

# Mini project report on

## **PET CLINIC**

Submitted in partial fulfilment of the requirements for the award of degree of

# **Bachelor of Technology**

in

# Computer Science & Engineering UE20CS352 –OOADJ Project

Submitted by:

#### **TEAM 16**

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NOTE: Please add appropriate description for all diagrams where ever required. Only important class implementation needs to be added to IMPLEMNTATION SECTION.

#### INTRODUCTION

Owning a pet comes with a lot of responsibilities, including managing their healthcare needs. Pet owners often struggle to keep track of their pet's schedule and appointments, which can lead to missed appointments and compromised pet health. With the advancement in technology, a pet clinic website can now offer a simple and efficient way to manage all aspects of pet healthcare. By providing an online platform for pet owners to book appointments, check their pet's schedule, and access medical information, pet clinics can make it easier for pet owners to stay on top of their pet's health needs.

Pet clinic website requests user to sign up first in order to access their facilities. The registered user can login and book doctor appointments for their pets, check the schedule of their pet and even check the commonly occurring diseases in their pet along with the medical procedure which needs to be followed when the disease is caused.

Pet clinic website is a maven project developed using spring-boot and it uses H2-database. The website also uses HTML/CSS in the jsp file format for some static webpages.

The website uses Model-View-Controller architecture and it uses the following design patterns:

- 1. Façade Design Pattern
- 2. Proxy Design Pattern
- 3. Template Design Pattern
- 4. Singleton Design Pattern

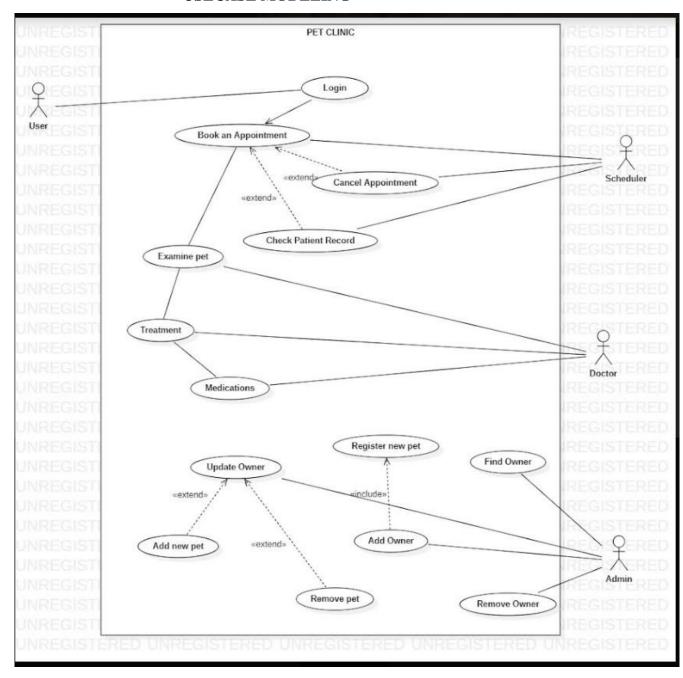
## PROBLEM DEFINITION

The pet clinic requires an automated management system to handle their daily operations such as appointment scheduling, pet registration, medical history tracking etc.

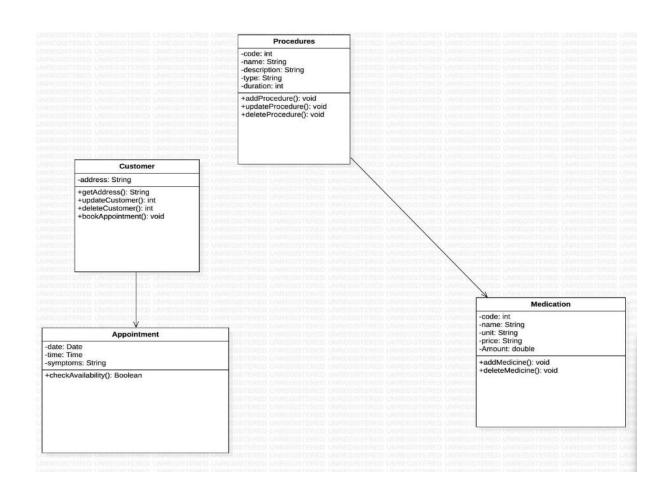
The solution must be built using the Spring Boot framework and the H2 database to ensure scalability, reliability, and maintainability. The system should have a user-friendly interface with role-based access control to guarantee data security.

The ultimate goal is to create a modern and efficient management system that enhances service quality, streamlines operations, and improves the customer experience.

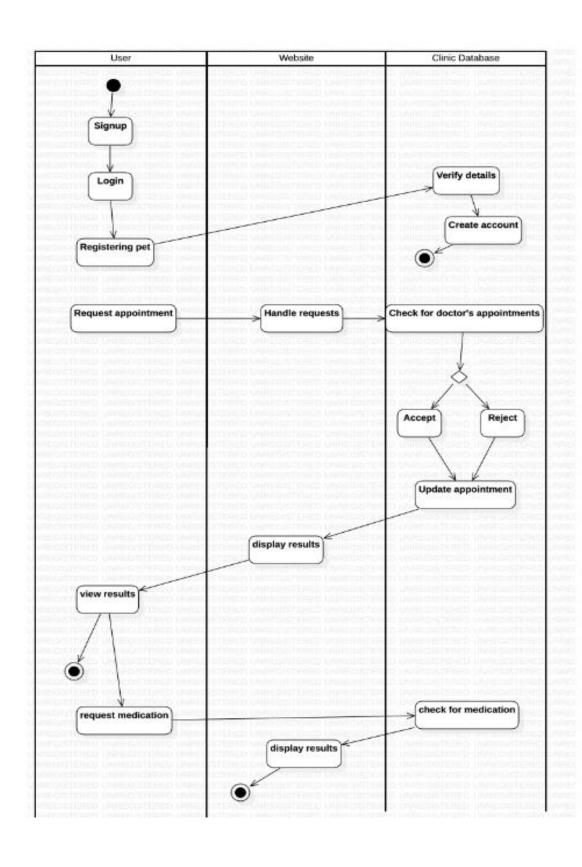
#### **USECASE MODELING**



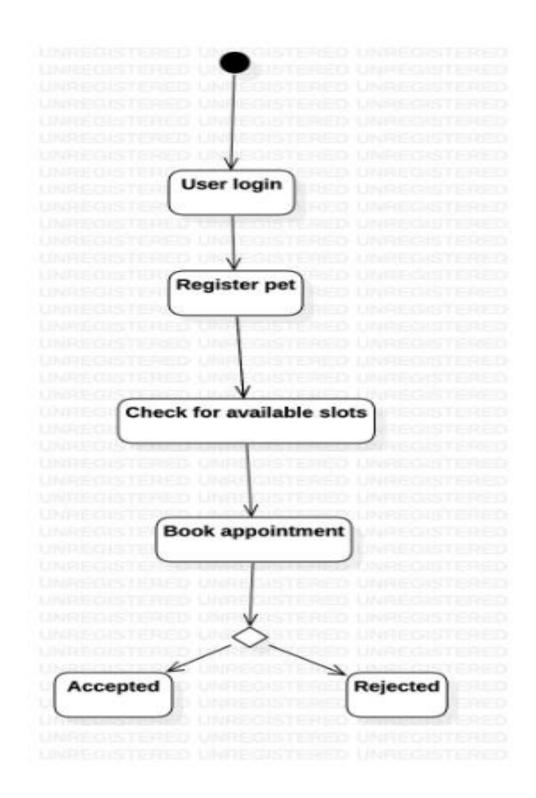
## **CLASS MODELING**

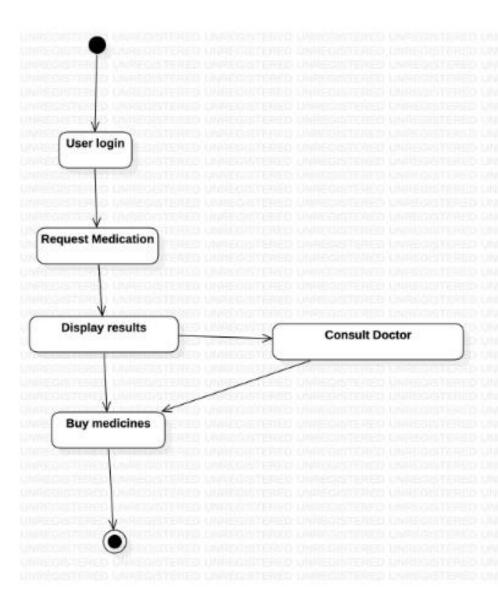


## **ACTIVITY MODELING**



#### STATE MODELING





#### **IMPLEMENTATION**

1. **Demo application file:** This file is the entry point of a Spring Boot application. It is responsible for configuring and starting the Spring Boot application.

Code:

```
package io.vsn;
import org.springframework.boot.SpringApplication;
import org.springframework.boot.autoconfigure.SpringBootApplication;

@SpringBootApplication
public class UserRegistration1Application
{
    public static void main(String[] args)
    {
        SpringApplication.run(UserRegistration1Application.class, args);
    }
}
```

**2.** User Controller: The controller part of the MVC.

```
import java.util.List;
import java.util.Random;

import javax.servlet.http.HttpSession;
import org.springframework.beans.factory.annotation.Autowired;
import org.springframework.sterectype.Controller;
import org.springframework.ui.ModelMap;
import org.springframework.web.bind.annotation.*;
import org.springframework.web.servlet.ModelAndView;
import io.vsn.model.User;
import io.vsn.repo.UserRepository;

@Controller
public class UserController
{
    @Autowired
    UserRepository urepo;
    @RequestMapping("/")
    public String home()
    {
        return "home";
    }
    @RequestMapping("/signup")
    public String getSignup()
    {
        return "signup";
    }

    @RequestMapping("/login")
```

```
public ModelAndView addUser(@RequestParam("user email") String
      mv.addObject("message", "Oops! There is already a user registered
public String dummy(HttpSession session)
@PostMapping("/dummy")
public String getAppointmentsPage(@SessionAttribute("username") String
public ModelAndView bookAppointment() {
   mav.addObject("isBooked", isBooked);
```

```
public String showSchedulesPage() {
public String showMedsPage() {
public String showDogsPage() {
public String showCatsPage() {
public String login user(@RequestParam("username") String
      String uname=auser.getUser email();
      if(username.equalsIgnoreCase(uname) &&
         session.setAttribute("username", username);
```

```
session.removeAttribute("username");
session.invalidate();
return "redirect:/login";
}
```

**3.** User Repository: Used to push the data into the H2 database console.

```
import java.util.List;
import org.springframework.data.jpa.repository.JpaRepository;
import org.springframework.data.jpa.repository.Query;
import io.vsn.model.User;

public interface UserRepository extends JpaRepository<User, Integer> {
    @Query("from User where user_email=?1")
    public List<User> findByEMAIL(String email);

    @Query("from User where user_email=?1 and user_pass=?2")
    public User findByUsernamePassword(String username,String password);
}
```

**4.** User.java: The model part of the MVC architecture.

```
import javax.persistence.Entity;
import javax.persistence.GeneratedValue;
import javax.persistence.GenerationType;
import javax.persistence.Id;

@Entity
public class User
{
    @Id
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    private Integer user_id;

    private String user_fname;
    private String user_lname;
    private String user_email;
    private String user_mobile;
```

```
public String getUser fname() {
public String getUser lname() {
public String getUser_pass() {
public String getUser mobile() {
public void setUser mobile(String user mobile) {
   this.user mobile = user mobile;
public String toString() {
```

## 5. Façade design pattern(used in medications section):

```
public String getSymptomsInfo(String diseaseName) {
public String getMedicationInfo(String diseaseName) {
    String info = "";
```

## 6. Singleton design pattern (used in schedules section):

```
package io.vsn.controller;
public class Schedule {
    private static Schedule instance = null;

    private Schedule() {}

    public static Schedule getInstance() {
        if (instance == null) {
            instance = new Schedule();
        }
        return instance;
    }

    public String generateSchedule() {
        StringBuilder sb = new StringBuilder();
        sb.append("<hl>MY PET'S DAY</hl>");
        sb.append("Sp>HEYY I AM WALL-E AND I WILL BE TELLING YOU HOW TO TAKE CARE

OF YOUR PET EVERYDAY.");
        sb.append("Sr><br>
        sb.append("Sr><br/>
        sb.append
```

## 7. Template design pattern(used in dogs section):

## **Super-class:**

```
package io.vsn.controller;

public abstract class DogDailyRoutine {
    public void startDay() {
        wakeUp();
        goForAWalk();
        eatBreakfast();
    }

    public void endDay() {
        playWithOwner();
        sleep();
    }

    protected abstract void wakeUp();
    protected abstract void goForAWalk();
    protected abstract void eatBreakfast();
    protected abstract void playWithOwner();
    protected abstract void sleep();
}
```

#### **Sub-class:**

```
package io.vsn.controller;
public class LabradorRetrieverRoutine extends DogDailyRoutine {
    @Override
    protected void wakeUp() {
        System.out.println("The Labrador Retriever wakes up.");
    }
    @Override
    protected void goForAWalk() {
        System.out.println("The Labrador Retriever goes for a walk with its
    owner.");
    }
    @Override
    protected void eatBreakfast() {
        System.out.println("The Labrador Retriever eats high-quality dog food for
    breakfast.");
    }
    @Override
    protected void playWithOwner() {
        System.out.println("The Labrador Retriever plays fetch with a ball with its
    owner.");
    }
    @Override
    protected void sleep() {
        System.out.println("The Labrador Retriever goes to sleep for the night.");
    }
}
```

## 8. Proxy design pattern(used in cats section):

## Cat.java class:

#### Cat interface files:

```
package io.vsn.controller;

public interface CatProxy {
    void sleep();
    void eat();
    void play();
}
```

```
package io.vsn.controller;
import java.time.LocalTime;
public class CatProxyImpl implements CatProxy {
    private Cat cat;

    public CatProxyImpl(Cat cat) {
        this.cat = cat;
    }

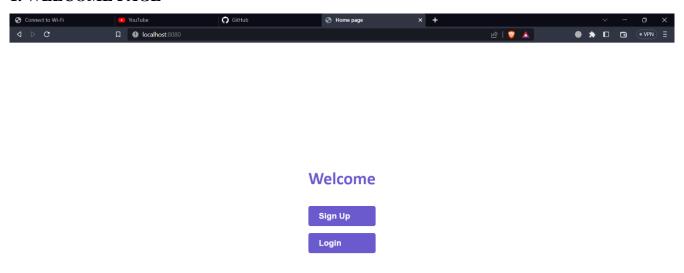
    @Override
    public void sleep() {
        cat.sleep();
    }

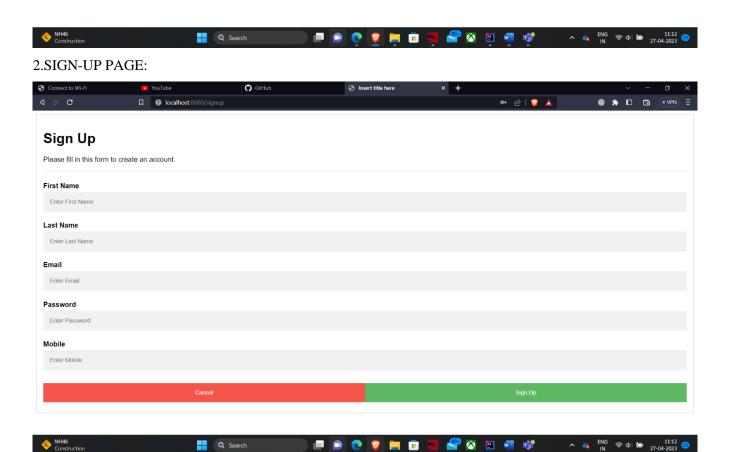
    @Override
    public void eat() {
        // Control access to eat method based on time of day
        LocalTime now = LocalTime.now();
        if (now.isAfter(LocalTime.of(8, 0)) && now.isBefore(LocalTime.of(20, 0))) {
            cat.eat();
        } else {
                System.out.println("It's not mealtime yet!");
        }
    }

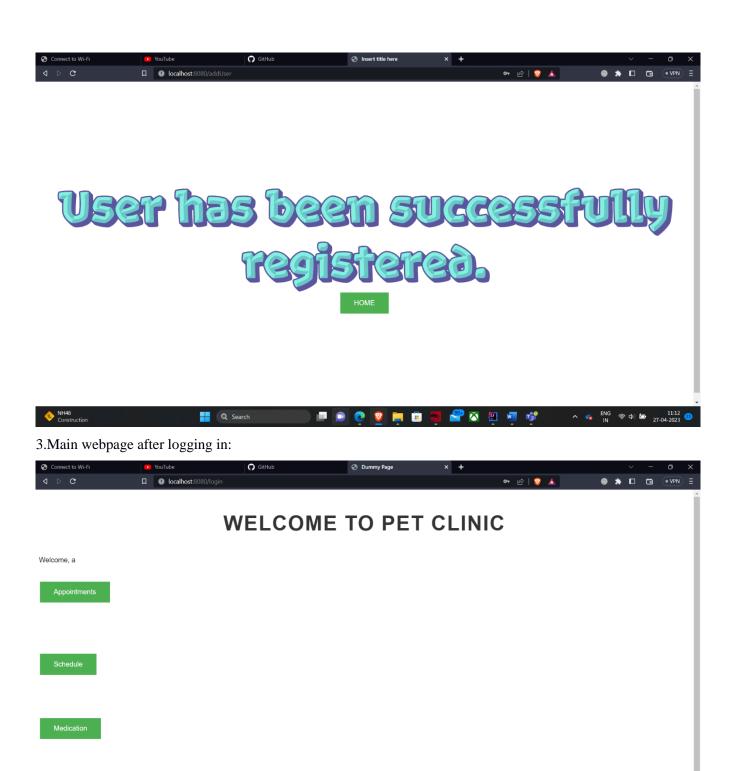
    @Override
    public void play() {
        cat.play();
    }
}
```

#### **RESULTS SCREENSHOTS**

#### 1. WELCOME PAGE

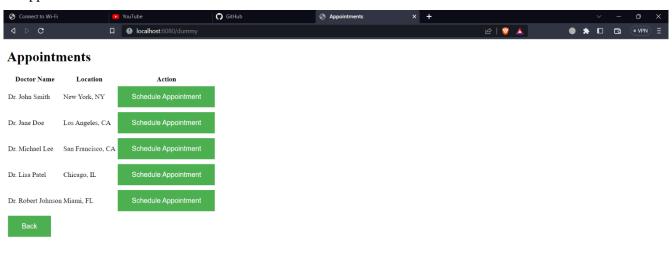


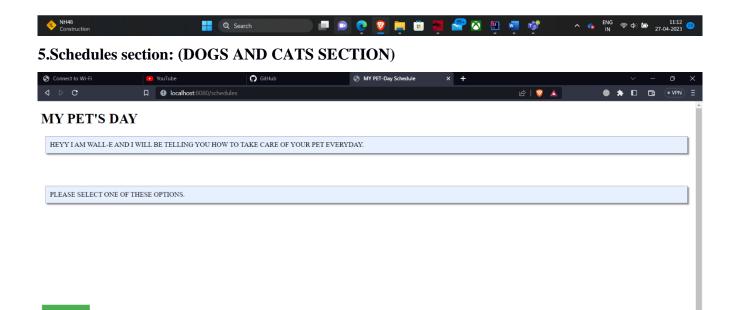




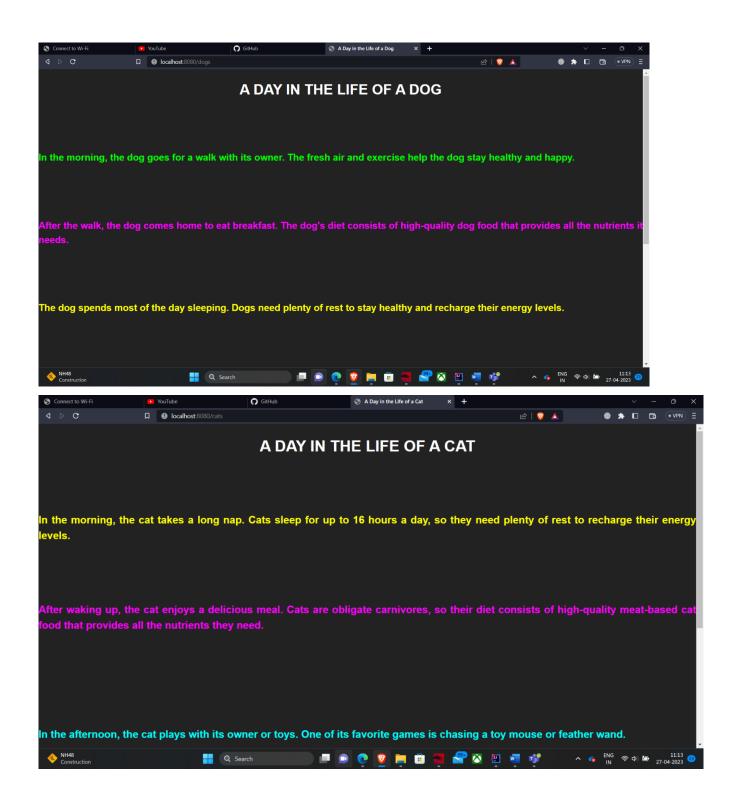
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## 4. Appointments section:





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## **6.Medications section:**

