Location based services – Nearby Hospitals

# Overview

In the event of emergency (Car crash) one of the value service is to know the nearby hospitals / trauma care centers. The component (**Openxcnearbyhospital.jar)** serves the same purpose for developers to leverage and build further app on top of that.

For Location based services ‘Google Places API’ is being used. The Google Places API is a service that returns information about Places — defined within this API as establishments, geographic locations, or prominent points of interest using HTTP requests. Place requests specify locations as latitude/longitude coordinates.

**Openxcnearbyhospital.jar provides the** API interface to get the list of nearby hospitals (place) around the given location.

# Pre-requisite

Openxcnearbyhospital.jar uses ‘Google Place API’.

Also Internet connectivity is needed on the device where it’s being called from.

# How to use JAR File

Developer can use the provided JAR file in their Android App using normal standard mechanism.

**A set of steps listed below:**

1. Create a folder called**libs** in your project's root folder
2. Copy Openxcnearbyhospital.jar files to the**libs**folder
3. right click on the Jar file and then select Build Path **>>** Add to Build Path
4. Now call **getNearByHostpital ()** method of OpenXCNearByHospital class with parameters.

**getNearByHostpital (Latitude ,Longitude, Radius, Place\_TYPE, API\_KEY)**

**{**

**return List<HashMap<String, String>> list;**

**}**

1. **Return value** is a list on HashMap

**HashMap Keys:**

1. HOSPIATL\_NAME - name of hospital
2. HOSPITAL\_ADDRESS - text address of hospital
3. HOSPITAL\_DISTANCE - distance of hospital from given location

If there is some Exception/Error returned by Google Places API, error message will be returned.

# Key points to note

1. **Google API Key – An API key will be needed to use Google Places API. Developer need to generate his/her own key and use the same.**

Please refer the below link for generating the key:

<https://developers.google.com/places/documentation/>

1. Android device must have internet connection.
2. Android project must have INTERNET permission.

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