

Renal Transplant Health Analysis

The analysis of data concerning the health of renal transplant patients

Group C

Faculty Electrical Engineering Mathematics and Computer Science

RENAL TRANSPLANT HEALTH ANALYSIS

THE ANALYSIS OF DATA CONCERNING THE HEALTH OF RENAL TRANSPLANT PATIENTS

by

Group C

Louis Gosschalk, Boudewijn van Groos, Jens Langerak, Chris Langhout & Paul van Wijk
lgosschalk (4214528), bvangroos (4229843), jlangerak (4317327), clanghout (4281705), pvanwijk (4285034)

in partial fulfillment of the requirements for the course of

Context Project in Computer Science

at the Delft University of Technology,
to be presented publicly on Friday June 26th, 2015.

Project Coordinator:	Prof. Dr. A. Hanjalic Dr. A. Bacchelli
Context Coordinator:	Dr. ir. W. P. Brinkman
Software Engineering TA:	T. M. Hegeman

An electronic version of this report is available at
<https://github.com/clanghout/Health-Informatics-3/>.

ABSTRACT

abstract here

CONTENTS

1	Introduction	1
2	Software Overview	3
2.1	Must Have	3
2.2	Should Have	3
2.3	Additional Functionalities	3
3	Engineering Reflection	5
3.1	GitHub Pulls	5
3.2	Code Quality	5
3.3	SIG Feedback	5
4	Feature Description	7
4.1	Import	7
4.1.1	XML	7
4.2	Analysis	7
4.2.1	The C's	7
4.2.2	Additional Analysis	7
4.3	Visualize	7
4.4	Export.	7
5	Interaction Design	9
5.1	Methods	9
5.2	General Persona	9
5.3	Evaluations	9
6	Product Evaluation	11
6.1	Product	11
6.2	Modules.	11
6.3	Failure Analysis	11
7	Outlook	13
7.1	Improvements	13
7.2	Future Development	13
A	Sprint Plans	15
B	Sprint Reflections	17

1

INTRODUCTION

Lezer, Verslag. Verslag, Lezer. Aangenaam. 1 PAGE

2

SOFTWARE OVERVIEW

Introduction to software overview. (what has been made, all must haves implemented, etc). 1 PAGE

2.1. MUST HAVE

Describe all must haves that have been implemented.

2.2. SHOULD HAVE

Describe the should haves which have been implemented.

2.3. ADDITIONAL FUNCTIONALITIES

Describe any additional functionalities we have implemented (could & would haves)

3

ENGINEERING REFLECTION

Introduce the chapter, explain what will be described. 2 PAGES

3.1. GITHUB PULLS

Talk about the way we handled GitHub pulls

3.2. CODE QUALITY

Talk about the way we maintained quality in the code

3.3. SIG FEEDBACK

Talk about how we made changes after SIG feedback

4

FEATURE DESCRIPTION

Write introduction to feature description. 2 PAGES

4.1. [IMPORT](#)

4.1.1. [XML](#)

4.2. [ANALYSIS](#)

4.2.1. [THE C's](#)

4.2.2. [ADDITIONAL ANALYSIS](#)

4.3. [VISUALIZE](#)

4.4. [EXPORT](#)

5

INTERACTION DESIGN

Introduction to this chapter, describe what we are going to show here. 2 PAGES

5.1. METHODS

Here we will list and explain the interaction design methods we have used. (emotions and social aspects are irrelevant, etc)

5.2. GENERAL PERSONA

Here we will describe John Doe, an abstraction of our typical user.

5.3. EVALUATIONS

Describe our method of evaluation here (friday evaluations, high fidelity prototype etc)

6

PRODUCT EVALUATION

Describe the product here in its entirety, its functional modules and the failure analysis. 2 PAGES

6.1. PRODUCT

Evaluate the product: how we thought it would turn out, how it has turned out.

6.2. MODULES

Explain the functional modules (importing analyzing visualizing and exporting (short recap of chapter 4))

6.3. FAILURE ANALYSIS

Talk about the failures in our system. (problems with types (defining abstract methods for float and int) problems with visualisations and importing)

7

OUTLOOK

1 PAGE

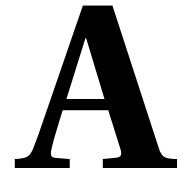
This software is part of an educational course. In this course multiple groups create software based on the same customer and requirements. The software most usable to the customer will be used by the customer in his research. If there are any improvements to be made on the software, the improvements will only have to be made if the software is elected amongst the others to be used by the customer.

7.1. IMPROVEMENTS

Describe the possible improvements in case the software will be used

7.2. FUTURE DEVELOPMENT

In case the software will be used, development will probably be continued in the same way, etc etc etc



SPRINT PLANS

B

SPRINT REFLECTIONS