Object Rationale

Patient Object

We are using a Patient object that has the patient’s information stored in the database. By using this object the user can access and change the patients object information in the database.

Prescription Object

We are using a Prescription object which will access current medications for each patient. It will have the ability to access the drug object to determine the quantity on hand and determine if it conflicts with any drug the patient is currently receiving.

Drug Object

The drug object will hold all of the drugs information such as, conflicting drugs, quantity, uses, side effects, max dosage, etc. This object will be accessed by the prescription object and communicate back and forth.

User Object

The user object will hold the information for each user, doctors, nurses, administrators. It will have their login information, the user’s current permissions, and personal information. This object will have 4 subclasses for each user.

Alarm Object

The alarm object will only be used when a patient needs immediate assistance. The color of the patient’s panel will turn red signaling the doctors and nurses.

GUI Object

The GUI object is basically the interface where everything appears to the user. It has buttons and windows that the user sees and interacts with. The buttons will call a method when they are pushed.