

Project Report Template

1. Introduction

1.1 Overview

Survey apps are applications that enable people to take surveys on their Smartphone or tablet, even when the device is not connected to the internet. They are used to collect feedback, design, send and analyses the surveys.

1.2 Purpose

The main goal of a survey is to collect data that is representative of the group being surveyed, allowing researchers to make inform decisions or draw conclusions.

2. Problem Definition & Design Thinking

2.1 Empathy Map

Map

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ckly
experience



Build empathy

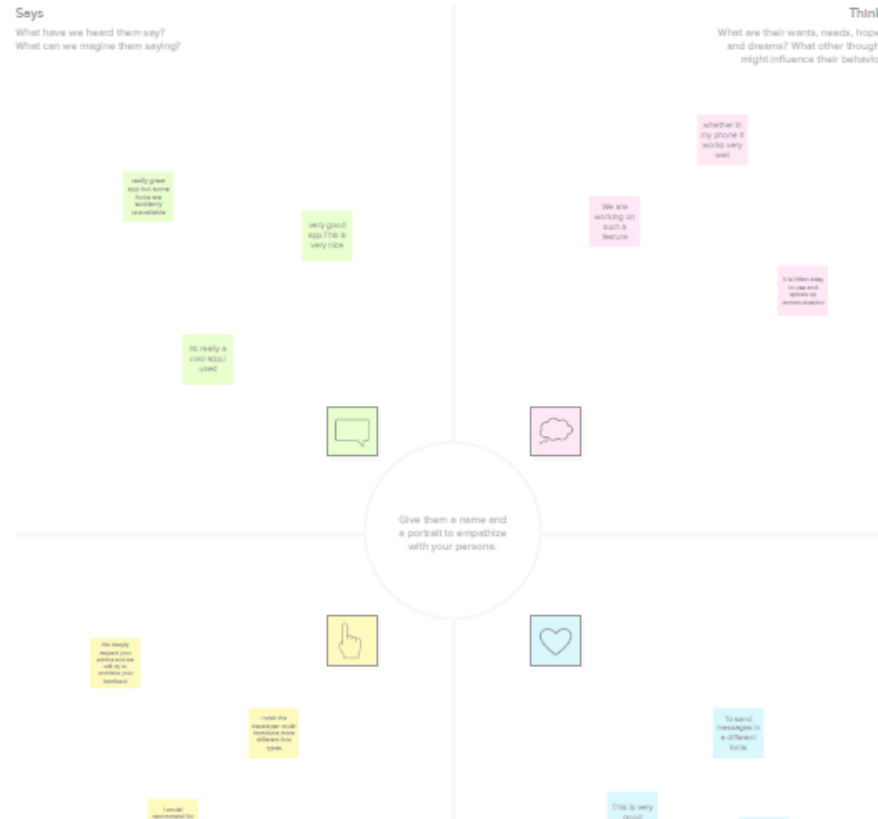
The information you add here should be representative of the observations and research you've done about your users.

Says

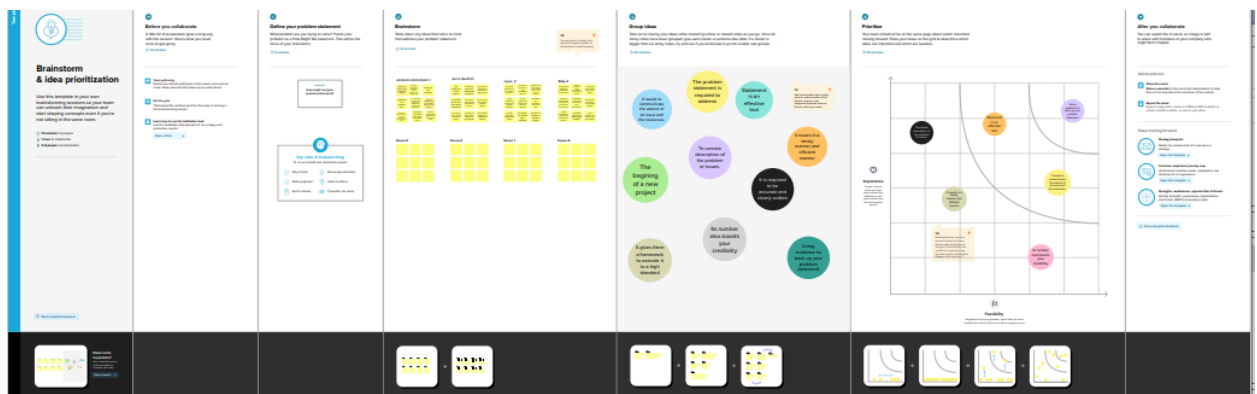
What have we heard them say?
What can we imagine them saying?

Thinks

What are their wants, needs, hopes,
and dreams? What other thoughts
might influence their behavior?

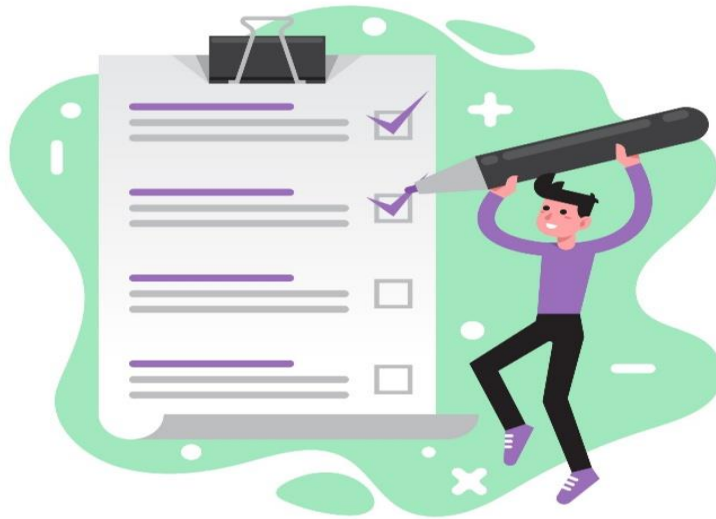


2.2 Ideation & Brainstorming Map



3. Result

3.1 Register Page



Register

Username
Vajeeha B

Email
vajeehavaji52@gmail.com

Password
.....

Register

Have an account? [Log in](#)

3.2 Login Page



Login

Username
Vajeeha B

Password
.....

Successfully log in

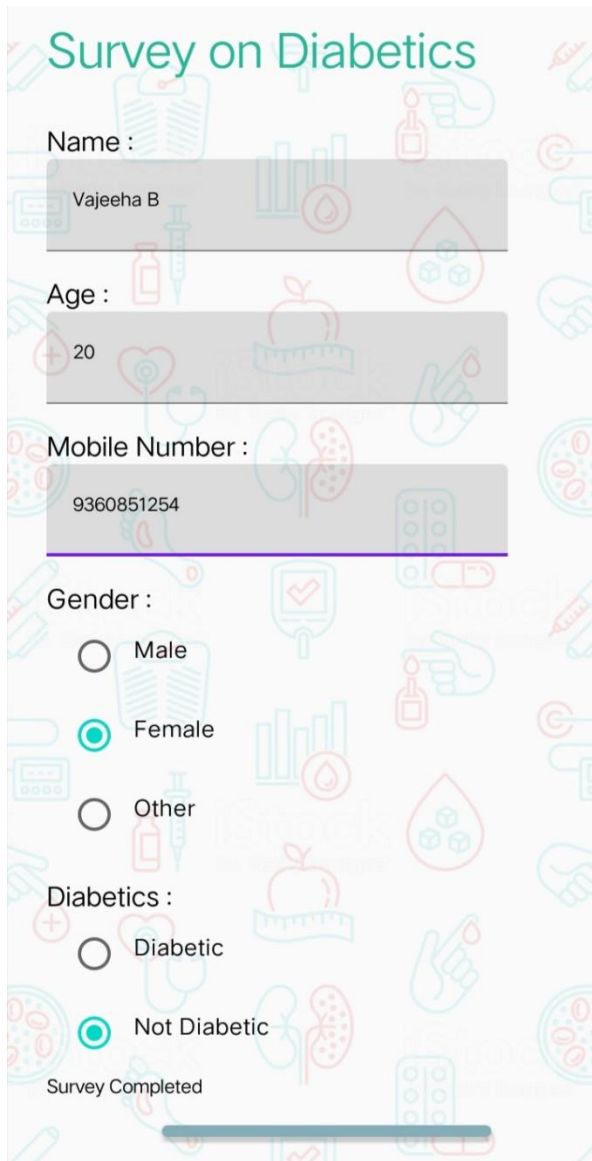
Login

[Register](#)

[Forget password?](#)



3.3 Main page

A mobile app interface for a survey titled "Survey on Diabetics". The form contains input fields for Name, Age, and Mobile Number, and radio button options for Gender and Diabetics status. The background features a pattern of medical icons like a stethoscope, pills, and a heart.

Survey on Diabetics

Name :
Vajeeha B

Age :
20

Mobile Number :
9360851254

Gender :

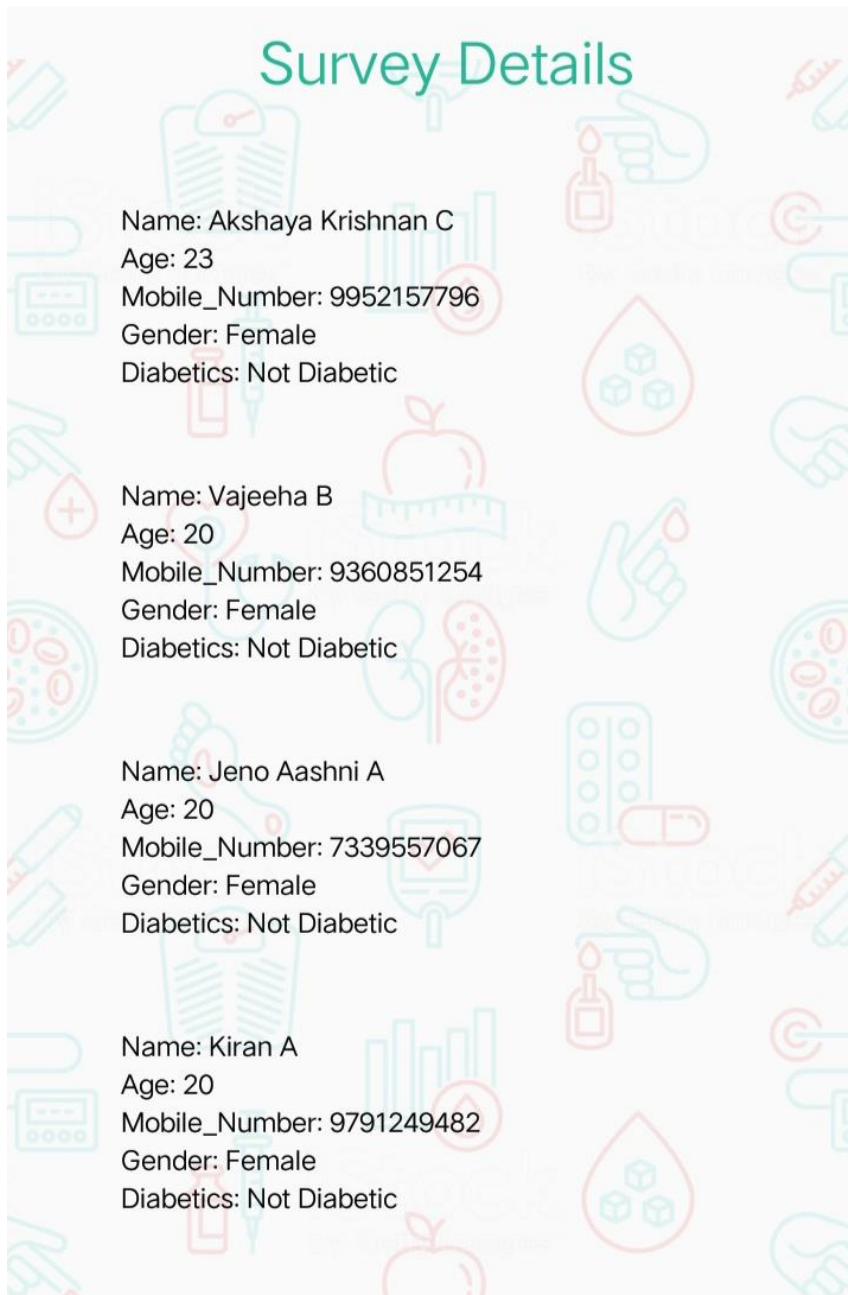
- ☐ Male
- ☒ Female
- ☐ Other

Diabetics :

- ☐ Diabetic
- ☒ Not Diabetic

Survey Completed

3.4 Admin page



4. Advantages & Disadvantages

4.1 Advantages of Survey Application

- High Representativeness. Surveys provide a high level of general capability in representing a large population.
- Convenient Data Gathering and Low Costs.

4.2 Disadvantages of Survey Application

- Inflexible Design
- Not Ideal for Controversial Issues

5. Applications

A detailed list of all reported diabetes apps is available in the [Supplementary Material](#). The app “mySugr” was the most popular app reported by 165 of the 759 of respondents who reported using apps for diabetes self-management.

6. Conclusion

Diabetics is a slow killer no known curable treatments. However, its complications can be reduced through proper awareness and timely treatment.

7. Future Scope

The World Health Organisation(WHO) predicts that by 2030 there will be approximately 350 million people worldwide affected by diabetics.

Cell Therapy is one of the biggest hopes towards developing a cure for diabetes.

8.Appendix

A.Source Code

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/Theme.SurveyApplication"
        tools:targetApi="31">
        <activity
            android:name=".RegisterActivity"
            android:exported="false"
            android:label="@string/title_activity_register"
            android:theme="@style/Theme.SurveyApplication" />
        <activity
            android:name=".MainActivity"
            android:exported="false"
            android:label="MainActivity"
            android:theme="@style/Theme.SurveyApplication" />
        <activity
            android:name=".AdminActivity"
            android:exported="false"
            android:label="@string/title_activity_admin"
            android:theme="@style/Theme.SurveyApplication" />
        <activity
            android:name=".LoginActivity"
            android:exported="true"
            android:label="@string/app_name"
            android:theme="@style/Theme.SurveyApplication">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```