# SISACS - Sistema de auxílio comunitário de saúde

Alberto Zaranza Valença de Freitas<sup>1</sup>, Joel da Silva Uchoa<sup>1</sup>

<sup>1</sup>Instituto Federal de Educação, Ciência e Tecnologia do Ceará - Campus Aracati (IFCE) Rodovia CE-040, Km 137,1, s/n - Aeroporto, Aracati - CE, 62800-000

albertozaranza@gmail.com, joeluchoa@ifce.edu.br

**Abstract.** This article aims to explain the advantages of using a system developed to transform the process of home visits of community health agents of the city of Aracati-CE more agile, in addition to simplifying the work of typists in health posts.

**Resumo.** Este artigo tem o objetivo de explanar as vantagens de utilizar um sistema desevolvido para transformar o processo de visitas domiciliares de agentes comunitários de saúde da cidade de Aracati-CE mais ágil, além de simplificar o trabalho de digitadores nos postos de saúde.

## 1. Introdução

A tecnologia vem proporcionando mudanças significativas para a sociedade, isso se dá pelo seu rápido avanço. É fácil perceber isso quando analisamos os últimos anos, onde as empresas estavam principalmente focavam suas energias em algoritmos de busca ou mineração de dados. Hoje, vemos um cenário um pouco diferente onde a inteligência artificial e internet das coisas vêm sendo muito exploradas.

Nesse processo de transformação, os aparelhos móveis, como celulares, smartphone e tablets, não poderiam ficar de fora. Inicialmente criados entre as décadas de 1940 e 1950, eram apenas capazes de realizar ligações através de ondas eletromagnéticas que permitiam a transmissão bidirecional de voz e dados utilizáveis em uma área geográfica que se encontra dividida em células (de onde provém a nomenclatura celular), cada uma delas servida por um transmissor/receptor. Entretanto, no decorrer dos anos, foram adicionadas novas funções aos dispositivos, dentre elas, o envio de mensagens através do SMS (Short Message Service - em português: serviço de mensagens curtas), programar alarmes para despestar uma pessoa, gravar lembretes, possibilidade de tirar fotos, gravar vídeos, jogar, ouvir música, usar sistemas de posicionamento global (GPS) para localização, dentre outras funcionalidades. Com isso, esses aparelhos deixaram de ser chamados apenas de celular, eis que surgem os smartphones.

Os smartphones chegaram para ...

# 2. First Page

The first page must display the paper title, the name and address of the authors, the abstract in English and "resumo" in Portuguese ("resumos" are required only for papers written in Portuguese). The title must be centered over the whole page, in 16 point boldface font and with 12 points of space before itself. Author names must be centered in 12 point font, bold, all of them disposed in the same line, separated by commas and with 12 points of space after the title. Addresses must be centered in 12 point font, also with

12 points of space after the authors' names. E-mail addresses should be written using font Courier New, 10 point nominal size, with 6 points of space before and 6 points of space after.

The abstract and "resumo" (if is the case) must be in 12 point Times font, indented 0.8cm on both sides. The word **Abstract** and **Resumo**, should be written in boldface and must precede the text.

### 3. CD-ROMs and Printed Proceedings

In some conferences, the papers are published on CD-ROM while only the abstract is published in the printed Proceedings. In this case, authors are invited to prepare two final versions of the paper. One, complete, to be published on the CD and the other, containing only the first page, with abstract and "resumo" (for papers in Portuguese).

## 4. Sections and Paragraphs

Section titles must be in boldface, 13pt, flush left. There should be an extra 12 pt of space before each title. Section numbering is optional. The first paragraph of each section should not be indented, while the first lines of subsequent paragraphs should be indented by 1.27 cm.

#### 4.1. Subsections

The subsection titles must be in boldface, 12pt, flush left.

## 5. Figures and Captions

Figure and table captions should be centered if less than one line (Figure 1), otherwise justified and indented by 0.8cm on both margins, as shown in Figure 2. The caption font must be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.



Figura 1. A typical figure

In tables, try to avoid the use of colored or shaded backgrounds, and avoid thick, doubled, or unnecessary framing lines. When reporting empirical data, do not use more



Figura 2. This figure is an example of a figure caption taking more than one line and justified considering margins mentioned in Section 5.

decimal digits than warranted by their precision and reproducibility. Table caption must be placed before the table (see Table 1) and the font used must also be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.

Tabela 1. Variables to be considered on the evaluation of interaction techniques

	Value 1	Value 2
Case 1	$1.0 \pm 0.1$	$1.75 \times 10^{-5} \pm 5 \times 10^{-7}$
Case 2	0.003(1)	100.0

### 6. Images

All images and illustrations should be in black-and-white, or gray tones, excepting for the papers that will be electronically available (on CD-ROMs, internet, etc.). The image resolution on paper should be about 600 dpi for black-and-white images, and 150-300 dpi for grayscale images. Do not include images with excessive resolution, as they may take hours to print, without any visible difference in the result.

#### 7. References

Bibliographic references must be unambiguous and uniform. We recommend giving the author names references in brackets, e.g. [Knuth 1984], [Boulic and Renault 1991], and [Smith and Jones 1999].

The references must be listed using 12 point font size, with 6 points of space before each reference. The first line of each reference should not be indented, while the subsequent should be indented by 0.5 cm.

#### Referências

Boulic, R. and Renault, O. (1991). 3d hierarchies for animation. In Magnenat-Thalmann, N. and Thalmann, D., editors, *New Trends in Animation and Visualization*. John Wiley & Sons ltd.

Knuth, D. E. (1984). The TFX Book. Addison-Wesley, 15th edition.

Smith, A. and Jones, B. (1999). On the complexity of computing. In Smith-Jones, A. B., editor, *Advances in Computer Science*, pages 555–566. Publishing Press.