MediBook Report Report on MediBook

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Department of Computer Science, University of Ottawa SEG2105: Introduction to Software Engineering Hussein Al Osman December 6th, 2023

Introduction

Throughout the semester our group was tasked with creating an app on Android Studio that was a medical app. This app is designed for Patients, Doctors, and an administrator. Patients can register, view appointments, rate Doctors, and book slots by specialty. Doctors manage shifts, approve/reject appointments, and set auto-approval. Administrators oversee registrations.

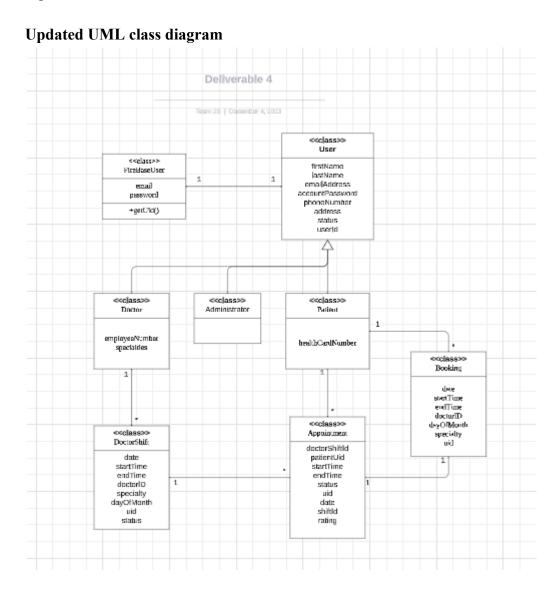
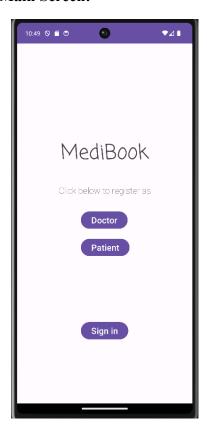


Table specifying the contributions of team members for each deliverable

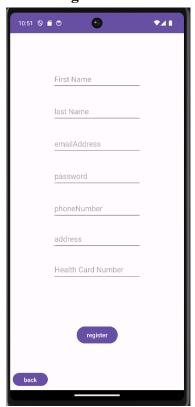
| Group Member | Deliverable 1 | Deliverable 2 | Deliverable 3 | Deliverable 4 |
|--------------|---|---|--|--|
| Mathias | -User class -some UI element | -Admin registration list -Admin confirm and reject a registration -Patient/doctor rejected/pending UI | - Helped with doctor shifts - Helped with implementing appointment inbox | -Patient booking -Patient upcoming appointment -Patient past appointment |
| Lucas | -Main class skeletons -UI XMLs -Sign in -basic field validation -Bugfixed | -Implemented firebase -Created the deny button for adminInbox -Bugfixed admin confirm/reject | - Adding all new shifts and appointments to the firebase -fixed upcoming appointments -adding a pop-up for extra doctor info in shifts -working patient info viewer pop-up -Bugfixing other sections for deliverable apk release | -UML -fixing known firebase bugs -adding new userId's for more efficient data retrieval -fixed sources of crashing -Bugfixed |
| Ryan | Doctor getter and setter | Helped in Admin Inbox and Admin Reject, Admin Confirm-Reject UI | Adding and deleting shifts with all fields validated, automatic approval button | Added a bunch of back buttons cannot cancel shift 30 min before, Doctor cannot delete shift if associated with appointment, help with past appointment and booking |
| August | UML Diagram, Doctor and Patient Java | Helped in Administrator viewing previously | UML + Doctor shifts | Final Report |

| | class | rejected registration requests and approving previously rejected requests | | |
|------|--------------------------|--|--|--------------------------------|
| Shao | Add some method to class | UML diagram Check Ui | Appointment list Accept Function Cancel Function | Unit test case |
| Xing | Ui elements | | | Help with upcoming appointment |

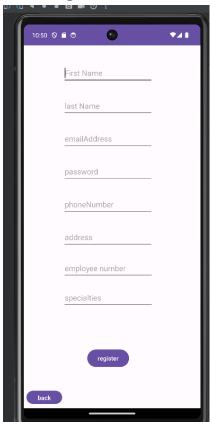
Main Screen:



Patient registration:



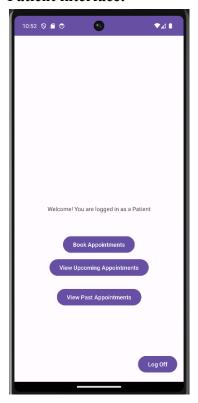
Doctor registration:



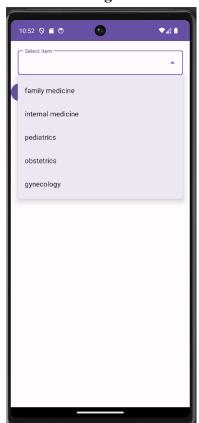
Sign In Page:



Patient interface:

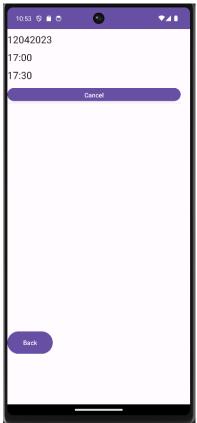


Patient booking:





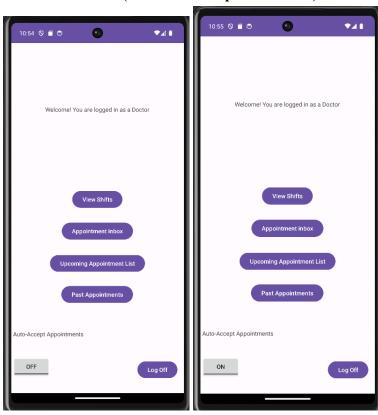
Patient upcoming appointments:



Patient past appointments:



Doctor interface: (with auto accept on and off)



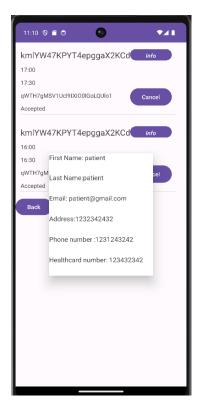
Doctor shifts:

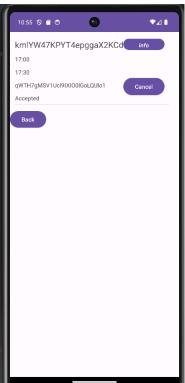


Doctor appointment inbox:

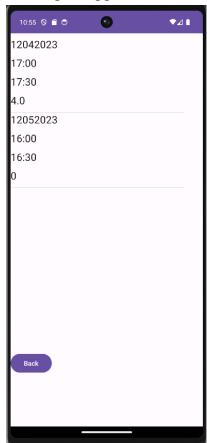


Doctor upcoming appointments:

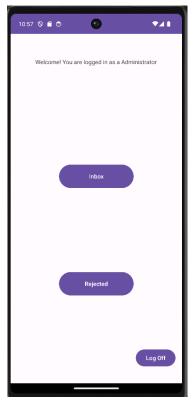




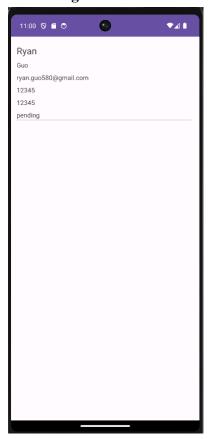
Doctor past appointments:



Admin interface:

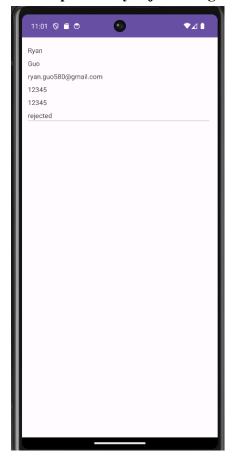


Admin registration inbox:





Admin previously rejected registration list:



Lesson Learned:

Throughout this group project, we gained valuable insights into effective collaboration and software development practices. One key lesson was the significance of maintaining clean and easily comprehensible code. Unfortunately, during Deliverables 1 and 2, we encountered challenges as the code lacked proper comments and wasn't organized in a clear manner. Recognizing this, we made a concerted effort to enhance the readability of our code, understanding that clarity facilitates collaboration and understanding among team members. Another crucial aspect we learned was the importance of accommodating diverse schedules within the team. Given that team members belonged to different programs and had varying commitments, it became evident that flexibility was essential. To address this, we implemented strategies such as redistributing workloads during peak times to ensure fairness and foster a collaborative environment. Team members facing heavy workloads in one deliverable were given more manageable tasks with the understanding that they would contribute more substantially in subsequent phases.

In essence, understanding and respecting everyone's workload became a cornerstone of our collaborative efforts. By prioritizing clear communication, code readability, and adaptability to diverse schedules, we aimed to create an environment conducive to successful teamwork and project outcomes.