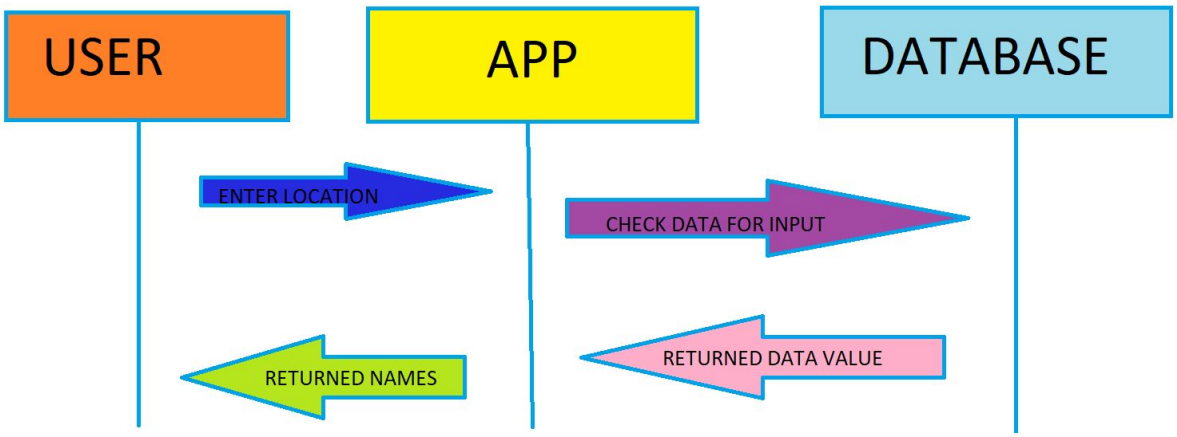

USER
APP
DATABASE
ENTER LOCATION
CHECK DATA FOR INPUT
RETURNED NAMES
RETURNED DATA VALUE

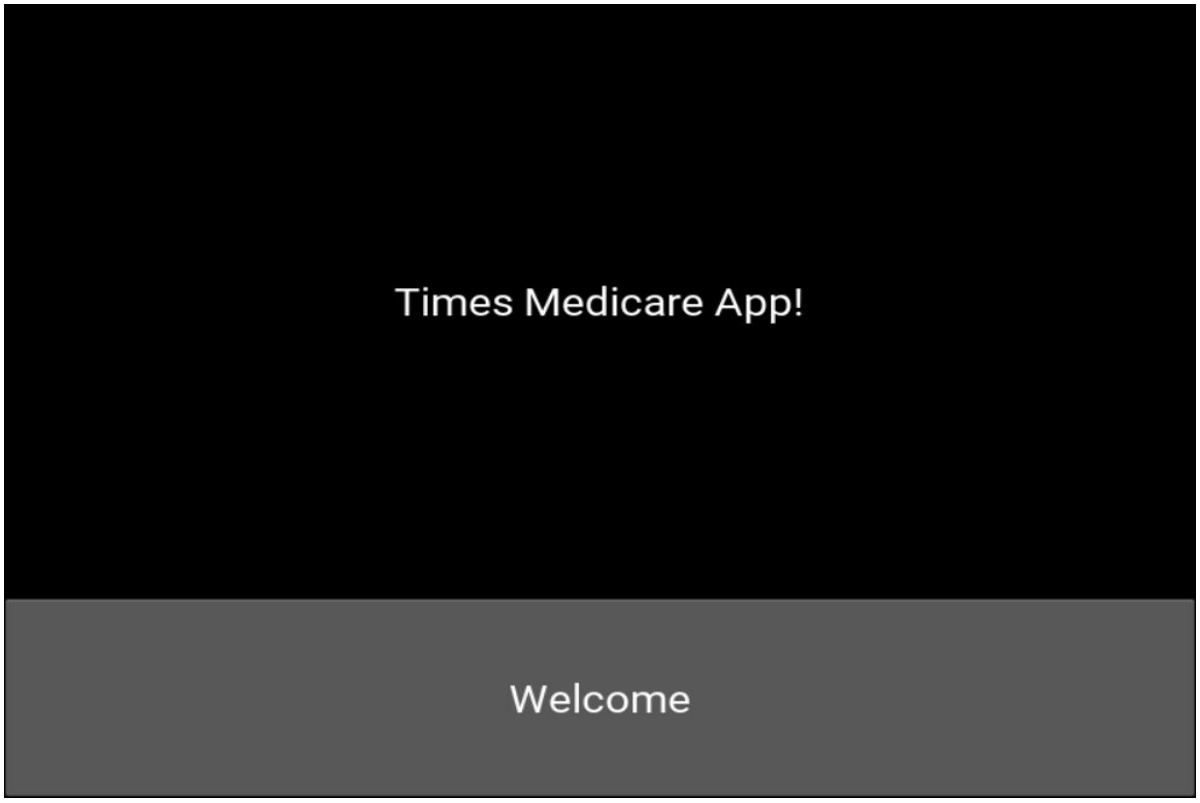
Figure 4:

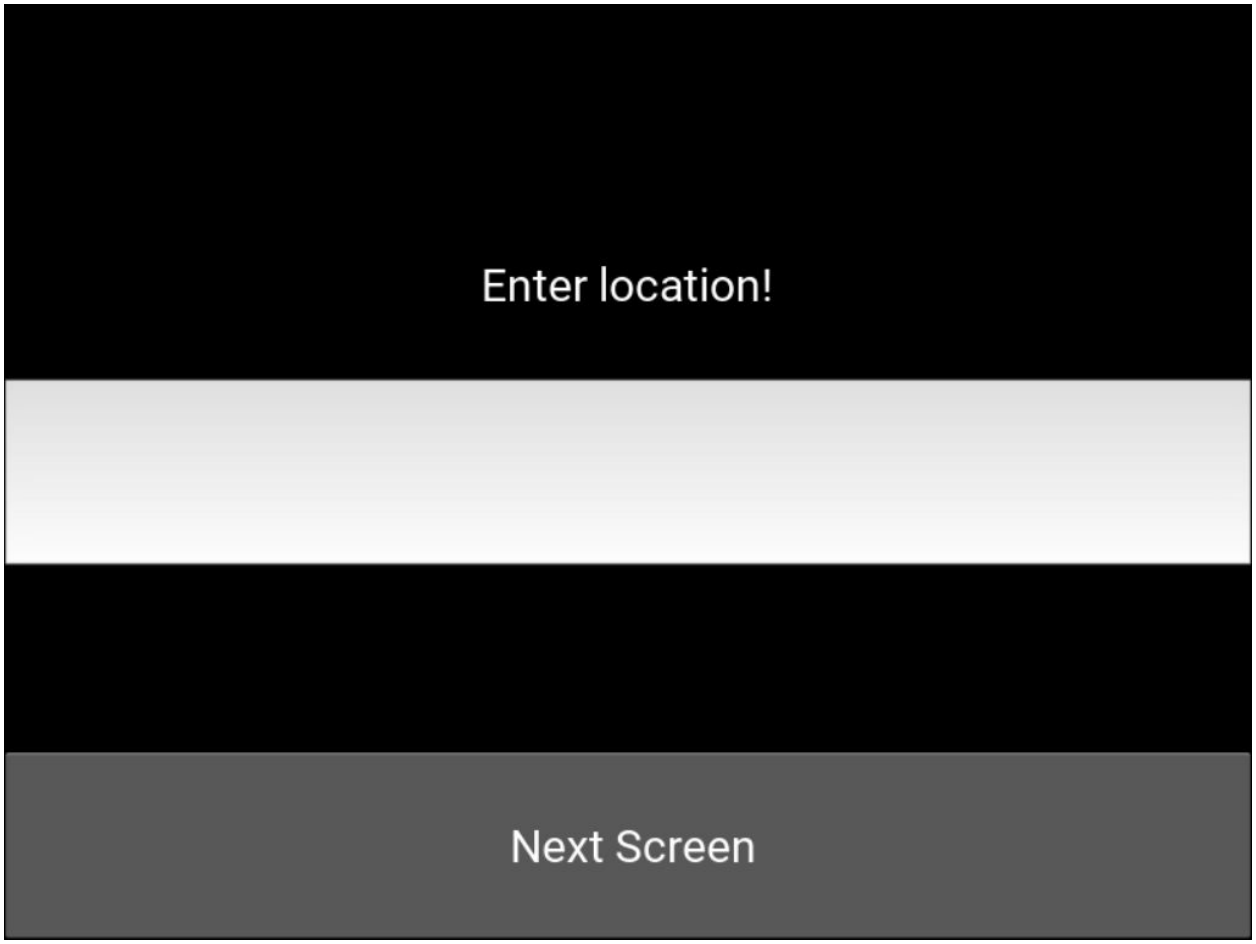
6. USER INTERFACE

6.1. UI Description.

The user only has to press some simple buttons to navigate and normally and simply input the location in English.

6.2.





7. ALGORITHMS/PSEUDO CODE

This program creates an screen manager in kivy and enables the user to get the doctors available near him

We are using kivy app and hence the pseudo code is again in respect

First of all, we have imported the basic modules used in kivy like label button screenmanger. Screen manager is a widget mainly used in managing multiple screens and transitions effects across the pages.

Firstly,

Created a local namespace known as “class”

Made this class for all the screens in our app

Hence repeated it 5-6 times as our app has 5-6 screens

Our App also consists of the local namespace for our app and defined a function to tell the program about what happens when we press the button

Now, added the transition effect from the kivy app in this case FadeTransition

Used the screen MyScreenManager to add all the screens

Now, again using the same module defined what happens when a screen is triggered, or a button is pressed.

Defined it for each and every page in our app.

At last using the builder (telling the code to compile which is done by breaking the code in smaller parts and then compiling, building, and returning)

At last made and defined function to run the app.

8. PROJECT CLOSURE

This section elucidates the overall lookup at the project and some of the future works that may enhance the solution.

8.1. Goals / Vision

Our original goals were to create a high level , sophisticated and user friendly app connected to a dataset of all the doctors in the neighbourhood of the location provided by the user and making the life of the user easy

8.2. Delivered Solution

Planning was to create a high level , sophisticated and user friendly app connected to a datasets of all the doctors in the neighbourhood of the location provided by the user and making the life of the user easy but due to lack of data we couldn't create a large database and hence are providing with a very limited data of the doctors or the hospitals near our university we thought of a more interactive ui but ended up creating a very basc and limited UI.

8.3. Remaining Work

→The button that ends the program should be connected to the kivy directory so that it works correctly currently it just moves to the next or previous page.

→The datasheet should also be connected to the app.

→The user interface is to be made more user friendly.