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Titel

Medication Management App with FHIR

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Abstract

This academic paper primarily deals with the process of building an iOS-App from the very beginning. The purpose of the iOS-App is to integrate the new HL7 healthcare standard “FHIR” in order to create an application which helps to manage medications. This means that the result of this Bachelor Thesis is a complete functioning application allowing one to enter prescribed medications and aid people in taking it on time. In addition the actual process of building the app will be documented in form of a tutorial providing a step by step guide with all required information needed to create an app using “FHIR”.

This paper was created as part of the Bachelor degree at the University of Vienna Faculty of Computer Science in collaboration with the Medical University of Vienna.

The resulting project will be maintained as a OpenSource-project and can be found at <https://github.com/anreittersimon/Medbrain-Tutorial>.

- Setting up a iOS Project
- Describe the used resources
- Read a patients prescriptions stored in a FHIR database
- Create resources in a FHIR databse

Contents

1	Introduction	5
1.1	Health Level 7	5
1.2	FHIR Fast-Healthcare-Interoperability-Resources	5
2	Related Work	5
2.1	AMTS	5
2.2	MyTherapy	5
2.3	MediSafe	6
2.4	SMART	6
3	Project Setup	6
3.1	Prerequisites	6
3.2	Getting Started	7
3.3	Conclusion	9
4	Managing Dependencies with CocoaPods[1]	9
4.1	Prerequisites	9
4.2	Getting Started	10
4.2.1	Adding CocoaPods to the project	10
4.2.2	Specifying the dependencies	10
4.2.3	Installing the dependencies	10
4.3	Conclusion	10
5	Overview and Explanation of used FHIR-Resources	11
5.1	Goals	11
5.2	Overview	11
5.3	Resources	11
5.3.1	Patient	11
5.3.2	Medication	13
5.3.3	MedicationOrder	13
5.3.4	DosageInstructions	14
5.3.5	Timing	15
5.3.6	MedicationAdministration	16
6	Building the Application Structure	16
6.1	Prerequisites	16
6.2	Goals	16
6.3	Getting started	17
6.4	Adding a TabBarController	17
6.5	Building the Navigation-flow	17
6.6	Adding the SignInViewController	18
6.7	Adding the PatientDetailViewController	18
6.8	Conclusion	19

7	Implementing SignIn	19
7.1	Prerequisites	19
7.2	Goals	19
7.3	Getting started	20
7.4	Implementing the SessionManager	20
7.4.1	Creating the SessionManager	20
7.4.2	Creating the LogInCredentials	22
7.4.3	Modeling the result of the Log-In task	22
7.5	PatientSignInViewController Interface	24
7.5.1	Building the Interface	24
7.5.2	Adding outlets to the class implementation	25
7.5.3	Adding the UI-Elements in the storyboard	25
7.6	PatientSignInViewController functionality	26
7.6.1	Adding a completionHandler	26
7.6.2	Implement <code>submitButtonPressed</code> action	26
7.7	Conclusion	29
8	Implementing PatientMedicationsViewController	29
8.1	Prerequisites	29
8.2	Goals	29
8.3	Getting started	29
8.4	PatientMedicationsViewController Interface	29
8.4.1	Creating the StatusView	30
8.4.2	Defining outlets in the implementation class	30
8.5	Ensuring the user is logged in	33
8.5.1	Showing the PatientSignInViewController	34
8.6	Generating Instructions for Prescriptions	35
8.6.1	Overview	35
8.6.2	TimingUnit	36
8.6.3	EventTiming	36
8.6.4	Duration	37
8.6.5	Frequency	38
8.6.6	Period	38
8.6.7	TimingBounds	39
8.6.8	Bringing it together	39
8.7	Loading and displaying all prescriptions for the logged-in user . .	42
8.7.1	Creating the MedicationOrderTableViewCell	42
8.7.2	Configuring the MedicationOrderTableViewCell	43
8.7.3	Preparing the display of MedicationOrderTableViewCell	43
8.7.4	Loading the results	44
9	Implementing the MedicationDetailViewController	45
9.1	Prerequisites	45
9.2	Getting Started	45
9.2.1	Adding the ResearchKit dependency	46
9.3	MedicationDetailViewController Interface	46

9.3.1	Create the implementation class	46
9.3.2	Adding the HeaderView	46
9.3.3	Defining the outlets and actions	47
9.3.4	Create the MedicationAdministrationTableViewCell	48
9.4	Loading and displaying all administrations for a prescription . .	49
9.4.1	Defining the properties	49
9.4.2	Implementing UITableViewDataSource methods	49
9.4.3	Configuring the MedicationAdministrationTableViewCell	50
9.4.4	Implement loading of administrations	51
9.5	Rendering a chart visualizing a timeline of administrations	53
9.5.1	Configuring the view for state	53
9.5.2	Configuring the view for the prescription	53
9.5.3	Implementing the SegmentedControl functionality	54
9.6	Implementing the Chart	55
9.6.1	Generating identifiers	55
9.6.2	Creating the Charts Data-Model	57
9.6.3	Updating the Chart	59
9.6.4	Implementing the ORKGraphChartViewDataSource pro- tocol methods	59
9.7	Connecting MedicationDetailViewController and PatientMedica- tionsViewController	60
9.8	Conclusion	61
10	Implementing the CreateMedicationAdministrationViewController	62
10.1	Prerequisites	62
10.2	Goals	62
10.3	Building the Interface	62
10.4	Defining the outlets and actions	63
10.5	Creating MedicationAdministration on the server	65
10.5.1	Implementing the actions	66
11	Conclusion	69

1 Introduction

1.1 Health Level 7

Health Level 7 (HL7) is a non-profit organization providing a framework and standards for the exchange, integration, sharing and retrieval of health information. It supports clinical practice and the management, delivery and evaluation of health services. [9]

1.2 FHIR Fast-Healthcare-Interoperability-Resources

FHIR [5] is a new HL7 standard created to replace and enhance former HL7 message standards. The aim is to simplify modelling and revolutionize HL7 standards to allow fast design and implementation using modular components called **Resources** which represent granular clinical concepts. The resources can be managed in isolation or aggregated into complex documents based on XML or JSON structures and have predictable URLs due to a HTTP-based REST-ful protocol. [7]

2 Related Work

As mentioned previously a fully functional base for an iOS App is provided once the Tutorial is complete. There are multiple further applications which can be found in the AppStore. For this reason a separate paper "Literature Research - Medication Management App with FHIR" was created for research purposes. This paper covers the following applications in detail:

2.1 AMTS

The AMTS medication-plan is a basis for helping patients manage their medications. Patients receive paper printed plans which contains the medications for a single day. It has a Bar-Code allowing the medication-plan to be opened on a device to modify the plan. It lists all active pharmaceutical ingredients and the corresponding medication name. The practitioner can indicate the time of day the medication is to be taken (morning, midday, evening) and whether it is to be taken before, with or after a meal. The system doesn't rely on a database or anything similar and therefore is very flexible and changes can be made very quickly. Only the practitioner can enter information into the system which ensures a certain data-quality. It does document if a patient takes the medication or not but no reason why a patient has not taken it. The practitioner has to manually input the information provided by the patient into the system.

2.2 MyTherapy

MyTherapy[6] is an iOS-app with the same goal as the AMTS medication-plan of helping users manage their medication by building a schedule. It has reminders

of when medication or measures have to be taken. If one is tracking his blood pressure for example the app will also be able to show an overview of the past week, month, year in form of a graphic of the actual values. The diary function shows the percentage of actions taken - so if one has to take 4 tablets a day and indicates that he has taken one so far the patient has completed 25 percent of the actions of the day. MyTherapy has four types of information which can be scheduled. 4

- Medication
- Measure (e.g. blood pressure)
- Activity
- General Well-Being

All information in this app has to be input manually. After entering this information the app displays a schedule for the current day and generates notifications reminding the user to perform a task (e.g. take medication, measure blood pressure) at the appropriate time. Upon performing/not performing such a task the user can mark these tasks as done/not done. The app also provides a "Journal" where the user is shown a history of what tasks were performed/not performed.

2.3 MediSafe

MediSafe[8] is also an iOS-app helping users manage their medications. In this app the user also has to manually enter which medications he/she would like to manage. In addition the app also supports managing other tasks than medications. (e.g. measuring blood pressure)

2.4 SMART

SMART Health IT is an open, standards based technology platform that enables innovators to create apps that seamlessly and securely run across the healthcare system. Using an electronic health record (EHR) system or data warehouse that supports the SMART standard, patients, doctors, and healthcare practitioners can draw on this library of apps to improve clinical care, research, and public health. [10]

3 Project Setup

3.1 Prerequisites

- Installed XCode 7.3 (Current Version as of writing this)

3.2 Getting Started

1. Create your **working directory** for example run `mkdir medbrain` in the Terminal
2. Open XCode and create a new Project

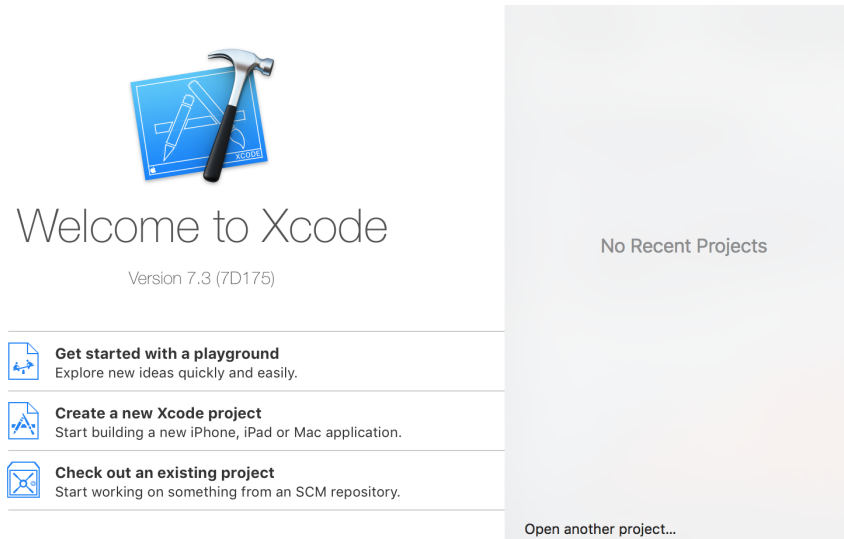


Figure 1: Initial prompt shown when opening XCode

3. In the following screen select **Single View Application**

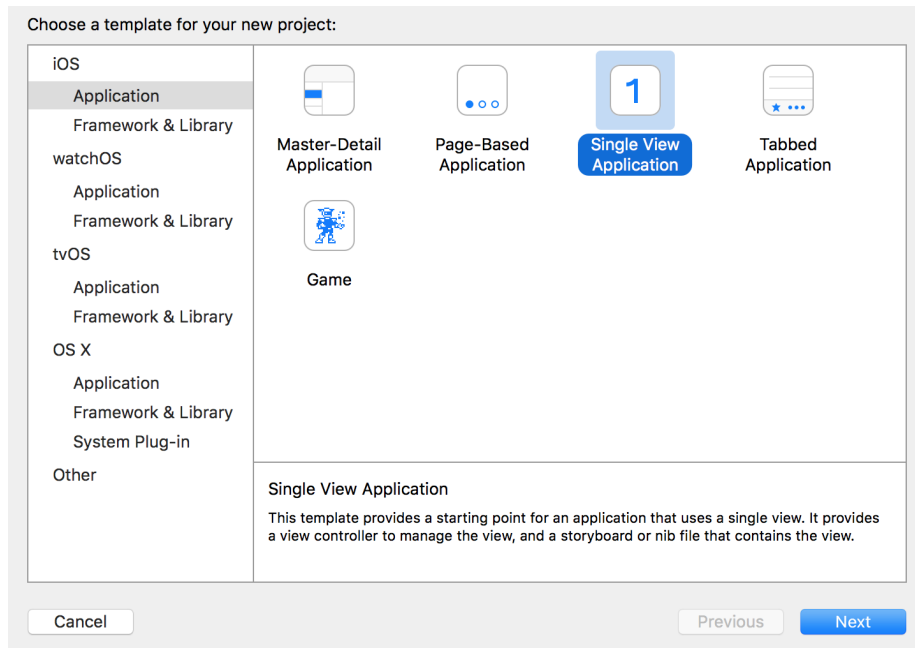


Figure 2: Selecting a project template

This template will create an iOS-App with a single empty screen.

4. Enter a Product Name for the project (In this case **Medbrain**)

Choose options for your new project:

Product Name:

Organization Name:

Organization Identifier:

Bundle Identifier:

Language:

Devices:

☐ Use Core Data

☒ Include Unit Tests

☒ Include UI Tests

Cancel Previous Next

Figure 3: Specifying basic project information

Note: the `Organization Identifier` and `Bundle Identifier` typically follow a reverse-DNS-format. The `Bundle Identifier` is used to uniquely identify your app (i.e.: in the iTunes AppStore) >By Default this is set by the following schema `${Organization Identifier}.${Product Name}` but can be set manually at a later point.

5. When prompted where to create the project select the previously created **working directory**.

3.3 Conclusion

You completed the basic setup for an iOS-App

4 Managing Dependencies with CocoaPods[1]

4.1 Prerequisites

Before continuing ensure CocoaPods is installed. To install CocoaPods run `sudo gem install cocoapods` in the terminal.

If you want to start here you just run `git checkout step2`.

The Project is located at `project/` of the git repository root.

4.2 Getting Started

CocoaPods is a tool for managing dependencies in iOS and Mac Applications.

A possible alternative is Apples Swift Package-Manager[3].

Since CocoaPods is already very established and commonly seen as Best Practice, and the Swift Package Manager is still in beta stage CocoaPods is preferred.

4.2.1 Adding CocoaPods to the project

Open a terminal and navigate to the **working directory**. Run the command `pod init`. This will create a file named Podfile.

4.2.2 Specifying the dependencies

Open the Podfile with any text-editor and change its contents to:

```
platform :ios, '8.0'
use_frameworks!

target 'Medbrain' do
  pod 'SMART', '~> 2.1'
end

target 'MedbrainTests' do
end

target 'MedbrainUITests' do
end
```

The pod 'SMART' installs the dependency `Swift-SMART`[4].

This is a library simplifying the usage of FHIR-Resources within Swift Projects.

It provides native swift classes representing the corresponding FHIR-resources and provides support for interacting with FHIR REST-APIs.

4.2.3 Installing the dependencies

Now that it is specified which dependencies are to be used in the project they have to be installed.

run `pod install` in the Terminal.

This downloads all libraries specified in the Podfile and integrates them into the XCode project.

4.3 Conclusion

You learned how to setup CocoaPods in a iOS-project and install dependencies.

Next-up is a overview of the used FHIR-Resources

5 Overview and Explanation of used FHIR-Resources

5.1 Goals

- Get a understanding of the resources used in this app.
- Specify assumptions about the dataset.

5.2 Overview

Before starting to work with FHIR its important to understand what the resources represent and the relationships between them.

FHIR-Resources have very few required properties since it tries to support many healthcare-standards which may have different requirements.

It is up to the developer to refine the definition of a sufficiently specified resource for the context it is used in.

As an orientation the **ELGA Implementierungsleitfaden** was used.

The main resources used are:

- Patient 5.3.1
- Medication 5.3.2
- MedicationOrder 5.3.3
- DosageInstructions 5.3.4
- Timing 5.3.5
- MedicationAdministration 5.3.6

These will be explained more in depth in the corresponding section below.

5.3 Resources

5.3.1 Patient

The patient-resource has a central role in this app. It contains basic information about the person and is often referenced by other resources.

Note: a patient in FHIR is not necessarily human. but in the context of the app it is assumed that the patient is human.

UML Diagram

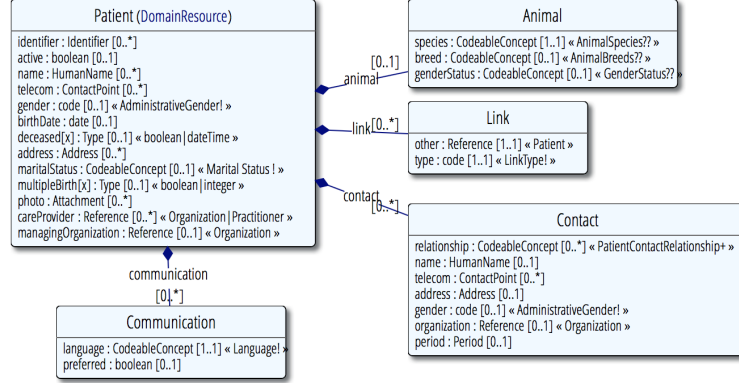


Figure 4: Structure of the Patient resource

Requirements There are no explicit requirements in order for the app to work. These requirements are strictly technical and additional constraints may make sense. It is assumed all information contained in the Patient resource is optional except for the id. The id must be present in order to search for medications which were prescribed for this specific patient.

These requirements can be formalized like:

requirement	expression
has id	<code>patient.id != null</code>
is human	<code>patient.animal == null</code>

Account, AllergyIntolerance, Appointment, AppointmentResponse, AuditEvent, Basic, BodySite, CarePlan, Claim, ClinicalImpression, Communication, CommunicationRequest, Composition, Condition, Contract, Coverage, DetectedIssue, Device, DeviceUseRequest, DeviceUseStatement, DiagnosticOrder, DiagnosticReport, DocumentManifest, DocumentReference, Encounter, EnrollmentRequest, EpisodeOfCare, FamilyMemberHistory, Flag, Goal, Group, ImagingObjectSelection, ImagingStudy, Immunization, ImmunizationRecommendation, List, Media, MedicationAdministration, MedicationDispense, MedicationOrder, MedicationStatement, NutritionOrder, Observation, Order, Person, Procedure, ProcedureRequest, Provenance, QuestionnaireResponse, ReferralRequest,

RelatedPerson , RiskAssessment , Schedule , Specimen ,
SupplyDelivery , SupplyRequest , VisionPrescription

5.3.2 Medication

Represents a medication.

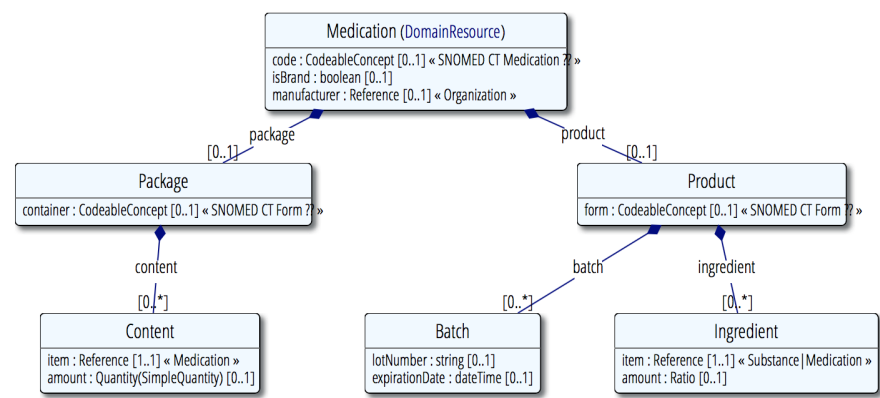


Figure 5: Structure of the Medication resource

Requirements In the context of the app only the medications name is displayed, therefore its only requirement is its name. This should not imply it describes a medication sufficiently.

requirement	expression	required
has display-name	<code>medication.code.coding[0].display != null</code>	yes

CarePlan , Group , MedicationAdministration ,
MedicationDispense , MedicationOrder ,
MedicationStatement , Procedure , SupplyDelivery ,
SupplyRequest

5.3.3 MedicationOrder

<https://www.hl7.org/fhir/medicationorder.html>
An order for supply and administration of the medication to a patient.

A `MedicationOrder` can only be created by a `Practitioner` and never by a `Patient`.

Therefore the app only requires read-only access to a patients medication-orders

requirement	expression	required
at least one dosageInstruction prescribed for a patient	<code>medicationOrder.dosageInstructions[0] != null</code> <code>medicationOrder.patient != null</code>	yes yes
has medication	<code>medicationOrder.medication != null</code>	yes

Requirements

This resource is referenced by:

CarePlan, Claim, ClinicalImpression, MedicationAdministration,
 \rightarrow MedicationDispense

5.3.4 DosageInstructions

Is a substructure of `MedicationOrder`. Contains information about timing and dosageInstructions

Note: `DosageInstruction` includes a text property which describes its content. This property is ignored and descriptions are generated from the structured data. This provides the possibility to localize the description (generate descriptions in different languages)

dosageInstruction	Σ	0..*	BackboneElement	How medication should be taken
text	Σ	0..1	string	Dosage instructions expressed as text
additionalInstructions	Σ	0..1	CodeableConcept	Supplemental instructions - e.g. "with meals"
timing	Σ	0..1	Timing	When medication should be administered
asNeeded[x]	Σ	0..1		Take "as needed" (for x)
asNeededBoolean			boolean	
asNeededCodeableConcept			CodeableConcept	
site[x]	Σ	0..1		Body site to administer to SNOMED CT Anatomical Structure for Administration Site Codes (Example)
siteCodeableConcept			CodeableConcept	
siteReference			Reference(BodySite)	
route	Σ	0..1	CodeableConcept	How drug should enter body SNOMED CT Route Codes (Example)
method	Σ	0..1	CodeableConcept	Technique for administering medication
dose[x]	Σ	0..1		Amount of medication per dose
doseRange			Range	
doseQuantity			SimpleQuantity	
rate[x]	Σ	0..1		Amount of medication per unit of time
rateRatio			Ratio	
rateRange			Range	
maxDosePerPeriod	Σ	0..1	Ratio	Upper limit on medication per unit of time

Figure 6: Structure of the DosageInstructions resource

5.3.5 Timing

Name	Flags	Card.	Type	Description & Constraints
Timing	Σ		Element	A timing schedule that specifies an event that may occur multiple times
event	Σ	0..*	dateTime	When the event occurs
repeat	Σ I	0..1	Element	When the event is to occur Either frequency or when can exist, not both If there's a duration, there needs to be duration units If there's a period, there needs to be period units If there's a periodMax, there must be a period If there's a durationMax, there must be a duration Length/Range of lengths, or (Start and/or end) limits
bounds[x]	Σ	0..1		
boundsQuantity			Duration	
boundsRange			Range	
boundsPeriod			Period	
count	Σ	0..1	integer	Number of times to repeat
duration	Σ I	0..1	decimal	How long when it happens duration SHALL be a non-negative value
durationMax	Σ	0..1	decimal	How long when it happens (Max)
durationUnits	Σ	0..1	code	s min h d wk mo a - unit of time (UCUM) UnitsOfTime (Required)
frequency	Σ	0..1	integer	Event occurs frequency times per period
frequencyMax	Σ	0..1	integer	Event occurs up to frequencyMax times per period
period	Σ I	0..1	decimal	Event occurs frequency times per period period SHALL be a non-negative value
periodMax	Σ	0..1	decimal	Upper limit of period (3-4 hours)
periodUnits	Σ	0..1	code	s min h d wk mo a - unit of time (UCUM) UnitsOfTime (Required)
when	Σ	0..1	code	Regular life events the event is tied to EventTiming (Required)
code	Σ	0..1	CodeableConcept	QD QOD Q4H Q6H BID TID QID AM PM + TimingAbbreviation (Preferred)

Figure 7: Structure of the Timing resource

5.3.6 MedicationAdministration

Represents a medications administration or lack thereof.

The patient creates a **MedicationAdministration** when he/she takes/doesnt take a **Medication**

the **MedicationAdministration** must reference a **MedicationOrder**

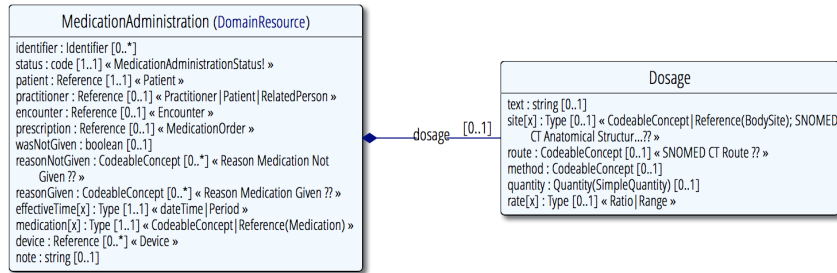


Figure 8: Structure of the MedicationAdministration resource

requirement	expression
references patient	<code>administration.patient != null</code>
references medication-order	<code>administration.prescription != null</code>
references medication	<code>administration.medication != null</code>
effectiveTime set	<code>patient.effectiveTime != null</code>

Requirements

6 Building the Application Structure

6.1 Prerequisites

Finished Step 2 of this tutorial described in section 4 of this paper. To start here run `git checkout step4`. The Project is located at `project/` of the git repository root.

6.2 Goals

In this step each of the apps screens will be added as a placeholder implementation. Each screens functionality will be implemented later on.

Learn about building User Interfaces utilizing X-Codes Interface-Builder and Storyboards.

6.3 Getting started

By default X-Code creates a storyboard name `Main.storyboard`. It contains a single `ViewController`. We start of by deleting the `ViewController` and its corresponding `ViewController` implementation.

1. Delete the file `ViewController.swift`
2. Select file `Main.storyboard` in the project navigator.
3. Select the empty `ViewController` and delete it.

6.4 Adding a `TabBarController`

1. From the Interface-Builders object-library drag a `Tab Bar Controller` object onto the storyboard.
2. Delete the two `ChildControllers`.
3. Select the newly added controller and in the `Attributes Inspector` select the checkbox `Is Initial ViewController`

6.5 Building the Navigation-flow

1. Select a `Navigation Controller` from the object-library and drag it onto the storyboard.

Note: This also adds an empty `Table View Controller` > >
The added `Table View Controller` will later show a list of the patients medications and will be referred to as `PatientMedicationsViewController`.

2. Drag a `Table View Controller` from the object-library onto the storyboard.

Note: This controller will show a single medication in more detail and will be referred to as `MedicationDetailViewController`.

3. `ctrl+drag` from the first `PatientMedicationsViewController` to the newly added `MedicationDetailViewController`
4. select `show` in the `Manual-Segue` section
5. `ctrl+drag` from the `Tab Bar Controller` to the `Navigation Controller`
6. select `viewcontrollers` in the `Relationship-Segue` section

6.6 Adding the SignInViewController

To be able to determine which medications to show the patient has to sign-in.

In order to sign-in a new **View Controller** named **PatientSignInViewController** will be introduced.

This controller will be shown every time the user reaches the **PatientMedicationsViewController** and is not signed-in.

1. From the **object-library** drag a **View Controller** object on to the storyboard.
2. **ctrl+drag** from the first **PatientMedicationsViewController** to the newly added **PatientSignInViewController**.
3. select **Present Modally** in the **Manual-Segue** section.

6.7 Adding the PatientDetailViewController

After signing in the user should have the option to review his information (i.e.: email-address, phone-number, etc.)

This functionality will be implemented in the **PatientDetailViewController**.

1. From the **object-library** drag a **View Controller** object on to the storyboard.
2. **ctrl+drag** from the **Tab Bar Controller** to the **PatientDetailViewController**
3. select **viewcontrollers** in the **Relationship-Segue** section

When you are finished the end result should look similar to this:

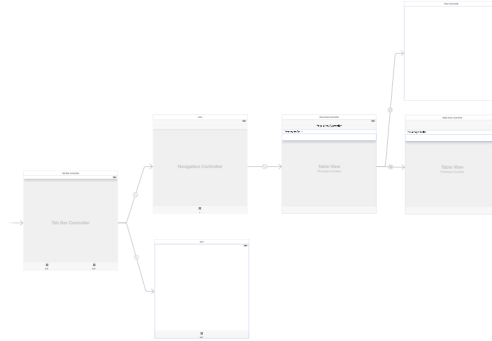


Figure 9: Finished Design in the Storyboard

6.8 Conclusion

You setup a storyboard showing the apps intended flow.

7 Implementing SignIn

7.1 Prerequisites

Finished Step 4 of this tutorial described in section 6 of this paper. To start here run `git checkout step5`. The Project is located at `project/` of the git repository root.

7.2 Goals

The data displayed in this app is very specific to the currently signed in patient.

So before building the rest of the app it is the first priority to implement the sign-in.

7.3 Getting started

For the implementation we will introduce following classes:

- `SessionManager`
- `PatientSignInViewController`

`SessionManager`

- Implemented as a singleton.
- Its responsibility is to manage the currently signed in patient.
- Handle log-in and log-out

`PatientSignInViewController`

- Displays a screen in which the user can enter his credentials. (i.e. username and password)
- Displays loading indicator while the log-in is in progress
- Displays a message if a error occurred

7.4 Implementing the SessionManager

7.4.1 Creating the SessionManager

1. Create a new file named `SessionManager.swift` (File->New->File)
2. When prompted for the template for the file select `Swift File`
3. Create a singleton class and import the `SMART` framework

```
import Foundation
import SMART

class SessionManager {
    ///singleton instance
    static let shared = SessionManager()

    private init() {
        ///private initializer to avoid this class being
        ↪ instantiated anywhere else than the singleton instance
    }
}
```

```

    ///The server against which requests are executed
    var server = Server(base:
↳ "http://fhir2.healthintersections.com.au/open/")

    ///The currently logged in patient (defaults to nil)
    var patient: Patient?

    ///convenience property is 'true' if a patient is signed
↳ in
    var signedIn: Bool {
        return patient != nil
    }
}

```

4. Define Notification posted when the patient changes

```

//MARK: - Definitions
extension SessionManager {

    ///Name of the notification sent to observers when the
↳ patient changes
    static let PatientChangedNotification =
↳ "SessionManager.PatientChangedNotification"

    ///User-info dictionary key for the old patient value
    static let PatientChangedNotificationOldKey =
↳ "SessionManager.PatientChangedNotification.Old"

    ///User-info dictionary key for the new patient value
    static let PatientChangedNotificationNewKey =
↳ "SessionManager.PatientChangedNotification.New"

    ///When the patient changes notify all observers about
↳ this change
    func patientDidChange(old: Patient?, new: Patient?) {
        var info = [NSObject:AnyObject]()

↳ info[SessionManager.PatientChangedNotificationOldKey] =
↳ old

↳ info[SessionManager.PatientChangedNotificationNewKey] =
↳ new

        ///Notify obusersers that the current patient did
↳ change
    }
}

```

```

    ↪ NSNotificationCenter.defaultCenter().postNotificationName(SessionManager.PatientCha
    ↪ object: self, userInfo: info)
    }
}

```

7.4.2 Creating the LogInCredentials

This object is passed to the SessionManger when initiating the login.

```

///credentials should provide enough data to uniquely identify a
↪ patient
struct LogInCredentials {

    ///credentials which identify a test_user on the server
    static var defaultCredentials: LogInCredentials {
        return LogInCredentials(queryParamters: ["_id":
    ↪ ["$exact": "f001"]])
    }

    var queryParamters: [NSObject:AnyObject] = [:]
}

```

7.4.3 Modeling the result of the Log-In task

1. Create an accompanying enum Result. This object represents the result of a task which might fail.

```

///when performing a task which might fail the result of this task
↪ can be modelled like this.
enum Result<ExpectedResultType> {
    ///the task completed successfully and produced a result
    ///if no actual result is produced use Void as
    ↪ ExpectedResultType
    case Success(_: ExpectedResultType)

    ///the task failed and optionally provides an error which
    ↪ contains more information what went wrong.
    case Error(_: ErrorType?)
}

///MARK: - Methods
extension SessionManager {

    ///closure called after the log-in completes
    ///Note: completing the log-in does NOT mean it was successful

```

```

typealias LogInCompletionHandler = (result: Result<Patient>)
→ -> Void

    ///attempts to log in the user whith the specified
    credentials asynchronously
    ///calls completion handler with the result (success/failure)
    func login(credentials: LogInCredentials, completion:
→ LogInCompletionHandler) {

→ Patient.search(credentials.queryParamters).perform(server)
→ {(bundle, error) in

        let result: Result<Patient>

        if let patients = bundle?.entry?.flatMap({
→ $0.resource as? Patient }) where !patients.isEmpty {
            if patients.count > 1 {
                print("warning: multiple patients found.
→ using first")
            }

            let oldPatient = self.patient
            self.patient = patients.first
            self.patientDidChange(oldPatient, new:
→ self.patient)

            result = .Success(patients.first!)

        } else {
            result = .Error(error)
        }

        completion(result: result)
    }
}

func logout() {
    let oldPatient = self.patient
    patient = nil
    patientDidChange(oldPatient, new: nil)
}
}

```

The finished SessionManager implementation can be found [here](#)

7.5 PatientSignInViewController Interface

1. create a new file named `PatientSignInViewController.swift` (File->New->File)
 - When prompted to choose a template for the file choose `iOS->Cocoa Touch Class`
 - in the next step choose `PatientSignInViewController` as class
 - make it a subclass of `UIViewController`
2. in the `Main.storyboard` we created the `PatientSignInViewController` but it is not linked to its implementation.
 - go to the `Main.storyboard` and select the `PatientSignInViewController`
 - in the `Identity-Inspector` under the `Custom-Class` enter `PatientSignInViewController`

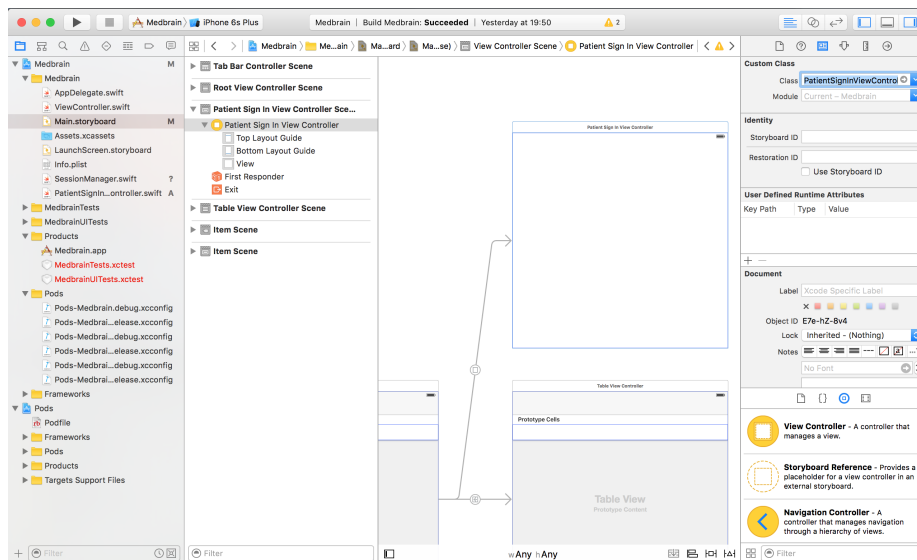


Figure 10: Setting the PatientSignInViewControllers class

7.5.1 Building the Interface

The `PatientSignInViewController` requires the following elements:

- `TextField` for entering e-mail
- `TextField` for entering password
- `Button` for submitting the entered information
- `Activity indicator` being displayed while the log-in is in process

For this purpose `outlets` have to be defined in the class-implementation.

Note: Outlets are a way of connecting elements in the Interface-Builder to the implementation. The creation and configuration could also be done programmatically.

7.5.2 Adding outlets to the class implementation

add the following to the `PatientSignInViewController` implementation:

```
@IBOutlet var emailTextfield: UITextField!
@IBOutlet var passwordTextfield: UITextField!
@IBOutlet var submitButton: UIButton!
@IBOutlet var activityIndicator: UIActivityIndicatorView!

@IBAction func submitButtonPressed(sender: AnyObject?) {
    //will be implemented later
}
```

7.5.3 Adding the UI-Elements in the storyboard

Note: In this tutorial the design will not be handled in depth. Instead the required UI-elements will be defined and shown how they need to be linked.

1. Drag the required elements from the object-library into the `PatientSignInViewController`. The end result should look like this:

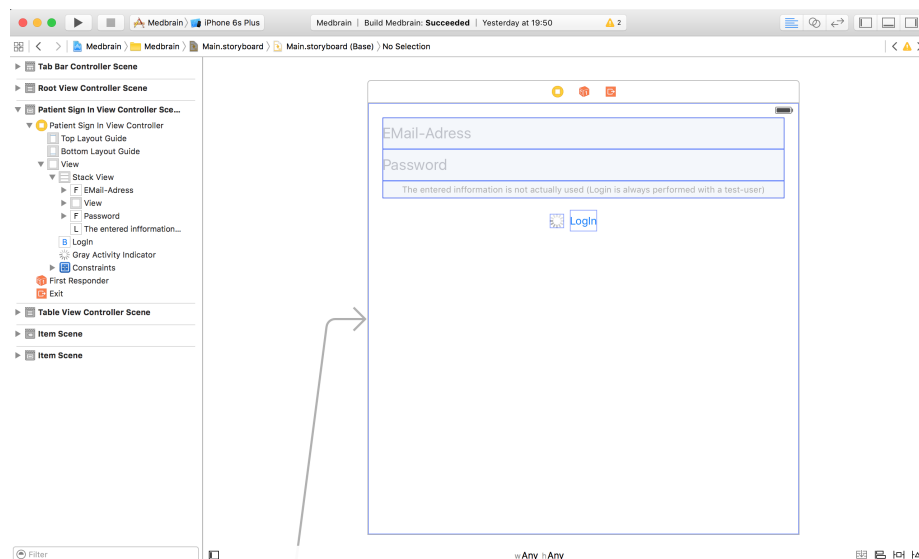


Figure 11: Completed design of the `PatientSignInViewController`

2. Connect the outlets and actions to the corresponding elements.

7.6 PatientSignInViewController functionality

Import SMART framework add import SMART statement to the top of the PatientSignInViewController

7.6.1 Adding a completionHandler

To inform the initiator of the Sign-In that the task was completed a `completionHandler` is added. This is a new property on the `PatientSignInViewController`.

Note: The `completionHandler` is implemented as a closure. A closure is a self-contained block of code to be executed which can be passed as a parameter.

First define a typealias for the `completionHandler`

```
typealias SignInCompletionHandler = (patient: Patient) -> Void
```

This will be called after the user has successfully signed in.

Add a optional property named `completionHandler` of type `SignInCompletionHandler`:

```
///Will be called after the Sign-In successfully finished  
///Note: user cannot leave screen without successfully signing in  
var completionHandler: SignInCompletionHandler?
```

7.6.2 Implement submitButtonPressed action

This method gets called when the `submitButton` is pressed and will perform 3 steps:

1. Generate `LogInCredentials` from the entered information

Note: In this implementation credentials which identify a test-user are always used.

2. Log-in using `SessionManager`
3. Verify result and if successful call `completionHandler` if failed show error

```
@IBAction func submitButtonPressed(sender: AnyObject?) {  
    //1. generate 'LogInCredentials' from the entered information  
    //2. log-in using 'SessionManager'  
    //3. Verify result and if successful call 'completionHandler'  
    ↪ if failed show error  
}
```

1. Generating and verifying credentials
Two helper-methods are introduced

```

///generate 'LogInCredentials' from the information entered
///- returns: nil if the entered credentials are incomplete
↳ or invalid
func generateCredentials() -> LogInCredentials? {
    //when sign-in is implemented properly this has to be
    ↳ adjusted

    //Always return the default credentials for the
    ↳ test-user
    return LogInCredentials.defaultCredentials
}

///displays an alert with the specified message
func showError(message message: String) {
    let alertController = UIAlertController(title: message,
    ↳ message: nil, preferredStyle: .Alert)
    alertController.addAction(UIAlertAction(title: "Ok",
    ↳ style: .Default, handler: nil))

    presentViewController(alertController, animated: true,
    ↳ completion: nil)
}

```

In the submitButtonPressed method the above methods will be used

```

@IBAction func submitButtonPressed(sender: AnyObject?) {
    //verify that the entered information is valid
    guard let credentials = generateCredentials() else {
        showError(message: "Entered Information is
    ↳ incomplete or invalid")
        return
    }

    //2. log-in using 'SessionManager'
    //3. Verify result and if successful call
    ↳ 'completionHandler' if failed show error
}

```

2. Performing the log-in

```

@IBAction func submitButtonPressed(sender: AnyObject?) {
    //verify that the entered information is valid
    guard let credentials = generateCredentials() else {
        showError(message: "Entered Information is
    ↳ incomplete or invalid")
        return
    }
}

```

```

        //disable textFields so user cannot edit information
        ↪ while it is being submitted
            emailTextfield.userInteractionEnabled = false
            passwordTextfield.userInteractionEnabled = false
            submitButton.enabled = false

        //attempt sign-in using the verified credentials
        SessionManager.shared.logIn(credentials) { (result) in
            //3. Verify result and if successful call
            ↪ 'completionHandler' if failed show error
        }
    }
}

```

3. Handling the result

```

@IBAction func submitButtonPressed(sender: AnyObject?) {
    //verify that the entered information is valid
    guard let credentials = generateCredentials() else {
        showError(message: "Entered Information is
        ↪ incomplete or invalid")
        return
    }

    //disable controls so user cannot edit information while
    ↪ it is being submitted
    emailTextfield.userInteractionEnabled = false
    passwordTextfield.userInteractionEnabled = false
    submitButton.enabled = false
    activityIndicator.startAnimating()

    //attempt sign-in using the verified credentials
    SessionManager.shared.logIn(credentials) { (result) in

        //reenable controls
        self.emailTextfield.userInteractionEnabled = true
        self.passwordTextfield.userInteractionEnabled = true
        self.submitButton.enabled = true
        self.activityIndicator.stopAnimating()

        //check result
        switch result {
        case .Success(let patient):
            //Was successful call completionHandler
            self.completionHandler?(patient: patient)
        case .Error(_):

```

```

        //Failed show Error Message
        self.showError(message: "Something went wrong")
    }
}

```

The finished `PatientSignInViewController` implementation can be found at `project/Medbrain/Medbrain/PatientSignInViewController.swift`

7.7 Conclusion

You built a Log-In Interface and functionality and implemented the Session-Manager.

8 Implementing PatientMedicationsViewController

8.1 Prerequisites

Finished Step 5 of this tutorial described in section 7 of this paper. To start here run `git checkout step6`. The Project is located at `project/` of the git repository root.

8.2 Goals

Build a `View Controller` which shows a list of prescriptions for a specific patient. Additionally if the user is not signed in the Log-in Screen should be shown.

8.3 Getting started

This Step is split up into 4 parts:

1. Creating the `PatientMedicationsViewController` interface
2. Ensuring the user is logged-in
3. Generating instructions for prescriptions
4. Loading and displaying all `MedicationOrders` for the logged-in user

8.4 PatientMedicationsViewController Interface

Creating the `PatientMedicationsViewController` is very similar to creating the `PatientSignInViewController` interface:

1. Create a `UITableViewController` subclass named `PatientMedicationsViewController`
2. In the `Main.storyboard` select the `PatientMedicationsViewController` and set its class to `PatientMedicationsViewController`

8.4.1 Creating the StatusView

This **View Controller** loads data from a remote source. While performing such a task its common practice to do this asynchronously. (While performing this task the user can still interact with the app.)

To inform the user that the app is fetching data it displays a **StatusView**.

The **StatusView** has responsibility for displaying:

- loading states
- error states
- empty states

8.4.2 Defining outlets in the implementation class

The **StatusView** consists of two elements:

- loading-indicator
- title-label

For these elements and the **StatusView** itself outlets are declared.

Add the following to the **PatientMedicationsViewController**:

```
@IBOutlet var statusView: UIView!
@IBOutlet weak var activityIndicator: UIActivityIndicatorView!
@IBOutlet weak var statusTitleLabel: UILabel!
```

drag a view object from the **object-library** onto the **PatientMedicationsViewController**

Again the implementation of the design will not be explained in depth. The important part is that all elements are added.

The end-result can look like this:

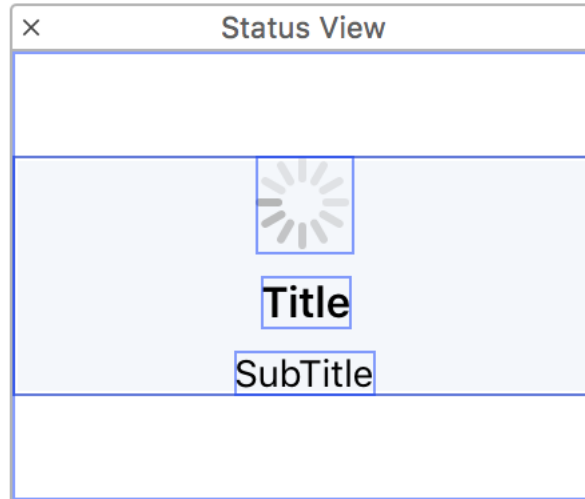


Figure 12: Finished design of the StatusView

Connect the storyboard-elements to the outlets.

To actually show the statusView this has to be set to be the tableViews `backgroundView`. In order to accomplish this the `viewDidLoad()` method is overridden. Once the `ViewControllers` view is created the `viewDidLoad()` method gets called. At this point all storyboard-elements have been linked up.

```
override func viewDidLoad() {
    super.viewDidLoad()

    tableView.backgroundView = statusView
}
```

To keep track of the state a `State` enum and a corresponding property are introduced:

```
func configure(forState state: State) {
    //Hide/show the statusView
    statusView.hidden = !state.showsStatusView

    //Hide show the titleLabel
    statusTitleLabel.hidden = state.title?.isEmpty ?? true
    statusTitleLabel.text = state.title ?? " "

    //Start/Stop Animating the activityIndicator
```



```

        if activityIndicator.isAnimating() &&
→ !state.showsLoadingIndicator {
            activityIndicator.stopAnimating()
        } else if !activityIndicator.isAnimating() &&
→ state.showsLoadingIndicator {
            activityIndicator.startAnimating()
        }
    }
}

```

Additionally 3 convenience accessors are added to the State enum:

```

///does the statusView need to be shown
var showsStatusView: Bool {
    switch self {
        case .Initial, .LoadingResults, .Error, .Empty:
            return true
        case .Loaded:
            return false
    }
}

///when the statusView is show should the loading-indicator be
→ displayed
var showsLoadingIndicator: Bool {
    switch self {
        case .LoadingResults:
            return true
        case .Initial, .Error, .Empty, .Loaded:
            return false
    }
}

///The text displayed in the statusView
var title: String? {
    switch self {
        case .Initial:
            return nil
        case .LoadingResults:
            return "Loading..."
        case .Error:
            return "Error"
        case .Empty:
            return "No Prescriptions"
        case .Loaded:
            return nil
    }
}

```

The View Controller has to be able to display every state which is why a new method `configure(forState state: State)` is added:

```
func configure(forState state: State) {
    //Hide/show the statusView
    statusView.hidden = !state.showsStatusView

    //Hide show the titleLabel
    titleLabel.hidden = state.title?.isEmpty ?? true
    titleLabel.text = state.title ?? " "

    //Start/Stop Animating the activityIndicator
    if activityIndicator.isAnimating() &&
    ↪ !state.showsLoadingIndicator {
        activityIndicator.stopAnimating()
    } else if !activityIndicator.isAnimating() &&
    ↪ state.showsLoadingIndicator {
        activityIndicator.startAnimating()
    }
}
```

The above mentioned method should be executed every time the controllers state changes. This can be achieved by adding a `property observer` to the state property.

```
var state: State = .Initial {
    didSet {
        configure(forState: state)
    }
}
```

To initially configure the `statusView` the `viewDidLoad()` has to be modified as follows:

```
override func viewDidLoad() {
    super.viewDidLoad()

    tableView.backgroundView = statusView

    //configure the statusView for the current state
    configure(forState: state)
}
```

8.5 Ensuring the user is logged in

When the user navigates to the `PatientMedicationsViewController` it is possible that the user hasn't logged in yet.

`UIViewController` (and its subclasses) have methods that are invoked by the framework for specific lifecycle events.

Of particular interest is the `viewDidAppear(animated: Bool)` method.

This method gets called after the View Controller has appeared.

Before overriding this method the `PatientMedicationsViewController` needs a way to show the `PatientSignInViewController`.

This is done via a `StoryboardSegue`.

In a previous step we set up a segue from `PatientMedicationsViewController` to the `PatientSignInViewController`. But to invoke this segue it has to be assigned an identifier.

- In the `Main.storyboard` select the `PatientMedicationsViewController` and in the `Attributes Inspector` assign `showSignIn` as identifier.

8.5.1 Showing the `PatientSignInViewController`

Add the following to the `PatientMedicationsViewController` implementation.

```
var isSignInIn: Bool = false

override func viewDidAppear(animated: Bool) {
    super.viewDidAppear(animated)

    ///if the user is not signed in show the
    → PatientSignInViewController
    if SessionManager.shared.patient == nil && !isSignInIn {
        performSegueWithIdentifier("showSignIn", sender: nil)
        return
    }
}
```

Now the `PatientSignInViewController` is shown but after the user signs-in successfully the `PatientSignInViewController` is never dismissed. For this purpose the `completionHandler` property on the `PatientSignInViewController` was introduced.

To set this property we need to acquire a reference to the `signInController`.

This can be achieved by overriding `prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?)` which gets called before a segue is executed.

```
override func prepareForSegue(segue: UIStoryboardSegue, sender:
    → AnyObject?) {

    if segue.identifier == "showSignIn" {
        ///Get a reference to the signInController
        let signInController = segue.destinationViewController
    → as! PatientSignInViewController
```

```

        //set isSigninIn flag to true
        isSigninIn = true

        //Set the completionHandler
        signInController.completionHandler = { (patient) in
            //Dismiss the signInController and wait for the
            ↪ animation to finish
            self.dismissViewControllerAnimated(true) {
                self.isSigninIn = false

                //Now that the patient is signed in it the
            ↪ prescriptions can be loaded
                self.loadContent() //NOTE: This function will be
            ↪ implemented later
            }
        }
    }
}

```

8.6 Generating Instructions for Prescriptions

8.6.1 Overview

When displaying a list-item in the `PatientMedicationsViewController` as well as in the `MedicationDetailViewController` instructions should be shown.

These instructions should be generated from the data contained in the `MedicationOrder`

When generating these instructions its important to make as few assumptions about grammatical structures as possible as these may vary from language to language. To address this issue these descriptions are built using Localized-Strings. Strings are not used directly but are stored in a file (`Localizable.stringsdict`) and are referred to by keys. Multiple languages can be supported by providing a file for each desired language. For instance when describing a duration in seconds in english in the `Localizable.stringsdict` file a item is added:

```

<key>for %d second(s)</key>
<dict>
    <key>NSStringLocalizedFormatKey</key>
    <string>%#@value@</string>
    <key>value</key>
    <dict>
        <key>NSStringFormatSpecTypeKey</key>
        <string>NSStringPluralRuleType</string>
        <key>NSStringFormatValueTypeKey</key>
        <string>d</string>
        <key>one</key>
        <string>for one second</string>
    
```

```

    <key>other</key>
    <string>for %d seconds</string>
  </dict>
</dict>

```

In this example the key is "for %d seconds"

To allow the building of plural forms a `pluralization` rule can be defined. So for instance when describing one second the result is "for one second" as in all other cases it is "for x seconds"

To simplify the generation `DosageInstructions` some convenience classes/structs were introduced:

8.6.2 TimingUnit

String enum wrapping the units of time used by FHIR.

More information can be found [here](#).

```

enum TimingUnit: String {
  case Second = "s"
  case Minute = "min"
  case Hour = "h"
  case Day = "d"
  case Week = "wk"
  case Month = "mo"
}

```

8.6.3 EventTiming

String enum wrapping the codes for events used in FHIR

More information can be found [here](#)

```

enum EventTiming: String {
  init?(_ rawValue: String?) {
    guard let value = rawValue else { return nil }
    self.init(rawValue: value)
  }

  /// before sleep
  case BeforeSleep = "HS"

  /// upon waking up
  case Wake = "WAKE"

  /// meal
  case Meal = "C"

  /// breakfast

```

```

    case Breakfast = "CM"

    /// lunch
    case Lunch = "CD"

    /// dinner
    case Dinner = "CV"

    /// before meal
    case BeforeMeal = "AC"

    /// before breakfast
    case BeforeBreakFast = "ACM"

    /// before lunch
    case BeforeLunch = "ACD"

    /// before dinner
    case BeforeDinner = "ACV"

    /// after meal
    case AfterMeal = "PC"

    /// after breakfast
    case AfterBreakfast = "PCM"

    /// after lunch
    case AfterLunch = "PCD"

    /// after dinner
    case AfterDinner = "PCV"
}

```

8.6.4 Duration

Encapsulates a Duration. **Note:** The duration may also be defined as a range.
(valueMax != nil)

```

struct Duration {
    let value: Double
    let valueMax: Double?
    let unit: TimingUnit

    init?(_ value: NSDecimalNumber?, valueMax: NSDecimalNumber?,
    → unit: String?) {
        guard let duration = value?.doubleValue, unit =
    → TimingUnit(unit) else {

```

```

        return nil
    }
    self.value = duration
    self.valueMax = valueMax?.doubleValue
    self.unit = unit
}
}

```

8.6.5 Frequency

Encapsulates a Frequency **Note:** The frequency may also be defined as a range.
(max != nil)

```

struct Frequency {
    let frequency: Int
    let max: Int?
}

extension Frequency {
    ///convenience initializer for creating frequency from a FHIR
    → TimingRepeat
    init?(_ timing: TimingRepeat) {
        guard let frequency = timing.frequency else {
            return nil
        }
        self.frequency = frequency
        self.max = timing.frequencyMax
    }
}

```

8.6.6 Period

Encapsulates a period of time **Note:** The period may also be defined as a range.
(valueMax != nil)

```

struct Period {
    let value: Double
    let valueMax: Double?
    let unit: TimingUnit

    init?(_ value: NSDecimalNumber?, valueMax: NSDecimalNumber?,
    → unit: String?) {
        guard let duration = value?.doubleValue, unit =
    → TimingUnit(unit) else {
            return nil
        }
        self.value = duration
    }
}

```

```

        self.valueMax = valueMax?.doubleValue
        self.unit = unit
    }
}

```

8.6.7 TimingBounds

Describes timing bounds used in FHIR.

This is modeled as an enum which wraps a value because `enums` are mutually exclusive. (Either a `Duration` or a `Period` but never both)

```

enum TimingBounds {
    case Duration(duration: Medbrain.Duration)
    case Period(start: NSDate?, end: NSDate?)

    init?(_ timing: TimingRepeat) {
        if let period = timing.boundsPeriod {
            self = .Period(start: period.start?.nsDate, end:
→ period.end?.nsDate)
        } else if let quantity = timing.boundsQuantity {
            guard let duration =
→ Medbrain.Duration(quantity.value, valueMax: nil, unit:
→ quantity.unit) else {
                return nil
            }

            self = .Duration(duration: duration)
        }
        return nil
    }
}

```

8.6.8 Bringing it together

The generated instruction is a "sentence" where each of the items described above may contribute a part of that sentence.

Each valid "sentence" should be a key in the `Localizable.stringsdict` file.

To express this in code a protocol named `LocalizedSentenceBuildingSupport` was introduced. >**Note:** A protocol is the swift equivalent of an interface in java

elements which adopt this protocol provide a part of a sentence.

```

protocol LocalizedSentenceBuildingSupport {
    ///return all possibilities

```



```

    ///Note: this is not necessarily required for building the
    → sentence but is useful for generating all possible sentences
    → of a combination of sentenceParts
    static var allFormatStrings: [String] { get }

    var formatString: String { get }
    var localizedArguments: [CVarArgType] { get }
}

```

The sentence built by a `MedicationOrder` follows is generated of parts in the following order. **Note:** Each element is optional

1. Frequency
2. Period
3. EventTiming
4. Duration
5. TimingBounds

Since there are many possible combinations a **Swift-Playground** generating all required keys was implemented.

Note: A **Swift-Playground** is a file where specific code snippets can be tested easily in order to see if they are implemented correctly.

This playground can be found at:

`project/Medbrain/Medbrain/MedicationOrderInstructions.playground`

Since the generated instructions will be used in various places in the app it does not make sense to implement this in the `PatientMedicationsViewController`. As a reusable solution the instructions will be exposed as a computed property on the `MedicationOrder` class. Additionally a convenience accessor for the `medicationName` will be implemented.

1. Create a new file named `MedicationOrder+Instructions.swift`

Note: It is Swift Convention when adding a extension to a existing class/struct to place the implementation in a File named `ExtendedClass+ExtensionName.swift`

2. Implement the extension like this:

```

import SMART

extension SMART.MedicationOrder {

    var localizedInstructions: String {
        //No instructions to generate
    }
}

```

```

        guard let repeat_fhir =
↳ dosageInstruction?.first?.timing?.repeat_fhir else {
            return "no instructions"
        }

        let optionalSentenceParts:
↳ [LocalizedStringBuildingSupport?] = [
            Frequency(repeat_fhir),
            Period(repeat_fhir.period, valueMax:
↳ repeat_fhir.periodMax, unit: repeat_fhir.periodUnits),
            EventTiming(repeat_fhir.when),
            Duration(repeat_fhir.duration, valueMax:
↳ repeat_fhir.durationMax, unit:
↳ repeat_fhir.durationUnits),
            TimingBounds(repeat_fhir)
        ]

        //eliminate all items which are nil
        let sentenceParts = optionalSentenceParts.flatMap {
↳ $0 }

        //builder string for sentence
        var sentence = "timing"
        //arguments to use
        var arguments = [CVarArgType]()

        //combine all sentence parts and arguments
        sentenceParts.forEach {
            sentence += $0.formatString

↳ arguments.appendContentsOf($0.localizedArguments)
        }

        //Lookup string in Localizable.stringsdict and
↳ return result
        return String(format: NSLocalizedString(sentence,
↳ comment: ""), locale: NSLocale.currentLocale(),
↳ arguments: arguments)
        }

        ///The name of the prescribed medication
        var medicationName: String {
            if let medname =
↳ medicationCodeableConcept?.coding?.first?.display {

```

```

        return medname
    }

    if let display = medicationReference?.display {
        return display
    }

    return "No medicationname"
}
}

```

8.7 Loading and displaying all prescriptions for the logged-in user

The ViewController needs to display a list of `MedicationOrders`

Therefore the `View Controller` needs to store the list of medications somewhere.

A new property called `medicationOrders` is introduced. Each time the `medicationOrders` are changed the `tableView` needs to be reloaded.

```

///medicationOrders to display in the list
var medicationOrders: [MedicationOrder] = [] {
    didSet {
        tableView.reloadData()
    }
}

```

8.7.1 Creating the MedicationOrderTableViewCell

1. Create a new Cocoa Touch Class named `MedicationOrderTableViewCell` and make it a subclass of `UITableViewCell`
2. In the `Main.storyboard` select the `PatientMedicationsViewController`
Note: By default in a `UITableViewController` a single table-view-cell prototype is created.
3. Select the first cell
4. In the `Identity Inspector` change its class to `MedicationTableViewCell`
5. In the `Attributes Inspector` change its style to `Subtitle`
6. In the `Attributes Inspector` assign it the identifier `MedicationOrderTableViewCell`
Note: This identifier will be used later to instantiate a cell of this type

8.7.2 Configuring the MedicationOrderTableViewCell

The `MedicationOrderTableViewCell` represents a single item in the list.

Each cell is configured for a single `MedicationOrder`. In the `MedicationOrderTableViewCell` implementation import the SMART framework and add the following method

```
func configure(medicationOrder: MedicationOrder) {
    self.textLabel?.text = medicationOrder.medicamentName
    self.detailTextLabel?.text =
    ↪ medicationOrder.localizedInstructions
}
```

8.7.3 Preparing the display of MedicationOrderTableViewCell

`PatientMedicationsViewController` is a subclass of `UITableViewController` the `UITableViewController` conforms to the `UITableViewDataSource` protocol.

The `tableView` requires the `dataSource` to implement the following methods:

```
func numberOfSectionsInTableView(tableView: UITableView) -> Int

func tableView(tableView: UITableView, numberOfRowsInSectionSection
    ↪ section: Int) -> Int

func tableView(tableView: UITableView, cellForRowAtIndexPath
    ↪ indexPath: NSIndexPath) -> UITableViewCell
```

These methods should be implemented as follows:

```
override func numberOfSectionsInTableView(tableView: UITableView)
    ↪ -> Int {
    //the tableView should display a single section
    return 1
}

override func tableView(tableView: UITableView,
    ↪ numberOfRowsInSectionSection section: Int) -> Int {
    //in the section the number of items should be the number of
    ↪ medicationOrders
    return medicationOrders.count
}

override func tableView(tableView: UITableView,
    ↪ cellForRowAtIndexPath indexPath: NSIndexPath) ->
    ↪ UITableViewCell {
    //dequeue cell with the identifier specified in the storyboard
```

```

    let cell =
    → tableView.dequeueReusableCellWithIdentifier("MedicationOrderTableViewCell",
    → forIndexPath: indexPath) as! MedicationOrderTableViewCell

    //find the medicationOrder at the index
    let medicationOrder = medicationOrders[indexPath.row]

    //configure the cell
    cell.configure(medicationOrder)

    return cell
}

```

Now the tableView is able to display the medicationOrders.

8.7.4 Loading the results

When the sign-in finished the method loadContent() was called. Now this function will be implemented.

```

func loadContent() {

    //transition to the loading state
    state = .LoadingResults

    //ensure a patient is logged in and it has an id
    guard let patient = SessionManager.shared.patient, patientId
    → = patient.id else {
        //transition to the error state
        state = .Error
        return
    }

    //perform a query search all MedicationOrder prescribed for
    → the logged in patient
    MedicationOrder.search(["patient":
    → patientId]).perform(SessionManager.shared
        .server) { [weak self](bundle, error) in
        dispatch_async(dispatch_get_main_queue()) {

            //self was captured weakly
            //if the ViewController was deallocated while the
            → search is in progress dont try to access self
            //doing so would crash the app
            guard let strongSelf = self else {
                return
            }
        }
    }
}

```

```

        //if a error occurred reset the medicationOrders
→ and transition to the error state
        guard error == nil else {
            strongSelf.medicationOrders = []
            strongSelf.state = .Error
            return
        }

        //extract all medicationOrders from the result
        let meds = bundle?.entry?.flatMap { $0.resource
→ as? MedicationOrder } ?? []

        //if no medicationOrders where found transition
→ to the empty state
        strongSelf.state = meds.isEmpty ? .Empty :
→ .Loaded

        strongSelf.medicationOrders = meds
    }
}

```

9 Implementing the MedicationDetailViewController

9.1 Prerequisites

Finished Step 6 of this tutorial described in section 8 of this paper. To start here run `git checkout step7`. The Project is located at `project/` of the git repository root.

9.2 Getting Started

When selecting a item in the `PatientMedicationsViewController` a View should be shown showing further details about the medication.

This view will be implemented in the `MedicationDetailViewController`. The view should show a graph with administrations for the specified medication. Additionally a list of all administrations should be displayed.

In order to display the graph a new dependency will be introduced.

`ResearchKit` contains classes which can be used to render graphs:

9.2.1 Adding the ResearchKit dependency

ResearchKit[2] is an open source framework introduced by Apple that allows to create apps for medical research.

Edit your Podfile as follows:

```
platform :ios, '8.0'
use_frameworks!

target 'Medbrain' do

  pod 'SMART', '~> 2.1'
  pod 'ResearchKit', '~> 1.3'
end

target 'MedbrainTests' do

end

target 'MedbrainUITests' do

end
```

This Step will be split up into 3 parts

1. Building the interface
2. Loading result and displaying a list of all administrations
3. Rendering a chart visualizing the timeline of the administrations

9.3 MedicationDetailViewController Interface

9.3.1 Create the implementation class

Create a new UITableViewController subclass named MedicationDetailViewController. In the Main.storyboard change the MedicationDetailViewController class to MedicationDetailViewController.

9.3.2 Adding the HeaderView

Add a tableViewHeader to the table view by dragging a View object from the object library to the top edge of the tableView.

This headerView will contain:

- **TitleLabel** displaying the name of the medication.
- **SubtitleLabel** displaying the instructions for the medicationOrder
- **GraphView** displaying a timeline of the administrations

- **SegmentedControl** allowing to customize the grouping of administrations (by year, month, week or day)
- **ActivityIndicator** indicating progress while the administrations are loaded from the server

9.3.3 Defining the outlets and actions

First import ResearchKit

```
@IBOutlet var titleLabel: UILabel!
@IBOutlet var subtitleLabel: UILabel!
@IBOutlet var segmentedControl: UISegmentedControl!
@IBOutlet var activityIndicator: UIActivityIndicatorView!
@IBOutlet var chartView: ORKLineGraphChartView!

@IBAction func segmentedControlChanged(sender: AnyObject?) {

}
```

Again the design will not be explained in depth. Add the according elements and connect the outlets. For the `segmentedControl` add the `segmentedControlChanged` action for the control-event `ValueChanged`

To add the `chartView`:

- Drag a `View` object from the `object library`.
- Select the view and in the `Identity Inspector` set its class to `ORKLineGraphChartView`

The end-result can look like this:



Figure 13: Finished design of tableViewHeader

9.3.4 Create the MedicationAdministrationTableViewCell

1. Create a new `UITableViewCell` subclass named `MedicationAdministrationTableViewCell`.
2. In the Storyboard set its class to `MedicationAdministrationTableViewCell`
3. In the `Identity Inspector` identifier to `MedicationAdministrationTableViewCell`
4. In the `Attributes Inspector` change its style to `Subtitle`

9.4 Loading and displaying all administrations for a prescription

9.4.1 Defining the properties

The administrations in this View are loaded for a specific MedicationOrder

Add a new property called medicationOrder

```
///medicationOrder for which details are shown  
///NOTE: - This property has to be set before 'viewDidLoad()' is  
→ called  
var medicationOrder: MedicationOrder!
```

As before the results are loaded asynchronously.

The previously declared State enum as well as the configure(forState state: State) method will be added.

Add the state property and a initially empty implementation of configure(forState state: State)

```
var state: State = .Initial {  
    didSet {  
        configure(forState: state)  
    }  
}  
  
func configure(forState state: State) {  
    //will be implemented later  
}
```

In this controller a list of MedicationAdministrations will be shown.

Add a property named administrations

```
var administrations: [MedicationAdministration] = [] {  
    didSet {  
        tableView.reloadData()  
    }  
}
```

9.4.2 Implementing UITableViewDataSource methods

```
override func numberOfSectionsInTableView(tableView: UITableView)  
→ -> Int {  
    //the tableView should display a single section  
    return 1  
}
```

```
override func tableView(tableView: UITableView,  
→ numberOfRowsInSection section: Int) -> Int {
```

```

    //in the section the number of items should be the number of
    → medicationOrders
    return administrations.count
}

override func tableView(tableView: UITableView,
    → cellForRowAtIndexPath indexPath: NSIndexPath) ->
    → UITableViewCell {
    //dequeue cell with the identifier specified in the storyboard
    let cell =
    → tableView.dequeueReusableCellWithIdentifier("MedicationAdministrationTableViewCell",
    → forIndexPath: indexPath) as!
    → MedicationAdministrationTableViewCell

    //find the medicationOrder at the index
    let medicationAdministration = administrations[indexPath.row]

    //Configuring the cell will be implemented later

    return cell
}

```

9.4.3 Configuring the MedicationAdministrationTableViewCell

In the MedicationAdministrationTableViewCell implementation import the SMART framework add a method called configure(administration: MedicationAdministration) with the following contents.

```

static let dateFormatter: NSDateFormatter = {
    let formatter = NSDateFormatter()
    formatter.dateStyle = .LongStyle

    return formatter
}()

func configure(administration: MedicationAdministration) {
    //set transparent color to the contentView
    contentView.backgroundColor = UIColor.clearColor()

    //try to get the date when the medication was administered /
    → not administered
    if let date = administration.effectiveTimeDateTime?.date.nsDate
    → ?? administration.effectiveTimePeriod?.start?.nsDate {
        detailTextLabel?.text =
    → MedicationAdministrationTableViewCell.dateFormatter.stringFromDate(date)
    } else {

```

```

        detailTextLabel?.text = "-"
    }

    //if the medication was not taken set red backgroundColor
    if let wasNotGiven = administration.wasNotGiven where
→ wasNotGiven {
        titleLabel?.text = "not taken"

        backgroundColor =
→ UIColor.redColor().colorWithAlphaComponent(0.2)
    } else {
        titleLabel?.text = "taken"
        backgroundColor = UIColor.whiteColor()
    }
}

```

Now that the `configure(administration: MedicationAdministration)` method is implemented it needs to be called.

Navigate to the `MedicationDetailViewController` and add the call to `configure` the cell.

```

override func tableView(tableView: UITableView,
→ cellForRowAtIndexPath indexPath: NSIndexPath) ->
→ UITableViewCell {
    //dequeue cell with the identifier specified in the storyboard
    let cell =
→ tableView.dequeueReusableCellWithIdentifier("MedicationAdministrationTableViewCell",
→ forIndexPath: indexPath) as!
→ MedicationAdministrationTableViewCell

    //find the medicationOrder at the index
    let medicationAdministration = administrations[indexPath.row]

    cell.configure(medicationAdministration)

    return cell
}

```

9.4.4 Implement loading of administrations

A user can only reach this screen if he has signed in already. So the content can be loaded immediately when the screen has appeared.

Next the `loadContent()` method will be implemented and called from `viewDidAppear(animated: Bool)`:

```

override func viewDidAppear(animated: Bool) {
    super.viewDidAppear(animated)
}

```

```

        loadContent()
    }

    func loadContent() {

        //ensure the medicationOrder has an id (this should always be
        → the case)
        guard let id = medicationOrder.id else {
            state = .Error
            return
        }

        //transition to the loading state
        state = .LoadingResults

        //Perform a search of MedicationAdministrations for the
        → medicationOrder
        MedicationAdministration.search(["prescription":
        → id]).perform(SessionManager.shared.server) { [weak
        → self] (bundle, error) in

            dispatch_async(dispatch_get_main_queue()) {
                guard let strongSelf = self else {
                    return
                }

                //if a error occurred reset the administrations and
        → transition to the error state
                guard error == nil else {
                    strongSelf.administrations = []
                    strongSelf.state = .Error
                    return
                }

                let administrations = bundle?.entry?.flatMap {
        → $0.resource as? MedicationAdministration} ?? []

                strongSelf.administrations = administrations
                strongSelf.state = administrations.isEmpty ? .Empty :
        → .Loaded

            }
        }
    }
}

```

9.5 Rendering a chart visualizing a timeline of administrations

In a previous step See:9.3.2 the UI-elements were added in the storyboard and connected to the corresponding outlets. But the view was never configured for the corresponding content/state.

9.5.1 Configuring the view for state

Start of by implementing the `configure(forState state: State)` method.

```
func configure(forState state: State) {  
    //only show the chart if data has loaded successfully  
    chartView.hidden = state != .Loaded  
  
    //start/stop the activityIndicator if needed  
    if state.showsLoadingIndicator &&  
→ !activityIndicator.isAnimating() {  
        activityIndicator.startAnimating()  
    } else if !state.showsLoadingIndicator &&  
→ activityIndicator.isAnimating() {  
        activityIndicator.stopAnimating()  
    }  
}
```

9.5.2 Configuring the view for the prescription

The view is correctly showing a list of all administrations for a given prescription. But the `MedicationDetailViewController` should also show for which Medication data is shown. A new function named `configure(forMedicationOrder medicationOrder: MedicationOrder)` is implemented. This function uses the previously declared properties defined in `MedicationOrder+Instructions.swift`.

```
func configure(forMedicationOrder medicationOrder:  
→ MedicationOrder) {  
    navigationItem.title = medicationOrder.medicationName  
  
    titleLabel.text = medicationOrder.medicationName  
    subtitleLabel.text = medicationOrder.localizedInstructions  
}
```

Additionally some setup has to be performed in the `MedicationDetailViewController` `viewDidLoad()` method.

```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    //'MedicationDetailViewController' will provide chart data
```

```

        chartView.dataSource = self

        configure(forState: state)
        configure(forMedicationOrder: medicationOrder)
    }

```

9.5.3 Implementing the SegmentedControl functionality

In the storyboard a `SegmentedControl` was added which allows the user to modify how the chart renders its data. The user can select to group medications by:

- Year
- Month
- Week
- Day

To express this in code a new `enum` named `DateGroupingMode` is introduced.

```

enum DateGroupingMode: Int {
    case Year = 0
    case Month = 1
    case Week = 2
    case Day = 3
}

```

Note: This enum was specified as a `Int` enum this is helpful when used in combination with `SegmentedControl` which exposes its current selection via the `selectedSegmentIndex` property. The `selectedSegmentIndex` corresponds to the `DateGroupingMode` `rawValue`.

Add a property named `groupingMode` to the `MedicationDetailViewController`. Each time this property changes the charts data needs to be updated.

Additionally every time the `administrations` change the `chartData` has to be updated as well.

```

var groupingMode: DateGroupingMode = .Month {
    didSet {
        updateChartData()
    }
}

var administrations: [MedicationAdministration] = [] {
    didSet {
        tableView.reloadData()
    }
}

```

```

        updateChartData()
    }
}

func updateChartData() {
    //will be implemented later
}

```

Add the following to the `segmentedControlChanged(sender: AnyObject?)` implementation:

```

@IBAction func segmentedControlChanged(sender: AnyObject?) {
    groupingMode = DateGroupingMode(rawValue:
    ↪ segmentedControl.selectedSegmentIndex)!
}

```

9.6 Implementing the Chart

The charts data is dependent on the `MedicationDetailViewController`'s `administrations` and `groupingMode` and has to perform some processing to group the administrations. Two helper-functions which extend `NSDate` are introduced.

The first helper-function generates a `identifier` from a `NSDate` object using a specified `DateGroupingMode`. Each administration generates a identifier and all administrations with the same identifier fall into the same group.

Consider the following example:

- `Administration1` was administered on Monday-15.08.2016
- `Administration2` was administered on Tuesday-16.08.2016
- `Administration3` was administered on Friday-20.02.2015

The following identifiers will be generated for these administration-dates:

	Group by			
	Year	Month	Week	Day
Administration1	2016	2016-08	2016-34	2016-08-15
Administration2	2016	2016-08	2016-34	2016-08-16
Administration3	2016	2016-02	2016-08	2016-02-20

Table 5: Table showing generated identifiers

When grouping by `Year` all administration dates generate the same identifier and are therefore in the same group. But when grouping by `Month` only `Administration1` and `Administration2` fall into the same group.

9.6.1 Generating identifiers

Create a new File named `NSDate+DateGrouping.swift`. In it add the following implementation:


```

extension NSDate {
    func identifier(groupingMode mode: DateGroupingMode) -> String
    → {

        //specify which calendar-units to use
        let units: NSCalendarUnit

        switch mode {
        case .Day:
            units = [ .Year, .Month, .Day ]
        case .Week:
            units = [ .Year, .WeekOfYear ]
        case .Month:
            units = [ .Year, .Month]
        case .Year:
            units = [ .Year]
        }

        let calendar = NSCalendar.currentCalendar()

        let components = calendar.components(units, fromDate: self)

        switch mode {
        case .Day:
            return String(format: "%04d-%02d-%02d", components.year,
            → components.month, components.day)
        case .Week:
            return String(format: "%04d-%02d", components.year,
            → components.weekOfYear)
        case .Month:
            return String(format: "%04d-%02d", components.year,
            → components.month)
        case .Year:
            return String(format: "%04d", components.year)
        }
    }
}

```

A second convenience function called `predecessor(groupingMode mode: DateGroupingMode)-NSDate` is added. This method returns a date which lies in the group directly before the current dates group.

```

///returns: - a date which lies in the group directly before
→ this dates group
func predecessor(groupingMode mode: DateGroupingMode)->NSDate {
    let calendar = NSCalendar.currentCalendar()

```

```

let components = NSDateComponents()

switch mode {
case .Day:
    components.day = -1
case .Week:
    components.weekOfYear = -1
case .Month:
    components.month = -1
case .Year:
    components.year = -1
}

return calendar.dateByAddingComponents(components, toDate:
→ self, options: NSCalendarOptions.MatchStrictly)!
}

```

9.6.2 Creating the Charts Data-Model

The charts Data-Model will be created in a new struct called GraphData

```

struct GraphData {

    //Represents a group in the graph
    struct GroupData {
        let identifier: String

        ///count of medications which where administered
        let countTaken: Int
        ///count of medications which were not administered
        let countNotTaken: Int
    }

    //each item represents a group the values represent the count
    → of administrations
    let content: [GroupData]

    init(_ administrations: [MedicationAdministration],
    → groupingMode mode: DateGroupingMode, maxGroups: Int = 7) {
        var takenIdentifierToCounts = [String: Int]()
        var missedIdentifierToCounts = [String: Int]()

        //Start with the current date
        var current = NSDate()
    }
}

```

```

        var identifiers = [String]()

        for _ in 0...maxGroups {
            let identifier = current.identifier(groupingMode:
→ mode)

            identifiers.append(identifier)

            current = current.predecessor(groupingMode: mode)
        }

        for administration in administrations {
            guard let date =
→ administration.effectiveTimeDateTime?.date.nsDate ??
→ administration.effectiveTimePeriod?.start?.nsDate else {
→ continue }

            let identifier = date.identifier(groupingMode: mode)

            if !(administration.wasNotGiven ?? false) {

                takenIdentifierToCounts[identifier] =
→ (takenIdentifierToCounts[identifier] ?? 0) + 1
                } else {

                missedIdentifierToCounts[identifier] =
→ (missedIdentifierToCounts[identifier] ?? 0) + 1
                }

            }

            content = identifiers.map { GroupData(identifier: $0,
→ countTaken: takenIdentifierToCounts[$0] ?? 0, countNotTaken:
→ missedIdentifierToCounts[$0] ?? 0) }.reverse()
        }
    }
}

```

Add a property called `graphData` to the `MedicationDetailViewController`. Each time the `graphData` changes the `chartView` should be reloaded.

```

@IBOutlet var titleLabel: UILabel!
@IBOutlet var subtitleLabel: UILabel!
@IBOutlet var segmentedControl: UISegmentedControl!
@IBOutlet var activityIndicator: UIActivityIndicatorView!

```

```

@IBOutlet var chartView: ORKLineGraphChartView!

@IBAction func segmentedControlChanged(sender: AnyObject?) {

}

```

9.6.3 Updating the Chart

Above the `updateChartData()` method was defined which gets called every time the `administrations` or the `groupingMode` changes. In this method the `graphData` should be recomputed.

```

func updateChartData() {
    graphData = GraphData(administrations, groupingMode:
    ↪ groupingMode)
}

```

9.6.4 Implementing the ORKGraphChartViewDataSource protocol methods

The `chartView` expects the data to be rendered to be provided by a object conforming to the `ORKGraphChartViewDataSource`.

The `MedicationDetailViewController` will implement these methods in a extension:

```

extension MedicationDetailViewController:
    ↪ ORKGraphChartViewDataSource {

    ///Display two lines one for the medications which were
    ↪ taken, one for the medications which were not taken
    func numberOfPlotsInGraphChartView(graphChartView:
    ↪ ORKGraphChartView) -> Int {
        return 2
    }

    func graphChartView(graphChartView: ORKGraphChartView,
    ↪ numberOfPointsForPlotIndex plotIndex: Int) -> Int {
        return graphData.content.count
    }

    ///The line representing medications which were not taken
    ↪ should be red
    ///The other line should use the views tint color
    func graphChartView(graphChartView: ORKGraphChartView,
    ↪ colorForPlotIndex plotIndex: Int) -> UIColor {
        if plotIndex == 1 {

```

```

        return view.tintColor
    } else {
        return UIColor.redColor()
    }
}

func graphChartView(graphChartView: ORKGraphChartView,
→ pointForPointIndex pointIndex: Int, plotIndex: Int) ->
→ ORKRangedPoint {

    if plotIndex == 1 {
        return ORKRangedPoint(value:
→ CGFloat(graphData.content[pointIndex].countTaken))
    } else {
        return ORKRangedPoint(value:
→ CGFloat(graphData.content[pointIndex].countNotTaken))
    }

}
}

```

Now the `MedicationDetailViewController` is able to fully display the administrations for the `medicationOrder` that is set. But the link from the `PatientMedicationsViewController` is not yet established.

9.7 Connecting MedicationDetailViewController and PatientMedicationsViewController

1. Navigate to the `Main.storyboard`
2. Select the `Segue` going from the `PatientMedicationsViewController` to the `MedicationDetailViewController`.
3. In the `Attributes Inspector` assign it the identifier `showMedication`.

Go to the `PatientMedicationsViewController`.

The `MedicationDetailViewController` should be shown when the user selects a item in the list. The item that should be shown is the one the user tapped on. `UITableView` can be assigned a `delegate` which must conform to the `UITableViewDelegate` protocol. The delegate can be used to modify certain aspects of how the `tableView` displays its content. (for instance: the height of cells). Additionally the delegate is informed when a cell is selected. To receive these notifications the `func tableView(tableView: UITableView, didSelectRowAtIndexPath indexPath: NSIndexPath)` method must be implemented.

When a cell is selected the previously added segue with identifier `showMedication` is executed.

```

override func tableView(tableView: UITableView,
    ↳ didSelectRowAtIndexPath indexPath: NSIndexPath) {
    performSegueWithIdentifier("showMedication", sender: nil)
}

```

Before performing the Segue the `prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?)` function is invoked. In this function the selected `MedicationOrder` is passed to the `MedicationDetailViewController`

```

override func prepareForSegue(segue: UIStoryboardSegue,
    ↳ sender: AnyObject?) {

    if segue.identifier == "showSignIn" {
        let signInController =
    ↳ segue.destinationViewController as!
    ↳ PatientSignInViewController

        isSigninIn = true

        signInController.completionHandler = { (patient) in
            self.dismissViewControllerAnimated(true) {
                self.isSigninIn = false

                self.loadContent()
            }
        }
    } else if segue.identifier == "showMedication" {
        let detailController =
    ↳ segue.destinationViewController as!
    ↳ MedicationDetailViewController

        let selectedMedication =
    ↳ medicationOrders[tableView.indexPathForSelectedRow!.row]

        detailController.medicationOrder = selectedMedication
    }
}

```

9.8 Conclusion

- added a new dependency (`ResearchKit`)
- implemented a list showing all `MedicationAdministrations`
- Loaded all `MedicationAdministrations` for a specific prescription from a remote server

- implemented a graph visualizing the timeline of administrations

10 Implementing the CreateMedicationAdministrationViewController

10.1 Prerequisites

Finished Step 7 of this tutorial described in section 9 of this paper. To start here run `git checkout step8`. The Project is located at `project/` of the git repository root.

10.2 Goals

To allow the user to track when he/she takes a medication a new `ViewController` named `CreateMedicationAdministrationViewController` will be implemented.

This Step is split up into two parts:

- Building the Interface
- Creating the `MedicationAdministration` on the server

10.3 Building the Interface

The `CreateMedicationAdministrationViewController` displays a fairly simple interface:

The UI-Elements needed are:

- **Switch** allowing the user to specify whether the medication was administered or not administered
- **DatePicker** allowing the user to specify when the medication was administered/not administered
- **CancelButton** allowing the user to cancel the creation of the administration
- **SaveButton** allowing the user to finally “save” (create the resource on the server) the `MedicationAdministration`

The `CreateMedicationAdministrationViewController` is only reachable from the `MedicationDetailViewController`.

It creates a `MedicationAdministration` for the `MedicationOrder` shown in the `MedicationDetailViewController`

10.4 Defining the outlets and actions

1. Create a UITableViewController subclass named CreateMedicationAdministrationViewController.
2. In it import the SMART framework by adding `import SMART`
3. Add the following outlets and actions:

```
@IBOutlet weak var switchControl: UISwitch!
@IBOutlet weak var datePicker: UIDatePicker!
@IBOutlet var saveBarButtonItem: UIBarButtonItem!
@IBOutlet var cancelBarButtonItem: UIBarButtonItem!

@IBAction func cancelPressed(sender: AnyObject?) {
    //will be implemented later
}

@IBAction func saveAdministration(sender: AnyObject?) {
    //will be implemented later
}
```

Setting up the ViewController

1. In the Main.storyboard drag a new View Controller object on to the storyboard.
2. Select it and change its class to CreateMedicationAdministrationViewController
3. under Editor->Embed In select Navigation Controller
4. Select the MedicationDetailViewController and add a UIBarButtonItem
5. Select the UIBarButtonItem and in the Attributes Inspector for System Item set its value to Add
6. ctr+drag from the UIBarButtonItem to the Navigation Controller in which the CreateMedicationAdministrationViewController is embedded.
7. In the Action Segue Segue Section select Present Modally.
8. Select the Segue and in the Attributes Inspector assign it the identifier createAdministration

Creating the interface

1. Add a UIBarButtonItem to the right side of the CreateMedicationAdministrationViewController and set its System Item value to Save

2. Connect the `BarButtonItem` to the `saveBarButtonItem` outlet.
3. Connect the `BarButtonItem` to the `func saveAdministration(sender: AnyObject?)` action.
4. Add a `BarButtonItem` to the left side of the `CreateMedicationAdministrationViewController` and set its `SystemItem` value to `Cancel`.
5. Connect the `BarButtonItem` to the `cancelBarButtonItem` outlet.
6. Connect the `BarButtonItem` to the `func cancelPressed(sender: AnyObject?)` action.

The rest of the design is not handled in depth. At least add a `Switch` and a `DatePicker` object and connect them to the corresponding outlets.

The end-result should look like this:

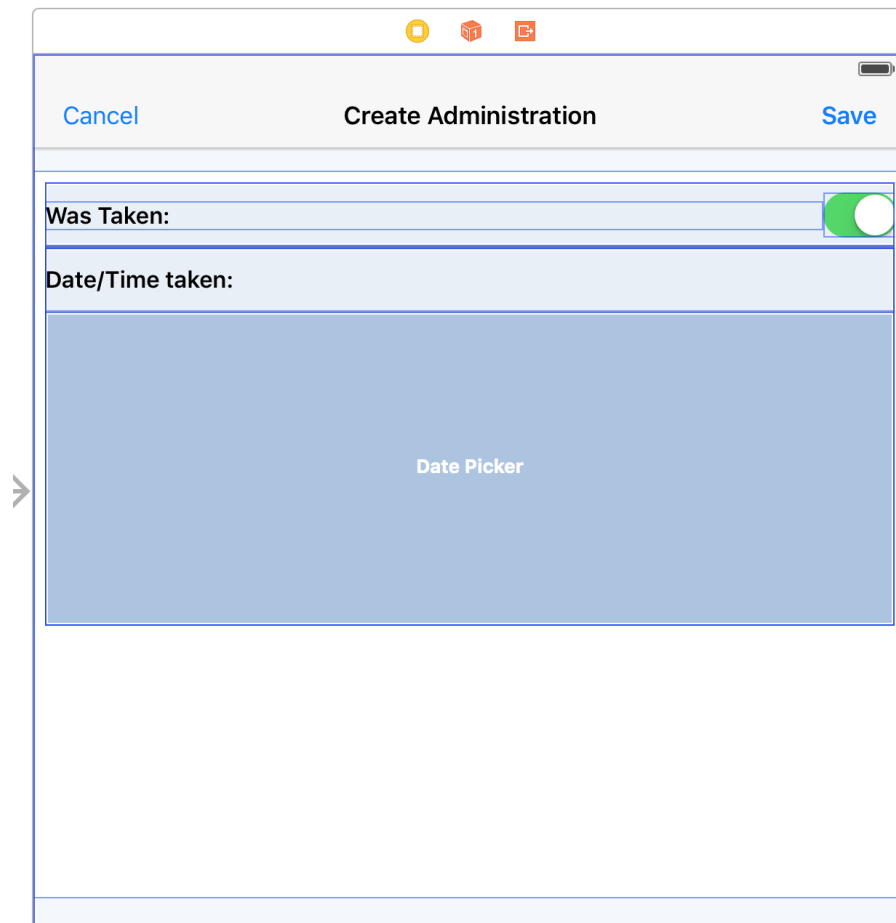


Figure 14: Finished design of the CreateMedicationAdministrationViewController interface

10.5 Creating MedicationAdministration on the server

Some setup is needed to be able to create the resource on the server.

1. The `MedicationAdministration` is created for a specific `medicationOrder` so create a property `medicationOrder`.

```
var medicationOrder: MedicationOrder!
```

2. Add a `completionHandler` property which is called when the task is finished.

Note: Since the user can cancel the creation of the resource finishing the

task can mean it was cancelled. For this purpose the completionHandler contains a Bool flag named cancelled

```
typealias CreateAdministrationCompletionHandler = (cancelled:
    → Bool) -> Void
```

```
var completionHandler : CreateAdministrationCompletionHandler?
```

3. In the MedicationDetailViewController implement the prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) method as follows:

```
override func prepareForSegue(segue: UIStoryboardSegue,
    → sender: AnyObject?) {
    if segue.identifier == "createAdministration" {
        let createController =
    → (segue.destinationViewController as!
    → UINavigationController).topViewController as!
    → CreateMedicationAdministrationViewController

        //pass the medicationOrder to the
    → 'CreateMedicationAdministrationViewController'
        createController.medicationOrder = medicationOrder

        //Dismiss the
    → CreateMedicationAdministrationViewController after it is
    → finished
        //Reload the administrations if the creation was
    → successfull (not cancelled)
        createController.completionHandler = { (cancelled) in
            self.dismissViewControllerAnimated(true,
    → completion: {
                if !cancelled {
                    self.loadContent()
                }
            })
        }
    }
}
```

10.5.1 Implementing the actions

When the user presses the cancelButtonBarItem the cancelPressed(sender: AnyObject?) method is invoked. Implement the method as follows:

```
@IBAction func cancelPressed(sender: AnyObject?) {
    //call the completion handler with cancelled=true
```

```

        completionHandler?(cancelled: true)
    }

```

When the `saveBarButtonItem` is pressed to persist the configured `MedicationAdministration` the `func saveAdministration(sender: AnyObject?)` function should perform the following tasks: - Disable the editable views as well as the `save` and `cancel` buttons. - Create a instance of `MedicationAdministration` using the data entered before. - Perform the Server-Request to create the resource. - If successful call the `completionHandler` - If an error occurred display a error message and reenale all previously disabled elements.

Note: The SMART framework provides no way to create resources other then initializing them with a `FHIRJSON` instance. `FHIRJSON` represents a JSON-Object and is defined as `public typealias FHIRJSON = [String: AnyObject]`

to create a `MedicationAdministration` a convenience initializer for it is introduced in an extension of `MedicationAdministration`.

```

extension MedicationAdministration {
    convenience init(medicationOrder: MedicationOrder, patient:
    ↪ Patient, wasTaken: Bool, time: NSDate) {
        var json = FHIRJSON()
        //has to have a status
        json["status"] = "completed"
        //create a reference to the medicationOrder
        json["prescription"] = ["reference":
    ↪ "\"(MedicationOrder.resourceName)/(medicationOrder.id!)\""]
        //reuse the medicationOrders reference to the medication
        json["medicationReference"] =
    ↪ medicationOrder.medicationReference?.asJSON()
        json["patient"] = patient.asJSON()
        json["wasNotGiven"] = !wasTaken
        json["effectiveTimePeriod"] = [
            "end": time.fhir_asDateTime().asJSON(),
            "start": time.fhir_asDateTime().asJSON()
        ]

        //use designated initializer with the json
        self.init(json: json)
    }
}

```

Now that a `MedicationAdministration` can be created locally it has to be created on the server.

Implement the `func saveAdministration(sender: AnyObject?)` function like this:

```

@IBAction func saveAdministration(sender: AnyObject?) {

    //create administration locally
    let administration =
→ MedicationAdministration(medicationOrder: medicationOrder,
                           patient:
→ SessionManager.shared.patient!,
                           wasTaken:
→ switchControl.on,
                           time:
→ datePicker.date)

    //Disable controls
    switchControl.userInteractionEnabled = false
    datePicker.userInteractionEnabled = false
    saveBarButtonItem.enabled = false
    cancelButtonItem.enabled = false

    //Attempt to create resource on server
    administration.create(SessionManager.shared.server) { [weak
→ self] (error) in
        dispatch_async(dispatch_get_main_queue()) {

            guard let strongSelf = self else { return }

            if error != nil {
                //Reenable controls
                strongSelf.switchControl.userInteractionEnabled =
→ true
                strongSelf.datePicker.userInteractionEnabled = true
                strongSelf.saveBarButtonItem.enabled = true
                strongSelf.cancelBarButtonItem.enabled = true

                //Show error message
                let alertController = UIAlertController(title:
→ "Something went wrong", message: nil, preferredStyle: .Alert)
                alertController.addAction(UIAlertAction(title:
→ "Ok", style: .Default, handler: nil))

                strongSelf.presentViewController(alertController,
→ animated: true, completion: nil)

            } else {
                strongSelf.completionHandler?(cancelled: false)
            }
        }
    }
}

```

```
}  
}
```

11 Conclusion

The presented iOS Application as well as the corresponding tutorial were generated in order to provide guidance utilizing the HL7 standard "FHIR". The biggest challenge is the generation of the medication instructions since meaningful sentences need to be auto-generated by the application. The application itself covers basic examples and gives a good structure and base for creating potentially very useful applications. All further steps such as healthcare guidelines or required approvals in order to be able to distribute a medical application have not been covered and need to be considered when creating an official medical application.

The approach for generating the tutorial was to first create the iOS Application to a satisfactory state and then documenting each step taken in order to receive the complete step by step guide. The tool used to generate the tutorial was Mark-down which allows one to keep the tutorial easily editable but at the same time look nice visually.

The opensource tutorial as well as application require ongoing maintenance and adjustment according to occurring changes within the HL7 standard "FHIR".

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