

GÖMÜLÜ SİSTEM ÇÖZÜMLEMELERİ

Dr. Öğr. Üyesi Fırat AYDEMİR

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HASAN MÜNİR DOĞRUEL-201913171801 YUSUF SARUKAN-201813171058 EMİRHAN AKDİN-201813171049

GİRİŞ

Projenin bu rapor döneminde, bir önceki raporda bahsettiğimiz Web Socket serverını oluşturduk. Web Socket'in veri göndereceği hasta uygulamasının tasarımını yeniledik. Client ksımını oluşturduk. Apne Event'i geldiğinde verilerin realtime Database'e gönderilmesini sağladık.

İŞ PLANI

Yapılacak iş	Rapor 1	Rapor 2	Rapor 3	Rapor 4	Rapor 5	Rapor 6	Rapor 7
Firebase Kurulumu,	х						
Normalizasyon							
Firebase, mobil		Х					
bağlantısı							
Windows Form Tasarımı			Х				
Windows							
Form Firebase				Х			
bağlantısı							
Güncellemeler					Х		
Veri taklit							
edecek server						Х	
Verilerin							
yakalanması							Х
ve kullanıcı							
etkileşimi							

DipNot: Rapor 5 ve Rapor 6 dönemleri değiştiği için 1 rapor dönemimizi önceki yapıtıklarımızı güncellemeye harcadık.

YAPILAN İŞLER

1.Web Socket

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▼ File Edit Selection View Go Run Terminal Help
                                                                                                                               main.ts - ArdunioSimulator - Visual Studio Code
        EXPLORER
        Spendaru,

× m main.ts > ♥ connection

× m main.ts src M You 3 minutes and 4 one of the connection

∨ OPEN EDITORS

₹
B
You, 3 minutes ago | 1 author (You) | 0 references webSocketServer.on('connection', function connection (socket): void { let isApne = false console.log('connected!')
             us main.js
a main.js.map
        > node_modules
                                                         Oreferences
event.on('data', (): boolean => isApne = true)
Horomonitad changes
♣ .editorconfig
           eslintignore
                                                          You, 3 minutes ago | 1 author (You) | 0 references
const interval = setInterval((): void => {
   if(!isApne){
....
            .eslintrc.json
            .gitignore
                                                              prettierrc
           package-lock.json M
       > OUTLINE
       > TIMELINE
                                               TERMINAL
(8)
₹<sup>6</sup>2
```

127.0.0.1 IP adresine 8081 portunda bir socket açtık. Bir event tanımladık (Konsol Dinleyici). Gerekli bağlantı kodlarını yazdık. Bir Client'in bağlanması halidne "connect" mesajı verdik.

Son olarak Clien'te göndermek üzere rastgele değerler ürettik.

```
in ts - ArdunioSimulator - Visual Studio Code
Ф
         ✓ OPEN EDITORS
                                                            src > main ts > M connection
            X main.ts src M

C# OpenCard.cs C:\Users\Melih\Sosy..
                                                                                 socket.send("APNE")
          ARDUNIOSIMULATOR
4
           > n .github
                                                                          console.log("Web Socket Server Started");
You, 5 minutes ago | 1 author (You) | 0 references
socket.on('close', (): void => {
   clearInterval(interval)
            > 📑 _tests_
            us main.js
■ main.js.map
                                                                           You, 5 minutes ago | 1 author (You) | 0 references socket.on('message', function message (data): void {
           > node_modules
eslintignore
               .gitignore
                                                                       You, 5 minutes ago | 1 author (You) | 0 references
process.stdin.on('data', (data): void => {
    const input = data.toString().trim();
              prettierrc
               UCENSE
              🌽 jest.config.js
                                                                             if (input === 'Apne') {
   event.emit('data')
               package-lock.json
         > OUTLINE
        > TIMELINE
                                                            TERMINAL
8
```

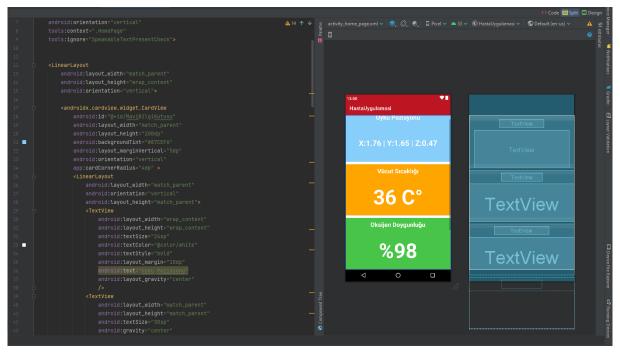
Terminale Apne yazıldığında bir önceki fotoğraftaki Eventi doldurduk. Burası bir tetikleyici görevi görüyor. Terminale Apne yazıldığında simüle edilen verilerin gönderilmesi duruyor. Son alınan veriler (Apne'nin gerçekleştiği anın verilerini) hem doktora göndermek üzere önce hastaya sonra ise hastadan doktora (Windows Form) gönderiyor.

2.Rapor Sınıf

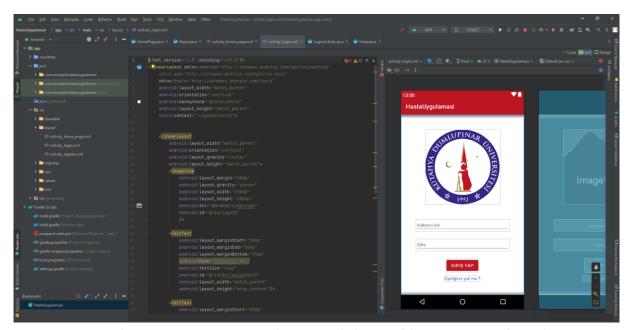
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# Internal Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Paper | Pap
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C# Windows From uygulamasında tasarlanan rapor sınıfının veri tutarlığı gereği aynı şekilde yazıldı.

2.1. Tasarım Güncellemeleri



Tasarım tekrardan değiştirildi ve hastanın o an ki durumunu gösteren İYİ, KÖTÜ CardView eklendi



Login ekranı üniversitenin logosundaki renklere göre tekrardan revize edildi.

2.2.LoginActivity Düzeltmesi ve Firebase Bağlantısı

Gerekli listelerin, butonların, TextView'lerin ve veritabanından gelen geçici keylerin tutulacağı değişkenler tanımlandı.

Burada giriş yap butonuna tıklandığında gerçek zamanlı veritabanına bir istek atılıyor. Görsel nesnelere girilen kullanıcı adı ve parola hasta listesinde aranıyor. Hasta bulunduğu takdirde, hasta objesi dolduruluyor ve bir sonraki aktivitiye gönderilmek üzere hazır hale getiriliyor. Olası bir Request hatasında veritabanından gelen hata mesajı loglara kayıt ediliyor.

3.Web Socket ve Client

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Description of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the co
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Web Socket nesnesi, web socket sınıfından türetiliyor. Dinlenecek olan IP ve Port numarası URI formatında WebSocketClient sınıfına parametre olarak veriliyor. Bağlantı durumunda onOpen methodu çalışıyor ve servera telefon bağlandı mesajı gönderiliyor. onTextReceiver methodu gelen mesajı (String array) Message.Split yardımı ile parçalıyor. Regex olarak ("-") belirlendiği için bu regexten parçalanan mesaj TextView'lere yazdırılıyor.

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| Remarkage, | Percent | Report | Report | Response | Percent | Remark | Report | Report | Report | Report | Report | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Remark | Re
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Serverdan gelen tetikleyici algılandığında, serverdan gelen veriler HardText halinde Rapor sınıfının Constructor'a (Kurucu Method) ekleniyor. Sağlık durumunu tutan CardView üzerindeki TextView görsel nesnesi KÖTÜ değerini alıyor, Web Socket kapatılıyor ve veriler gerçek zamanlı veritabanına yazılıyor.