# SEG2105 Final Report

Group40

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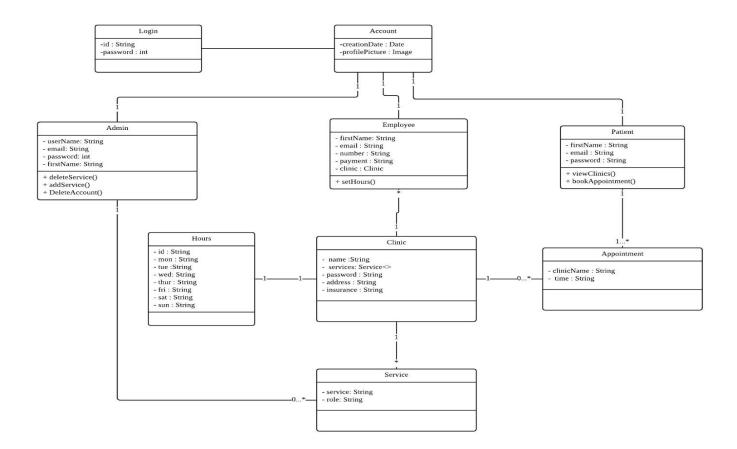
## Introduction

The goal of this project is to implement a fully functional walk-in clinic application to assist both patients and clinics in managing their appointments and services using Android Studio. The purpose of this project is to expand on the theoretical work, apply coding techniques and gain experience of cooperating with teammates.

The app is designed for three types of users; administrator, employee and patient. Each type of user has its own set of functionalities and is able to register an account associated with his/her role. By signing in different roles in the login page, the user can be redirected to the new interface where its functionalities apply. For example, signing in as an employee, the user can create and delete service for patients.

Following the instructions, we managed to build up this application step by step through each deliverable and the UML diagram of this project was updated whenever a change was being made.

## **UML**



## Roles

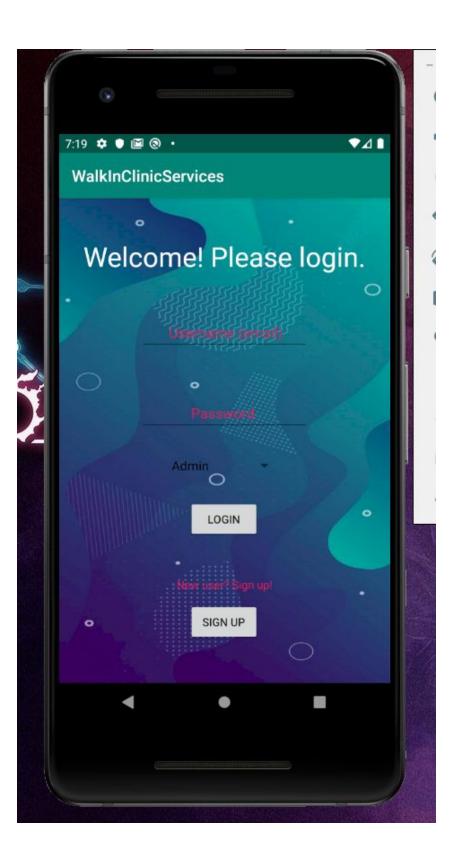
Through each deliverable, all members kept similar roles in order to have a smooth workflow. Tolu was in charge of the layout and user interface implementation in each deliverable, Ade was in charge of the back end implementation of required functionalities and Yilin was in charge of testing and fixing errors at runtime as well as the UML diagrams.

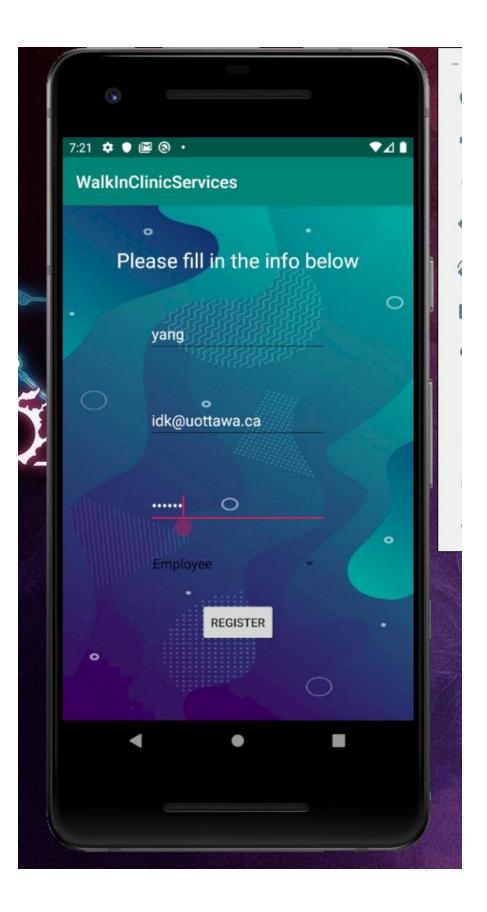
Del 1	Tolu Egbetokun - Designed user interface for login and welcome screen on patient and employee account.  Ade Sobodu - Implemented the login authentication and database for storing patient and employee info and field validations.  Yilin Yang - Tested functionality required for this deliverable, and assisted in fixing errors.
Del 2	Tolu Egbetokun - Designed user interface for the admin account and all related activity classes.  Ade Sobodu - Implemented add, remove, and edit services functionality as well as field validations and some unit tests.  Yilin Yang - Tested functionality required for this deliverable, some unit tests and assisted in fixing errors.
Del 3	Tolu Egbetokun - Designed user interface for the for employee account and all related activity classes  Ade Sobodu - Implemented employee profile functionality which included, adding services, deleting and view working hours as well as field validations.  Yilin Yang - Tested functionality required for this deliverable, some unit tests and assisted in fixing errors.
Del 4	Tolu Egbetokun - Designed user interface for the patient account, all related activity classes and made some unit tests.  Ade Sobodu - Implemented search for and book appointment functionality and made some unit tests.  Yilin Yang - Tested functionality required for this deliverable and made some unit tests

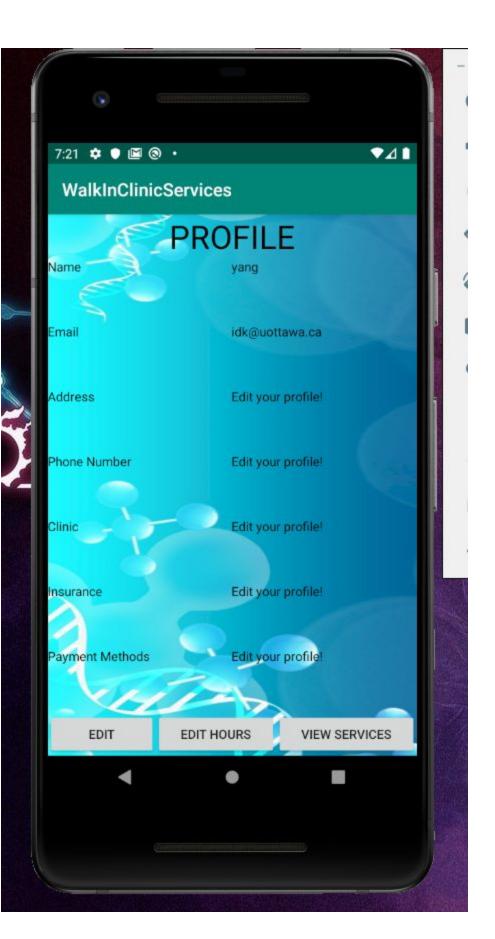
## **App Screenshots**

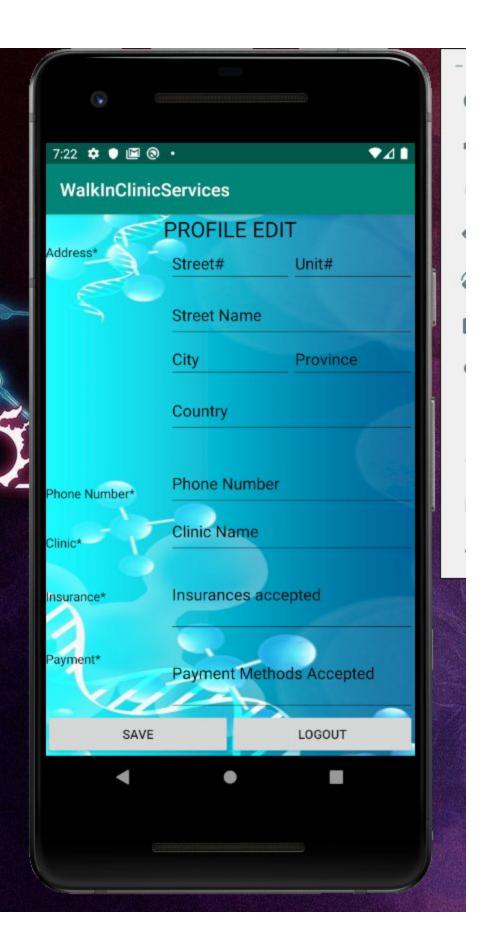
All app screenshots are shown below respectively.

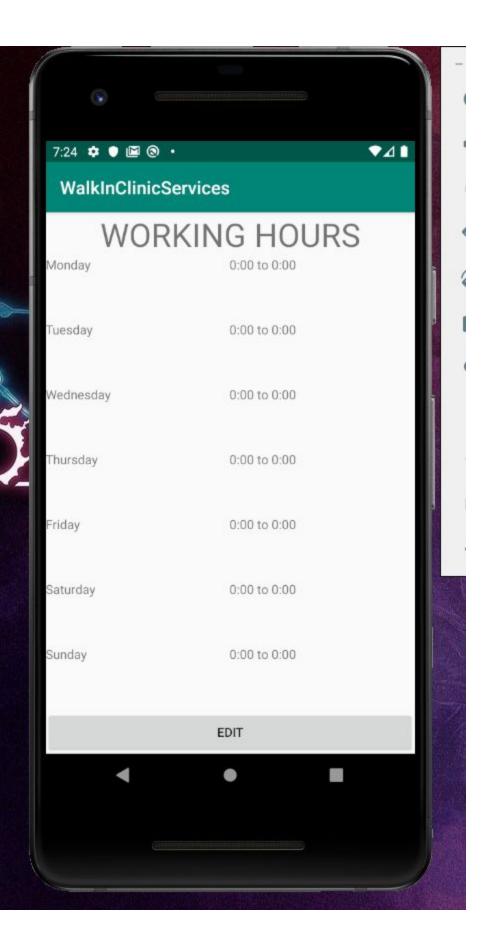
- 1. Login interface
- 2. Sign up as an employee
- 3. Log in as an employee
- 4. Edit my profile
- 5. Edit working hours for the clinic
- 6. View services that provided
- 7. Add services (services list given can be modified by admin)
- 8. Service added
- 9. Long pressed to delete a service
- 10. Log in as an administrator
- 11. Administrator interface
- 12. Modify a new service
- 13. Service added
- 14. Accounts can be viewed by an administrator
- 15. Log in as a patient
- 16. Appointment booking page
- 17. View appointments
- 18. Services provided
- 19. Hours to book
- 20. Date to book
- 21. Calendar view appointment and Approximate wait time

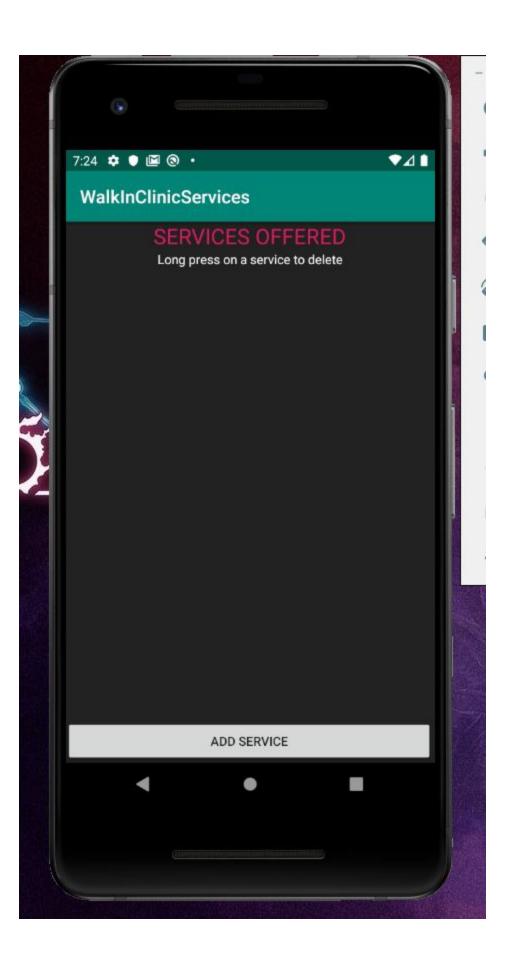


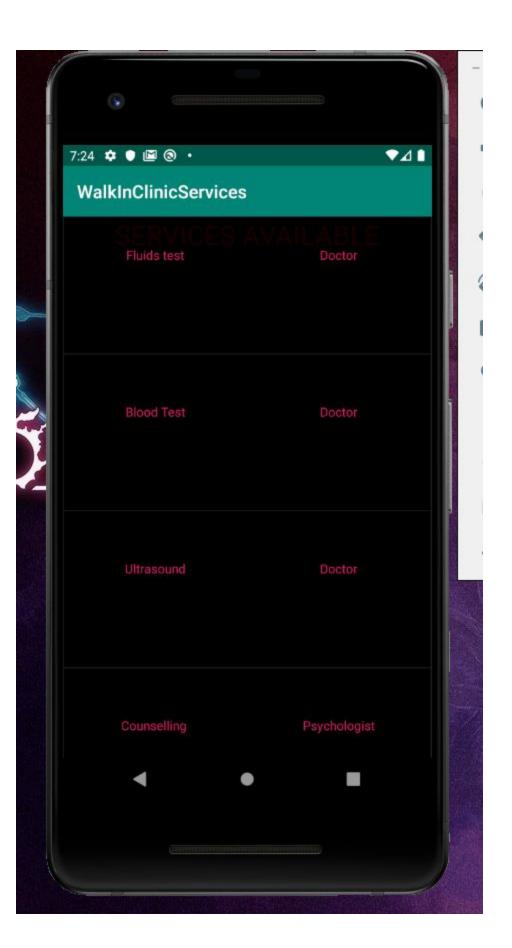


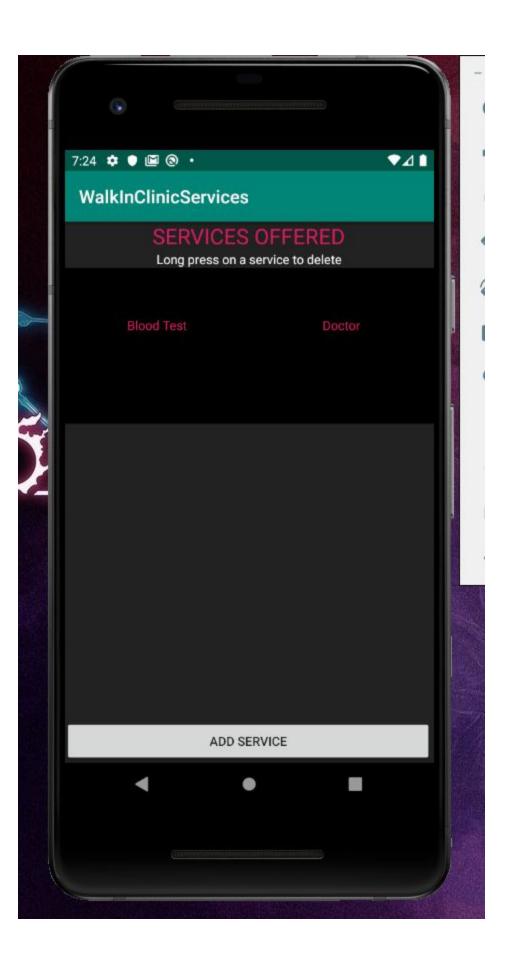


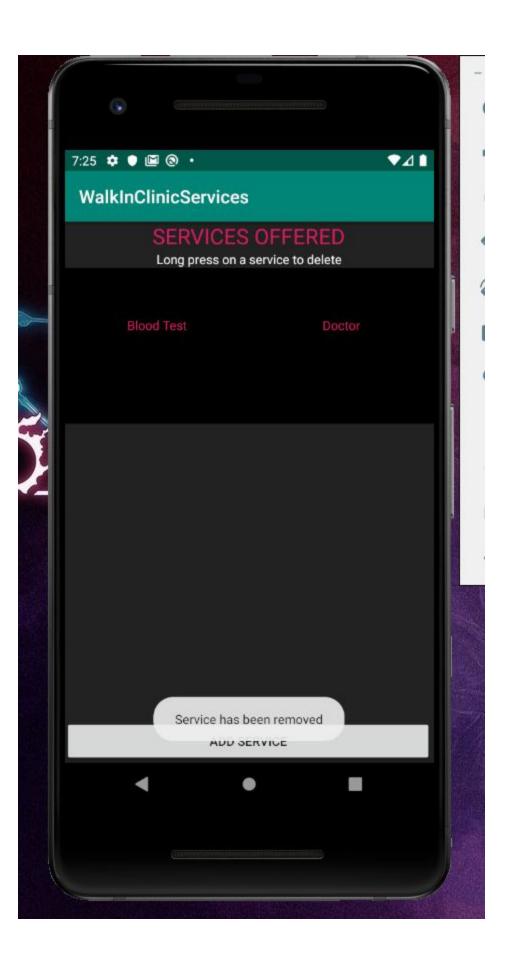


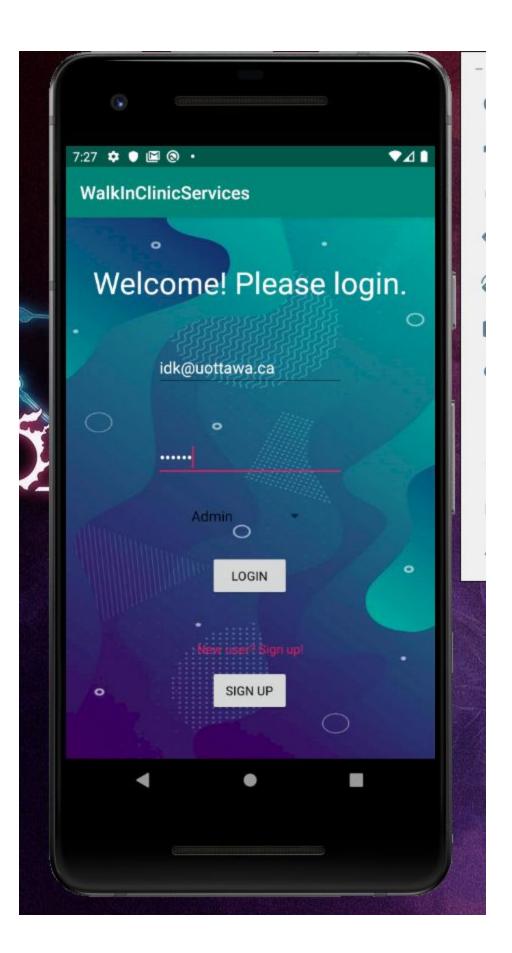


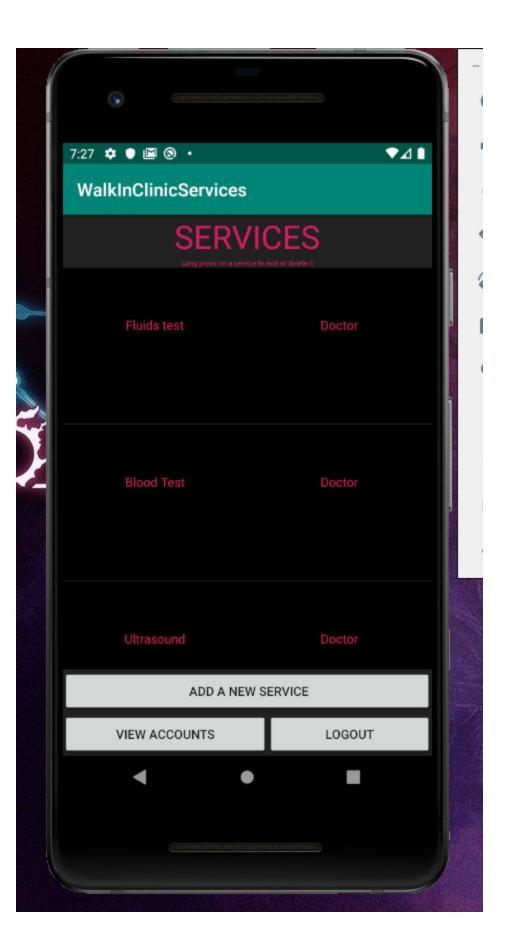


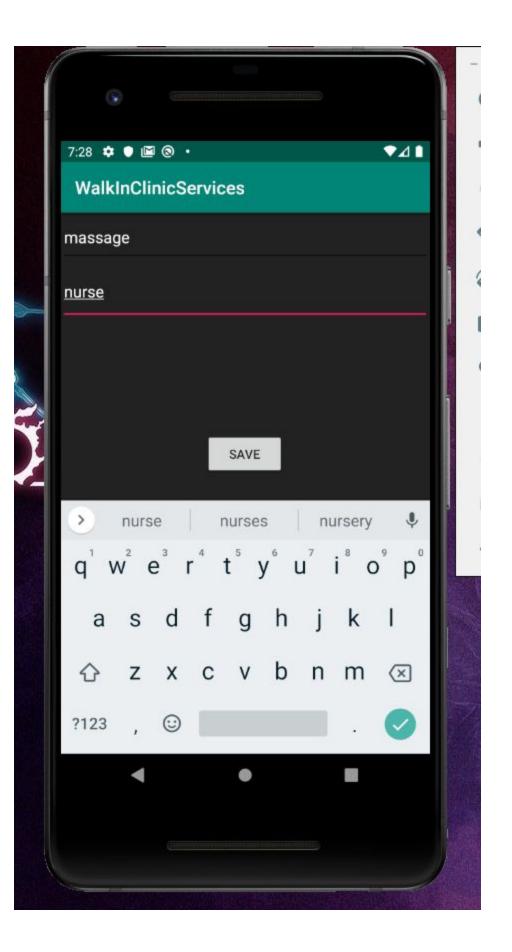


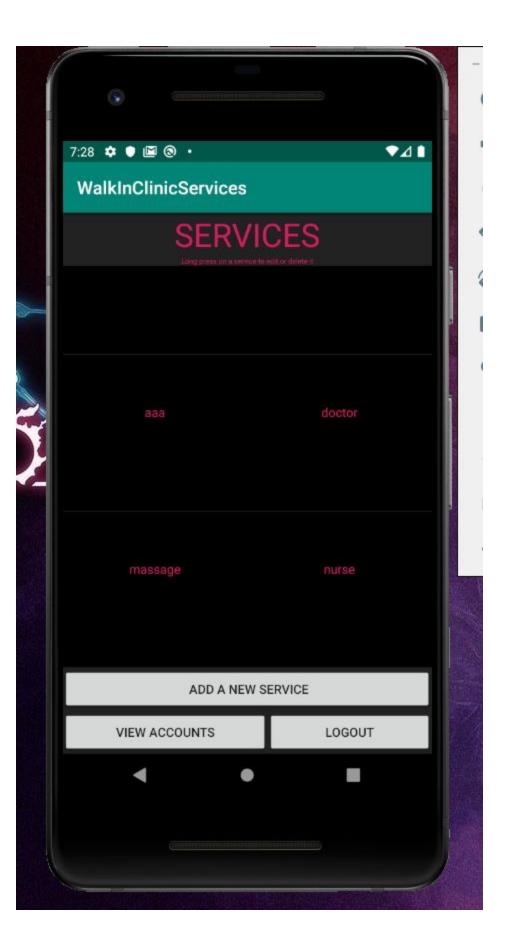


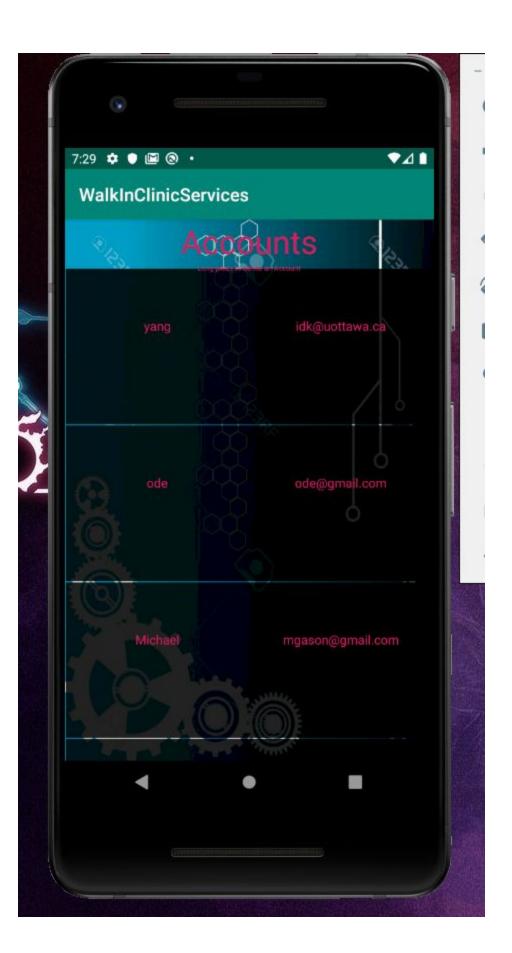


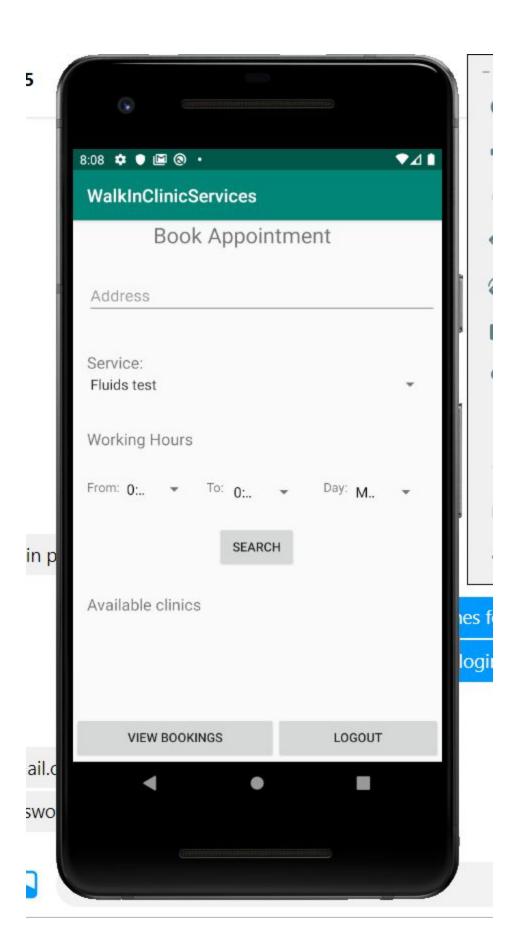


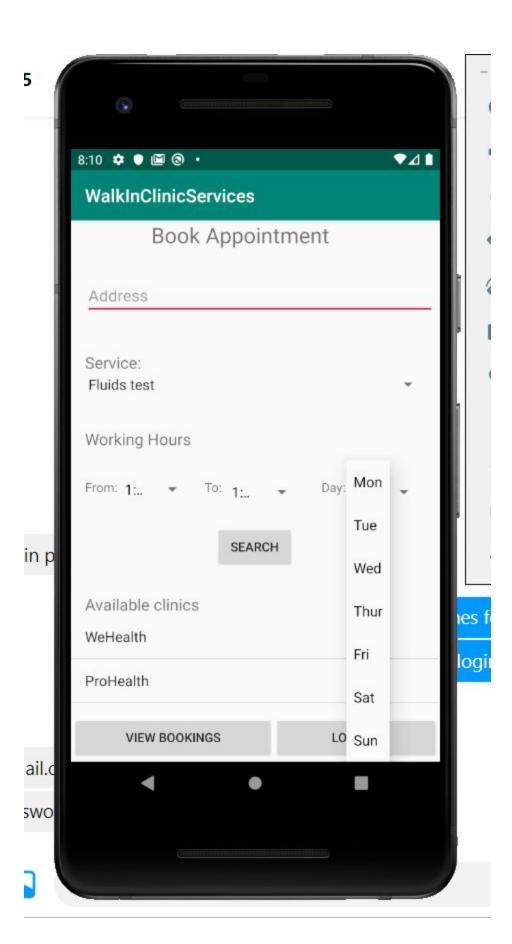


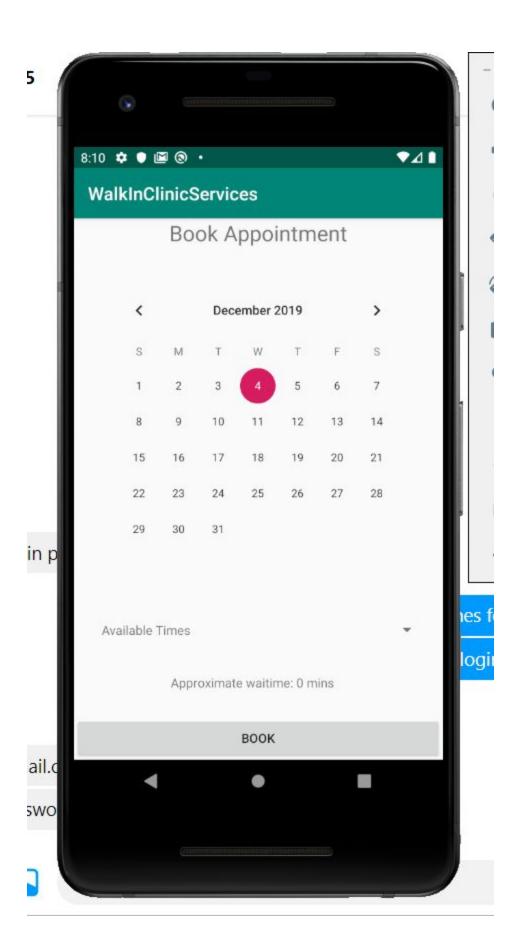












## Lessons learned

Through this project, we as a team learned not only learned technical skills but soft skills as well which will be useful in the future. We learned a vast amount of app functionalities and how to implement them all in the android studio environment. We also learned to apply design techniques and patterns learned in class in order to optimize our system and domain model. In terms of team skills, we learned to communicate any concerns with had about the project or one another and also motivate each other when needed. The purpose of this project was to expand on the theoretical work, apply coding techniques and gain experience of cooperating with teammates and one can conclude it did meet those objectives.