

PANDEMIC CONTROLLING SYSTEM

B.Sc. (CS) PROJECT 2022

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KERALA



PROJECT REPORT

**SUBMITTED IN PARTIAL FULFILLMENT OF
THE REQUIREMENTS FOR THE AWARD OF**

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**HAJI C.H.M.M COLLEGE FOR ADVANCED STUDIES
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DEPARTMENT OF COMPUTER SCIENCE

"Certified that this report titled **"PANDEMIC CONTROLLING SYSTEM"** is a bonafide record of the project work done by **ALI AHAMMAD (32019801005)** under our supervision and guidance, towards partial fulfillment of the requirements for the award for the Degree of B.Sc. (Computer Science) of the University of Kerala."."

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This is to certify that the **Android project** work entitled “ **Pandemic Controlling System**”submitted by **Mr Ali Ahammad (Reg No: 32019801005)** of **Haji C.H.M.M College for Advanaced studies**,is in partial fulfillment for the award of the Degree in Computer Science in the year **2022** is a bonafide record of work done at “**GO TECH Solutions**”, Kollam. He was along with our development team for doing the project development.

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With Gratitude
ALI AHAMMAD

DECLARATION

I hereby declare that the work presented in the project title “**PANDEMIC CONTROL SYSTEM**” is based on the original work done by me under the guidance of **Mrs. Shafina.F.R** lecture, **Department of Computer Science, HAJI C.H.M.M College for Advanced Studies, Chavarcode** and this has not been included in any other project submitted for the award of any degree.

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Abstract

“PANDEMIC CONTROLLING SYSTEM” (PCS) is a system which helps government and civilians to control and overcome a pandemic situation with ease. Using home testing kits are literally the safest way to take a test for a pandemic. It reduces the chance of getting direct contact with the patient while going to a hospital to take a test. Governments can supply home test kit to the citizens through medical stores. With PCS governments can know test results of their citizens even if they are using a home test kit. The tests kits will have two QR codes, the first one should be scanned by the supplier at the time of delivery. Scanning the first QR, the governing body will know that the testing kit with the specific serial number has been sold. The second QR code which is inside the box should be scanned by the citizen after testing. Scanned this will open a portal for the citizens to take and upload the photo of the test kit’s result. If the test result is positive, the patient will get immediate assistance of a doctor, who explains what to do next. PCS also provide service like mental health care, SOS triggering etc. It features 6 modules which includes Civilians, Doctors, Asha workers, Medical store, Governing body or Super admin and admin.

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INTRODUCTION

1.1 ABOUT THE PROJECT

Pandemic controlling system is a system which helps government and civilians to control and overcome a pandemic situation with ease. Governments can supply home test kit to the citizens through medical stores. With PCS governments can know test results of their citizens even if they are using a home test kit. If the test result is positive, the patient will get immediate assistance of a doctor, who explains what to do next. PCS also provide service like mental health care, SOS triggering etc. It features 6 modules which includes Civilians, Doctors, Asha workers, Medical store, Governing body or admin and super admin. This project has two parts: one is web site and other is an application. Python, Django is used for website and android using java for application.

1.2 STATEMENT OF THE PROBLEM

Module description

1. SUPER ADMIN

The admin can monitor the whole process occurring in the system. Super can manage district/admin. View the test positivity rate after that he can manage the district category and the pandemic. Super admin can view the notifications and can manage the privacy.

2. ADMIN

Admin/district are responsible for managing ashwa workers, doctors, medical shop and the location. They verify the test kit request and provide it. Generate the test positivity rate in the district level. They analyse the data from the test results and publish the current situation. Controls the SOS responds. Manages the forms related to a pandemic situation.

3. MEDICAL SHOP

Medical Stores can sell test kits, thermometers, oximeters, medicines etc. They register the test kits as sold after its been handed over to the customer by scanning a QR code on it. Medical store can receive payment via online mediums for their goods. They features an SOS system which can be used in case of emergency. They can also view the current situation on their location like TPR, number of active cases etc.

4. ASHA WORKERS

Asha workers contact the patients in quarantine to see if there are mentally stable. They can communicate with the patients. They can send test results from test kits, thermometers, blood oxygen meter etc. They features an SOS system which can be used in case of emergency. They can also view the current situation on their location like TPR, number of active cases etc.

5. DOCTORS

Doctors can view patients test results. They can communicate with their patients. Check the availability of medicines, testing kits etc. They can respond to SOS which is triggered by civilians. They can send test results from test kits, thermometers, blood oxygen meter etc. Doctors features an SOS system which can be used in case of emergency. Doctors can also view the current situation on their location like TPR, number of active cases etc.

6. USER/CIVILIANS

Civilians/User can buy test kits, medicines, get forms related to pandemic situations. They can send test results from test kits, thermometers, oximeter etc. Civilians features an SOS system which can be used in case of emergency. Civilians will get service from mental health care personnels. Civilians can also view the current situation on their location like TPR, number of active cases etc.

SYSTEM ANALYSIS

2.1 INTRODUCTION TO SYSTEM ANALYSIS

Analysis is the first phase in the creation of a computer-based information system. During the study phase a preliminary analysis is carried out in a sufficient depth to permit a technical and economic evaluation of the proposed system. Analysis stage is concerned with two activities, firstly the collection of information about the operation of the existing system and identification of problems with the specification of the requirement which the newly designed system will have to fulfill. Analyst will conduct an initial investigation to clarify the problems and define it in detail. This begins with meeting the members of the requirements, to determine what is needed in the target product. System Analyst must contact individuals in the user's organization and in other organization that may be affected by the system.

- Identifying the drawback of existing system.
- Identity the need for conversion.
- Perform feasibility study.
- Identity hardware, software and database requirements

2.2 DESCRIPTION OF EXISTING SYSTEM

In 2019, a new infectious disease called pandemic COVID-19 began to spread from Wuhan, China. In spite of the efforts to stop the disease, being out of the control of the governments it spread rapidly all over the world. From then on, much research has been done in the world with the aim of controlling this contagious disease. Regrettably, the spread of the virus and mortality due to COVID-19 has continued to increase daily. Hence, it is imperative to control the spread of the disease particularly using non pharmacological strategies such as quarantine, isolation, and public health education. There is no approved medicine that eradicates the virus; however, treatment is mainly supportive. It is because of these realities that governments across the world have resorted to non pharmacologic measures. The government has sensitized its citizenry on the need to adopt safety measures such as wearing of disposable surgical face masks, regular hand-washing with plenty of soap under running water, and the use of alcohol-based hand sanitizer in the absence of soap and water among others as recommended by the WHO.

2.2.1 Limitations of the Existing system

- Want direct interaction with the patient
- Chances of spreading viruses is high.
- Less security
- Complexity

2.3 DESCRIPTON OF PROPOSED SYSTEM

Pandemic controlling system is a system which helps government and civilians to control and overcome a pandemic situation with ease. Governments can supply home test kit to the citizens through medical stores. With PCS governments can know test results of their citizens even if they are using a home test kit. If the test result is positive, the patient will get immediate assistance of a doctor, who explains what to do next. PCS also provide service like mental health care, SOS triggering etc. It features 6 modules which includes Civilians/user, Doctors, Asha workers, Medical store, Governing body or admin and super admin. This project has two parts: one is web site and other is an application. Python, Django is used for website and android using java for application. This is a platform independent software it will work on any platform without interruption. This system will provide more security on data. No one can access the device without permission.

2.3.1 Advantages of Proposed System

- This system provide the access in website and also the application.
- User friendly
- Secure
- Chances of spreading the pandemic is low.
- It provide both calling and messaging facility.

2.4 FEASIBILITY STUDY

The Feasibility Study is an analysis of a problem to determine whether it can be solved effectively given the budgetary, operational, technical and schedule constraints in place. The Feasibility study also determines the economic potential and practicality of a project. The results of the feasibility study determine which, if any of a number of feasible solutions will be developed in the design phase.

The Feasibility Study uses techniques that helps evaluate a project and or compare it with other projects. Factors such as interest rates, operating costs and depreciation are generally considered. The aim of feasibility study is to identify the best solution under the circumstances by identifying the effects of this solution on the organization.

The study can be categorized into four types:

- Technical feasibility
- Operational feasibility
- Economical feasibility
- Behavioral feasibility

2.4.1 Technical feasibility

The objective of the technical feasibility in the system pandemic controlling step is to confirm that the product will perform and to verify that there are no production barriers. In the system as says the android concepts are available and all can easily manage the smart phone concepts .so technically conclude that pandemic controlling system is technically feasible

2.4.2 Operational Feasibility

The proposed project is said to be beneficial only if they can be modules and carved out into a system that will meet all the requirements. The best of the feasibility prohibits if the system would run without fault when it is deployed or there are major hurdles to be the implementation of the proposed system. The proposed system is not supposed to cause any harm to the user or the computer that is being used and the system is safe and secure.

2.4.3 Economic Feasibility

In this project, economic feasibility was carried out to find whether there is sufficient time for doing the project. Economic feasibility also counts any extra hardware which should be affordable in terms of cost. It also stresses whether the system can be built in specified time interval, establish cost and schedule constraints. Economic feasibility provides positive results as no equipment was needed to purchase additionally. Our system pandemic controlling is a android based system so , we can easily avoid the manual services that need can be avoided, so through that consumes the money .By that the system can more financially stable .

2.5.4 Behavioral Feasibility

The behavioral feasibility depends upon whether the system performed in the expected way or not. Feasibility study is the test of system proposal according to it workability, impact on organization, ability to meet the users need and effective use of resources. However, a feasibility study provides a useful starting point for full analysis. Our system is behaviorally feasible because this system provides an efficient way for post feedback and comments. Since this there are other apps which provide some of the similar services are wildly adopted by the users so this app will only make the life easier. Chances are people will accept this app. The behavioral feasibility depends upon whether the system pandemic controlling performed in the way or not. Behavioural Feasibility of the pandemic controlling system says that each functions working in the required basis operations such as data operations and management operatios are implemented effectively without any changes in the user requirements and devolped efficiently.

SYSTEM SPECIFICATION

3.1 SYSTEM REQUIREMENT SPECIFICATION

3.1.1 Software Requirements

CLIENT SIDE:

- Operating System: Android 6.0 (Marshmallow) or later
- Front End: Java/Android , HTML, CSS
- Back End: JAVA and Python
- Frameworks: DJANGO
- Editor: Android studio

SERVER SIDE:

- Operating System: Microsoft Windows 7 or later, MacOS X Yosemite or later.
- Front End: HTML,CSS
- Back End: JAVASCRIPT, PYTHON
- Frameworks: DJANGO
- Editor: Visual Studio Code
- Server: XAMPP, MAMP, WAMP, ngrok
- Database: MySql

3.1.2 Hardware requirements

CLIENT SIDE:

- Processor: 64-bit CPU with at least 4x Arm® cores
- Clock Speed: 1.5 GHz or higher
- Network Speed : 1 Megabyte per second
- RAM: 2GB or above
- Storage: 300MB Minimum free storage
- Interface: Capacitive touchscreen technology
- Camera: 5MP or higher
- Display : 4 inch screen with 720p resolution or higher

SERVER SIDE:

- Processor: Intel i3 5th gen or later, AMD Ryzen 3 1st gen or later, Apple M1 or later
- Clock Speed: 2 GHZ or higher
- Network Speed : 2 Megabyte per second
- RAM: 4GB or above
- Storage: 2 GB Minimum free storage
- Video: 1280 x 720 or above
- Keyboard: Wired or Wireless Keyboard
- Mouse:Wired or Wireless Mouse

SYSTEM DESIGN

4.1 INTRODUCTION TO SYSTEM DESIGN

Design of the system can be defined as the process of applying various techniques and principles for the purpose of defining a device, a process or system is sufficient details to permit its physical realization. Thus, system design is a solution, a “how to” approach to the creation of a new system. This important phase provides the understanding and procedural details necessary for implementing the system recommended in the feasibility study.

The data design transforms the information domain models created during analysis into the data structure that will be required to implement the software. The architectural design defines the relationship among major structural components into procedural description of the software. Source code is generated, and testing is conducted to integrate and validate the software. From the project management point of view software design is conducted in two into data and software architecture.

There are two levels of system

- Logical design
- Physical design

4.1.1 Physical Design

Physical design takes the logical design blueprint and produces the program specification. Physical design and user interface for a selected hardware and software.

4.1.2 Logical Design

Logical design aims at establishing the requirements of the users, which the new system must satisfy. In the stage, the system analyst has to identify the relationship between the various items of the data and the grouping if items of data together into records. This is known as logical data structure, which is required to produce outputs, which users require. Once this is agreed, the logical design can be turned into a physical system with more detailed design.

- Input design
- Output design
- Database design

Input Design

Input design is a part of overall system is design, which requires very careful attention. If data going into the system is incorrect, then processing and output will magnify these errors. Thus, the designer has a number of clear in the objectives in the different stages of input design.

- To produce a cost-effective method of input.
- To archive the highest possible level of accuracy.
- To ensure that input is acceptable to and understood by the user.

Output Design

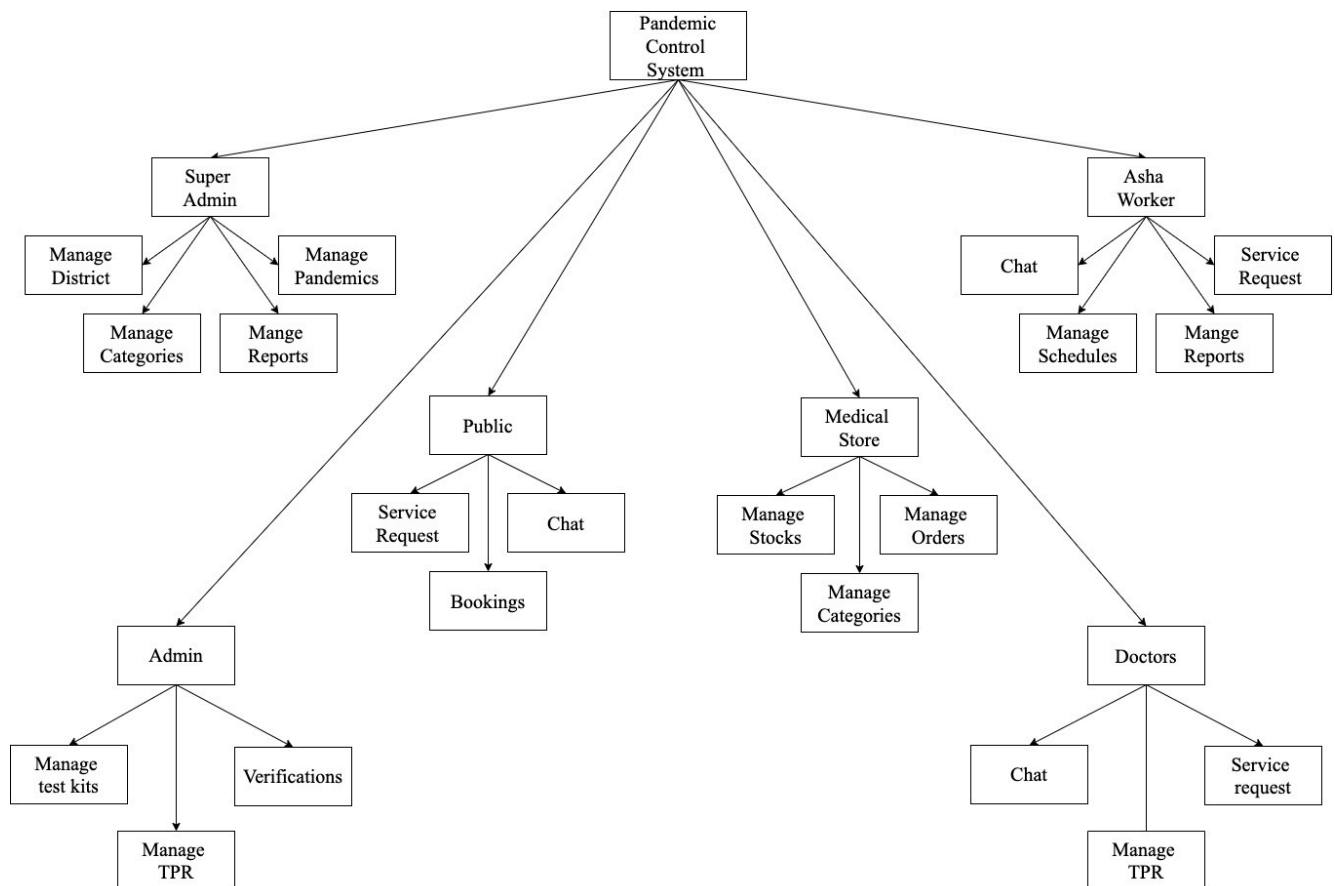
At the beginning of output design various type of outputs (external, internal, operational and turnaround) are defined. Then the format, content, location, frequency, volume, and sequence of the output are specified. The content of the output must be defined in detail. The system analyst has two specific objectives at these stages. • To interpret and communicate the result of the computer part of a system to users in a form that they can understand, and which meets their requirements.

Database Design

Database design is the process of converting user-originated inputs to a computer-based format. The database design phase is used to design the input with the predefined guidelines. Inaccurate input data are the most cause of errors in the data processing. Errors entered by data operations can be controlled by input design. Input design consists of developing specification and procedures for data preparations, data entry and validation. Database design forms are important part of every object. The management of data involves both the definition of structure for the storage of information and provision of mechanism for manipulation of information. The database system must provide safety for the information stored; despite system crashes or attempts of unauthorized access the database used in this project is My SQL server.

4.2 STRUCTURED CHART

Structured chart shows variable pass between variable modules in a computer. Each task can be associated with structured chart representation. For large system several levels of structured will be needed to reflect the number and complexity of the module in system irrespective of whether multiprocessing or multitasking is in use. The relationship between are shown by call, the existence and direction of the call indicate that a module has means to call other module and at runtime the module a may call other module zero or more times. Typically, the structured contain a hierarchy of modules which is used to show how one module will call another. As module calls normally involves the passage and return of parameter, the structured and chart these with couples of data and control which are provided that the passage of return of item of data and or sum value that control operation the recipient module.

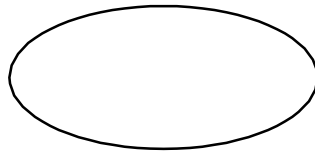
*fig:1 Structure chart*

4.3 DATAFLOW DIAGRAM

A Dataflow Diagram is a graphical technique that depicts information flow and transform that are applied as data move from input to output. Dataflow diagrams are also known as Dataflow graphs. Dataflow diagrams are commonly used during the problem analysis stage. They are useful in understanding a system and can be effectively used for partitioning during analysis. DFDs are centre tools and the basis from which other components are developed.

The basic elements of DFD are:

- **Process:** A process in the data flow diagram used to represent some amount of work being performed on data. The oval or bubble shape is used to represent the processes in a data flow diagram.



CIRCLE

- **External Entity:** This represents any outside agency, which interact with the system. It represents the source and destination of the data for the system under consideration. The rectangle shape is used to represent the external entity in a DFD



RECTANGLE

- **Dataflow:** The data flow portrays an interface among different components in a DFD. It represents flow of data between a process and data store. The arrow shape is used to represent the data flow in a data flow diagram.



ARROW

- **Data store:** A data store is a place for holding the information within the system. Here data is stored or referenced by a process in the system.



OPEN ENDED RECTANGLE

Level 0: Context level DFD

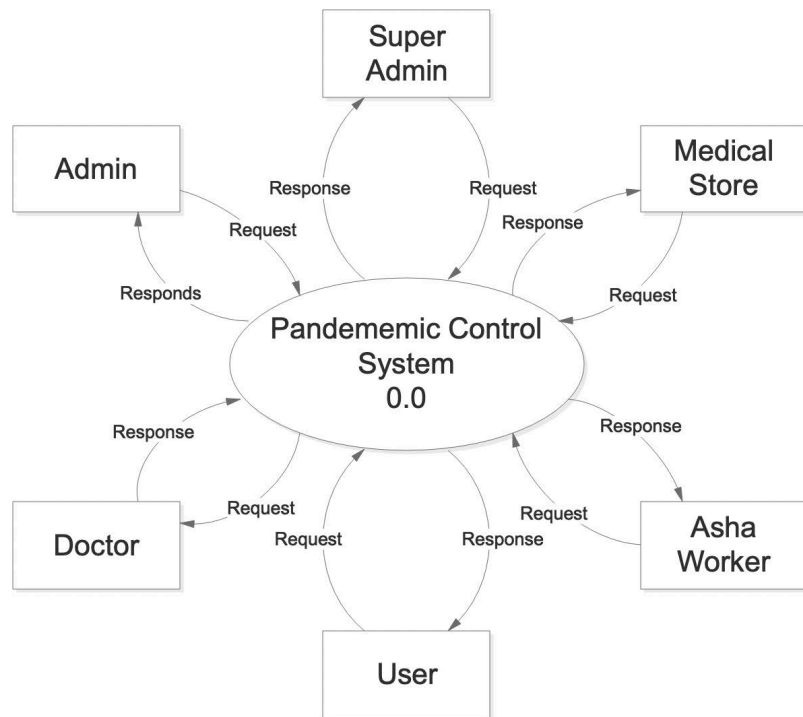


fig 1 Context level DFD

Level 1 DFD

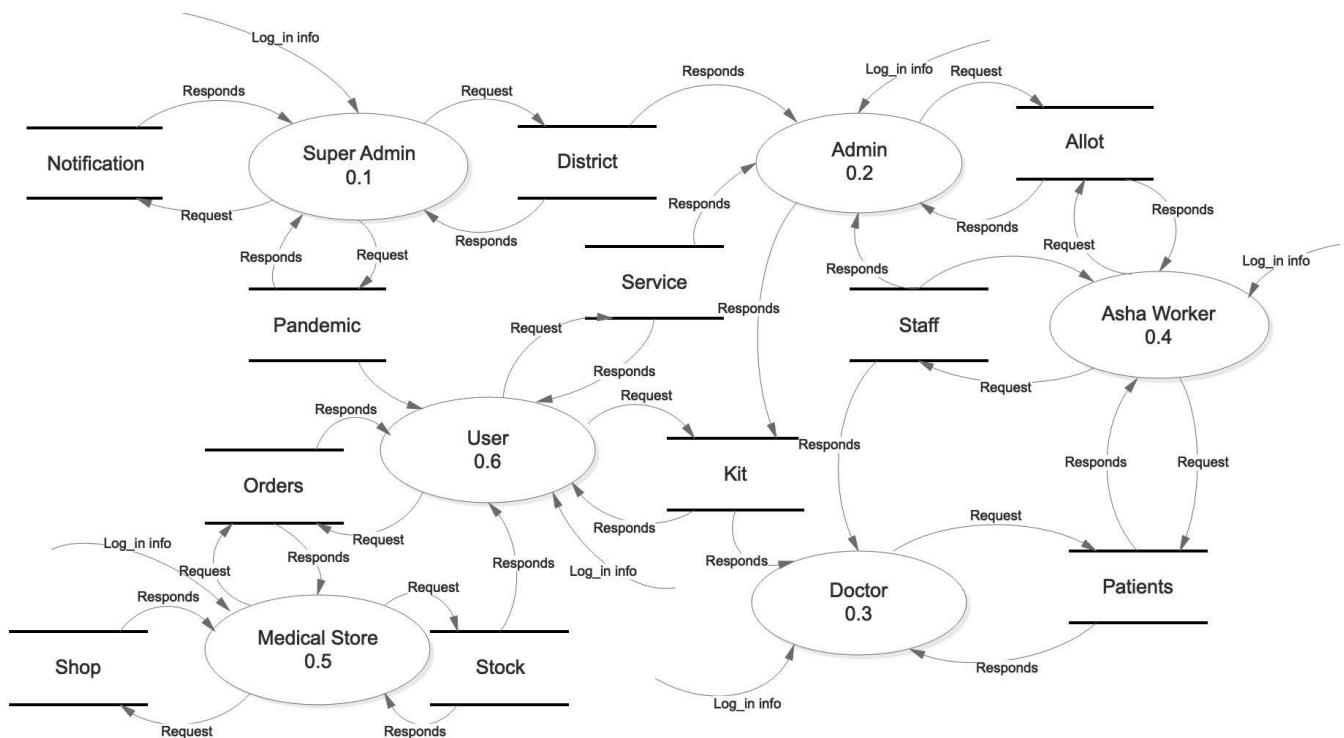


fig 2 Level 1 DFD

Level 2 DFD for SUPER ADMIN

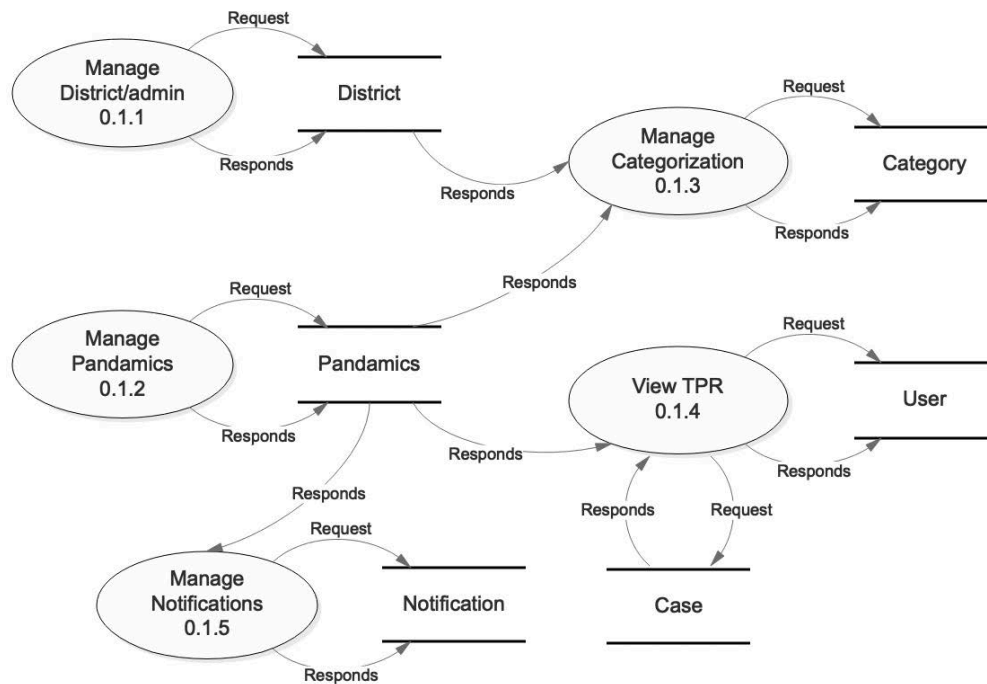


fig 3 Level 2 DFD for SUPER ADMIN

Level 2 DFD for ADMIN

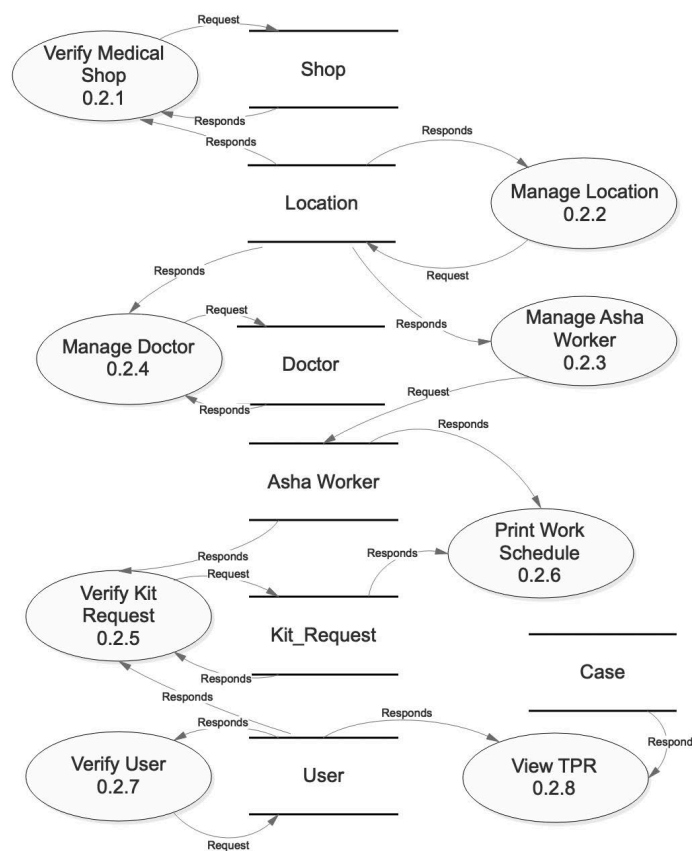


fig 4 Level 2 DFD for ADMIN

Level 2 DFD for DOCTOR

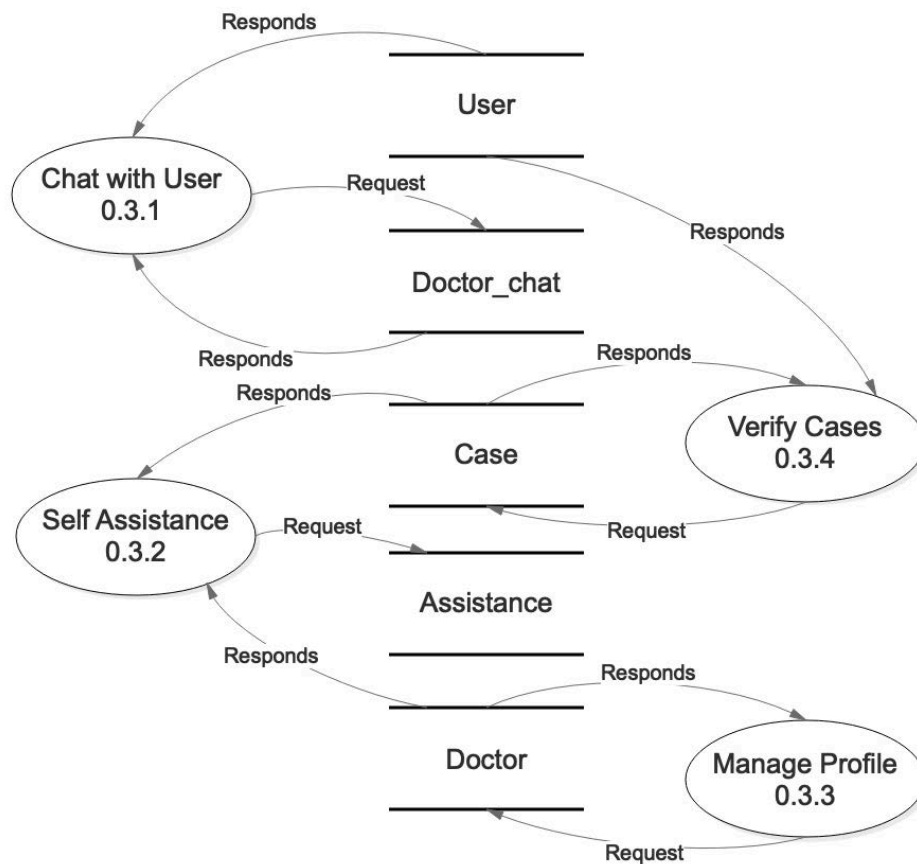


fig 5 Level 2 DFD for DOCTOR

Level 2 DFD for ASHA WORKER

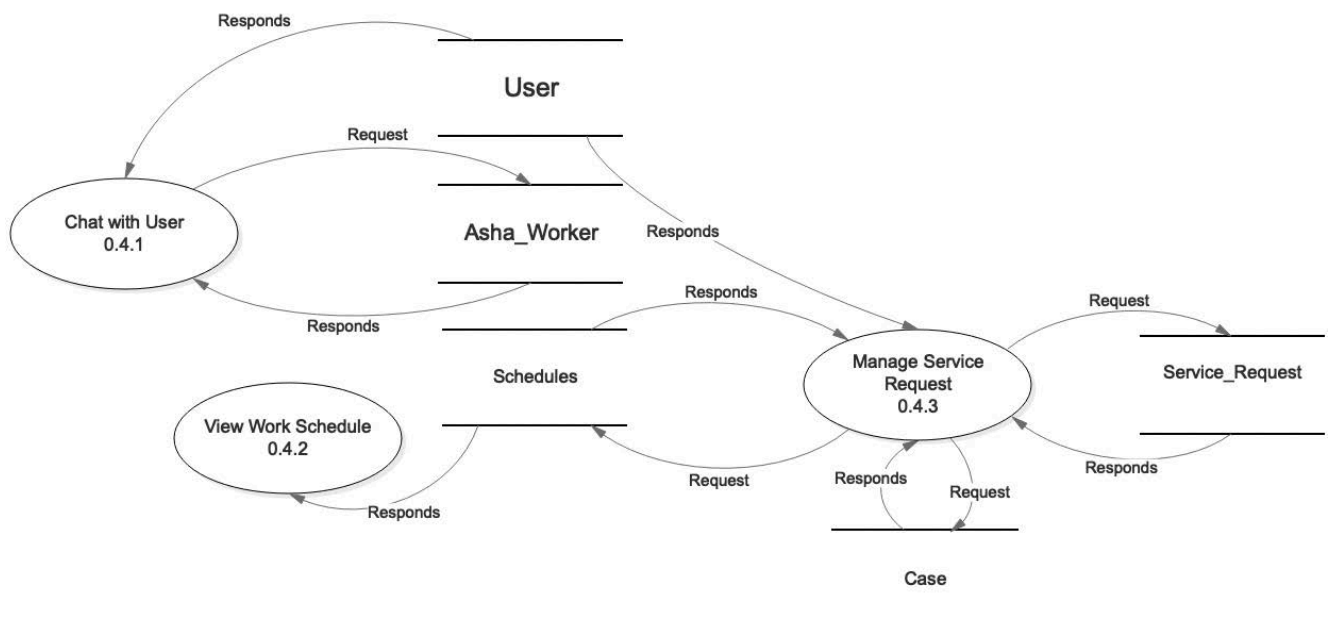


fig 6 Level 2 DFD for ASHA WORKER

Level 2 DFD for MEDICAL SHOP

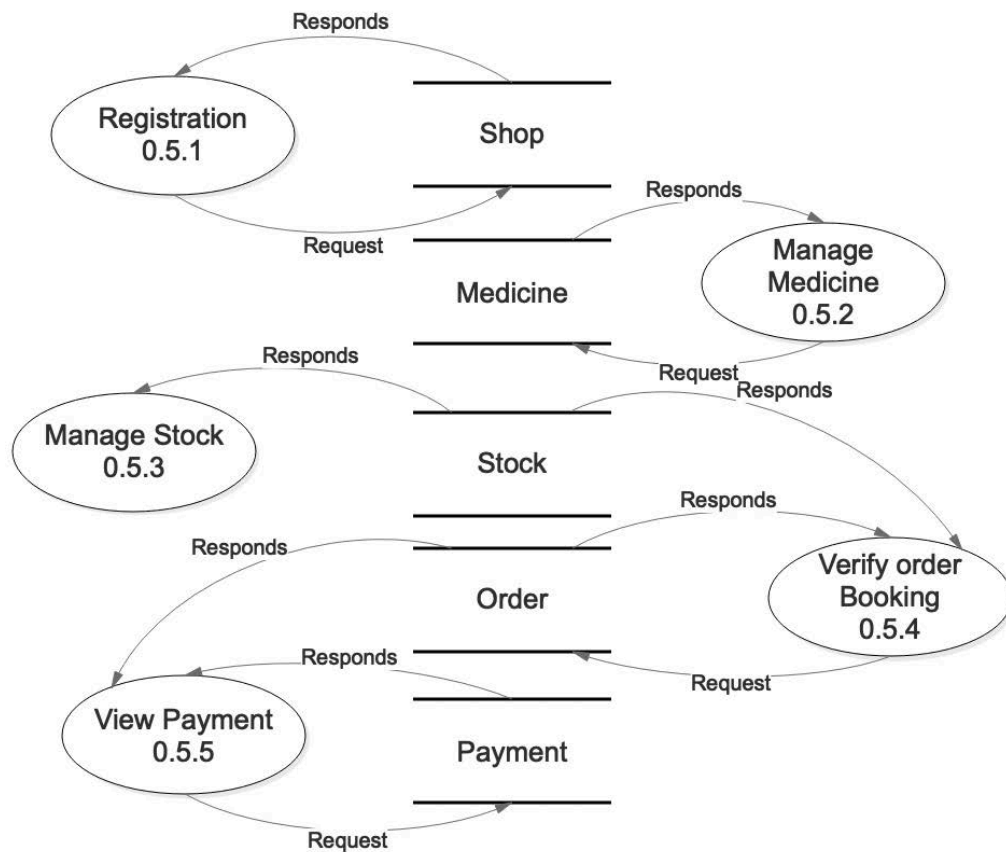


fig 8 Level 2 DFD for MEDICAL SHOP

Level 2 DFD for USER

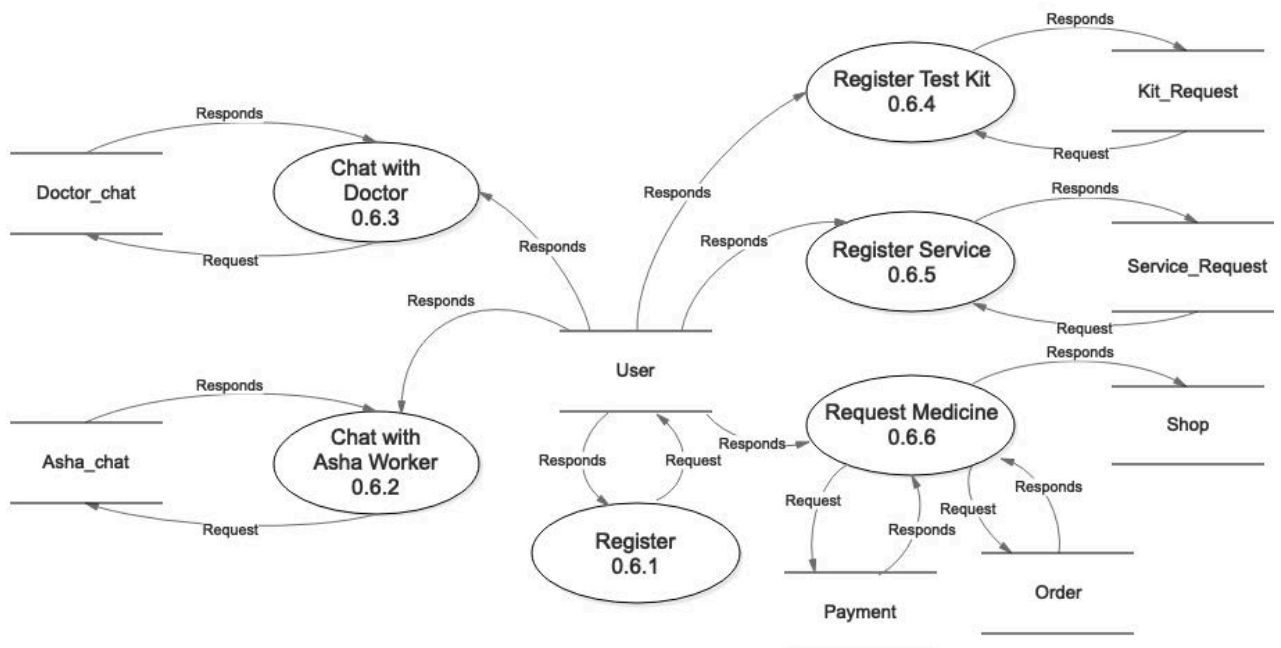


fig 9 Level 2 DFD for USER

4.4 E-R DIAGRAM

An Entity-Relationship (ER) diagram is a specialized graphic that illustrates the interrelationship between entities in the database. Boxes are commonly used to represent entity. Diamonds are normally used to represent relationship and ovals are used to represent attributes. An entity is a piece of data and object or concept about which data is stored. A relationship is how the data is shared between the entities.

Classifying Relationships

Relationships are classified by their degree, connectivity, cardinality, direction, type and existence.

Degree of a Relationship

The degree of a relationship is the number of entities associated with the relationship. The n-array relationship is the general form for degree n. Special cases are binary, ternary where the degree is 2 and 3 respectively.

Connectivity and Cardinality

The connectivity of a relationship describes the mapping of associated entity instances in the relationship. The values of connectivity are “one” or “many”. The cardinality of a relationship is the actual number of related occurrences for each of the two entities. The basic type of connectivity of a relation is: one-to-one, one-to-many, many-to-many.

- A **one-to-one** is when at most one instance of an entity, entity A is associated with one instances of entity B.
- A **one-to-many** is when for an instances of an entity A, there are zero or many instances of entity B, but for one instances of the entity B, there is one instances of entity A.
- A **many-to-many** relationship, sometimes call non-specific, is when for one instance of entity A.

SYMBOLS USED IN ER DIAGRAM

Entity : 

Attribute : 

Relationship : 

Lines : 

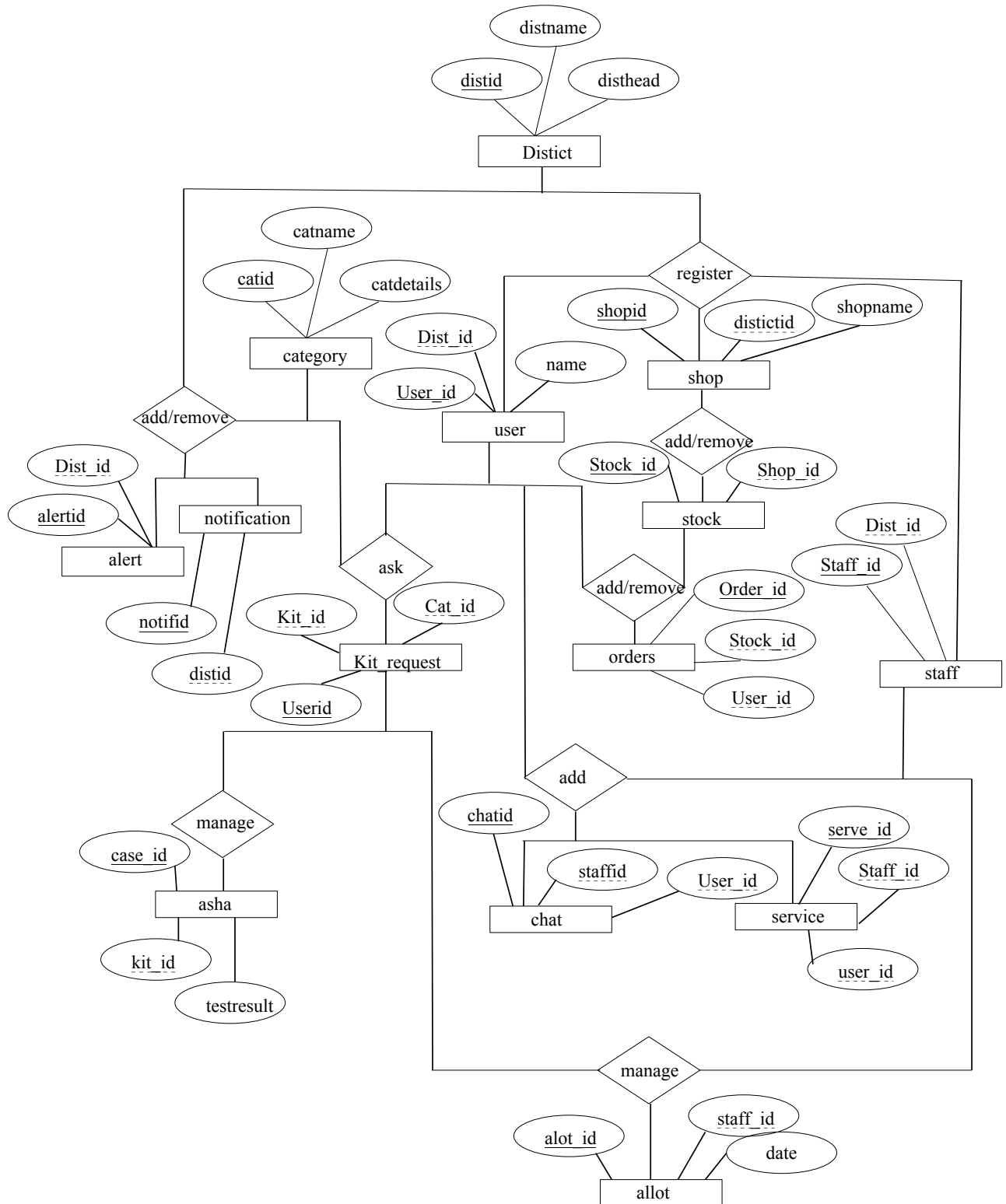





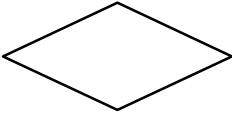

fig: ER diagram

4.5 SYSTEM FLOW CHART

A System flowchart is a systematic graphical representation of an algorithm or a process. A flow is described as the graphical representation of the sequence of information. An information system flowchart shows how data flows from source document through computer to the final distribution of users. Program flow chart the sequence of instruction in a single program or subroutine.

Different symbols are used to draw each flow chart. The flowchart shows the points or input and output or logic sequence of various processing steps in the system and the relationship of one element, the system to the other part of the system. Or to the other information of the system. A flowchart often symbolises the most important steps of the process without detailing of the way the work is to be performed.

Symbols uses in flowcharts are:

NAME	SYMBOL	USE IN FLOWCHART
Flow Line		Denotes the direction of logic flow in the program.
Parallelogram		Denotes either an input operation or an output operation.
Rectangle		Denote a process to be carried out.
Diamond		Denotes a decision to be made.
Circle		Denotes a decision to be made.

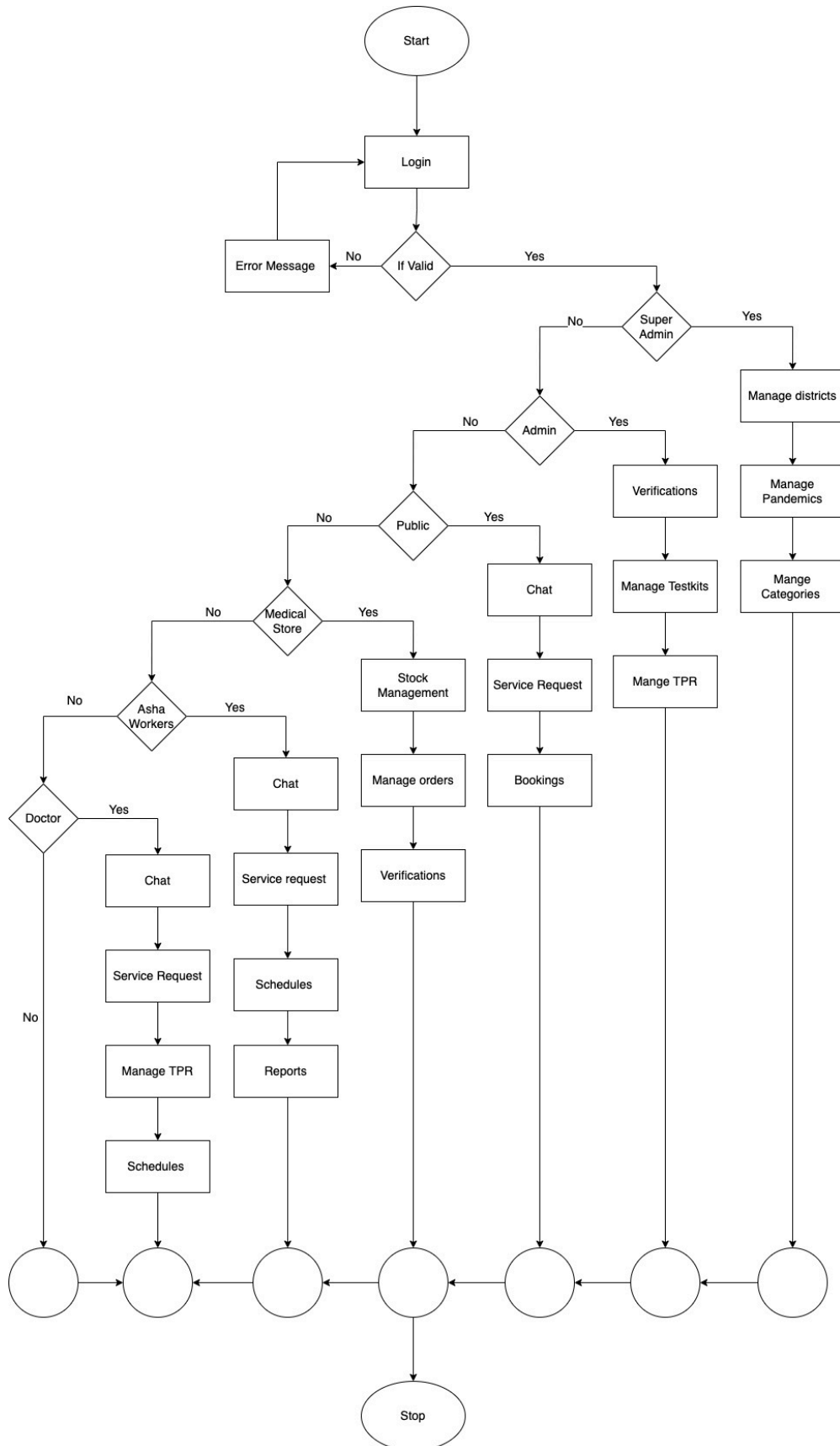


fig: System flow chart

4.6 MENU TREE

Menu tree is a data flow methodology. The graphical representation of dataflow, communication and defining the modules and their relationship with each is known as menu chart. The method decomposes and modularizes the reasoning and promotes the maintainable provable systems

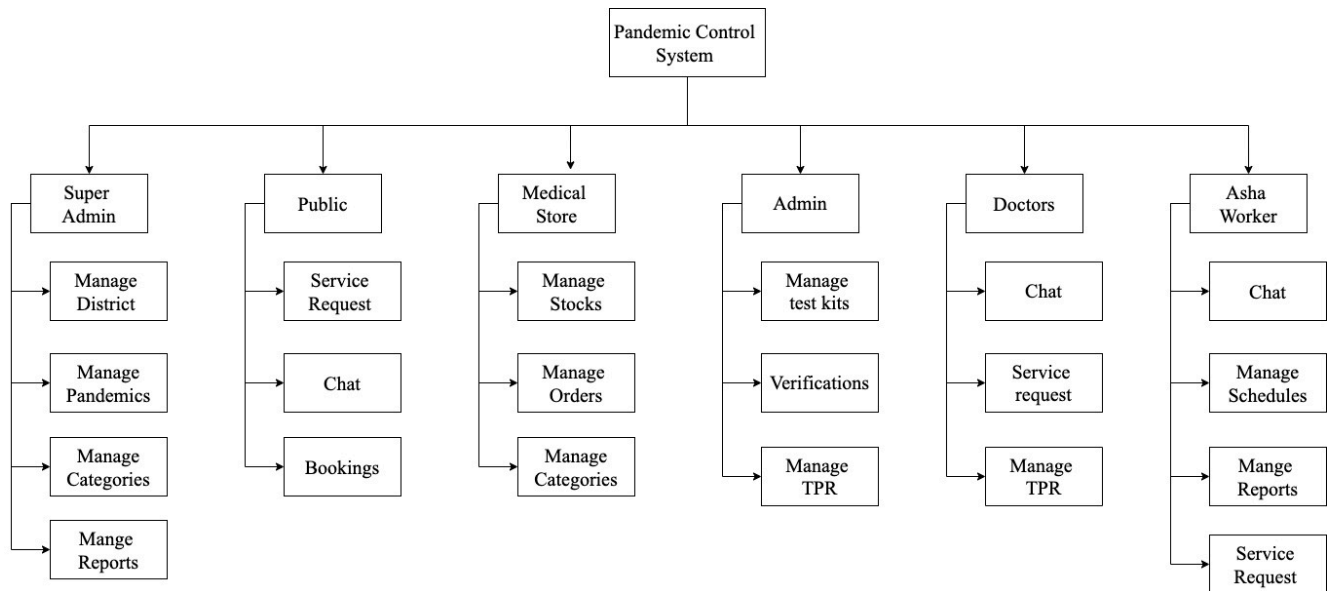


fig: Menu tree

4.7 DATABASE DESIGN

A database design is a collection of interrelated data stored with the maximum redundancy to serve many users quickly and effectively. The general theme behind a database is to handle information as an integrated whole. The general objective is to make information access easy, quick, inexpensive and flexible for other user. The database serves as the repository of data, so a well- designed database can lead to better program structure and reduces procedural complexity. Database design is considered as a standard for management information system and is available virtually for every computer system.

Specific objectives in a database are:

- **Controlled Redundancy:** A unique aspect of database is storing data only once, which control redundancy and improve and system performance.
- **Ease of Learning and Use:** Database should be modifying without interfering with established ways of using data.
- **Data Independence:** It refers to the ability to add new data without rewriting an application program.
- **More Information Low Cost:** Using storing and modifying more information at low cost is important.
- **Accurate and Integrating:** The accuracy of database ensures that data quality and content remain constant.
- **Recovery from Failure:** Integrity with multi user access to a database, the system must recover after it is down with no loss transaction.
- **Privacy and Security:** Database should be prevented from unauthorized access. Users must be positively identified and their action monitored.
- **Performance:** This emphasizes on the response time to enquire suitable to the use of the data.

Keys

A key is a column or columns used to identify rows. Various types of keys are:

- **Primary key:** A primary key is a column used to uniquely identify a particular row in a table. Every database table should have or more columns designed as the primary key. The value of this they holds should be unique for each record in the database.
- **Candidate key:** A candidate key is a combination of one or more columns, the values of which uniquely identifies each row of the table.
- **Foreign key:** A foreign key is one or more columns whose values are based on the primary or candidate key of another table. These keys are used to create relationship between tables. Natural relationship exists between tables in most database structures.
- **Super keys:** A super key is a combination of attributes that can be uniquely used to identify a database records. A table might have many super key. Candidate keys are special subset of super keys that do not have any extraneous information in them.

4.7.1 Table Design

Column	Type	Constrains	Description
alertid	int(11)	Primary key	Identity for alert_
alerttype	varchar(100)	Not null	Description for alert_type
alertinstruction	varchar(100)	Not null	Describes the alert_instruction
postdt	varchar(100)	Not null	Defines the post_date
startdt	varchar(100)	Not null	Defines the start_date
alertstatus	varchar(100)	Not null	Defines the alert_status
cat_id	int(11)	Foreign key	Defines the identity of Category
dist_id	int(11)	Foreign key	Defines the identity of district_

Table 4.1: alert

Column	Type	Constrains	Description
allotid	int(11)	Primary key	Identity for allot_
workstatus	varchar(100)	Not null	Identity of work_status
date	varchar(100)	Not null	Description for allote_date
report	varchar(100)	Not null	Description for report
staff_id	int(11)	Foreign key	Description for staff_id

Table 4.2: allot

Column	Type	Constrains	Description
Case_id	int(11)	Primary key	Defines case_id
casestatus	varchar(100)	Not null	Defins the Case_status
infectionhistory	varchar(100)	Not null	Description for infection_history
infectiontype	varchar(100)	Not null	Describes the infection_type
testresult	varchar(100)	not null	Defines the Test_result
kit_id	int(11)	Foreign key	Describes kit_id

Table 4.3: case

Column	Type	Constrains	Description
<i>cateid</i>	int(11)	Primary key	<i>Identity for category</i>
catename	varchar(100)	Not null	Defines the Category_name
catdetails	varchar(100)	Not null	Describes the Category_desc
categorytype	varchar(100)	Not null	Defines the Category_type
categorystartdt	varchar(100)	Not null	Defines the Category_start_date
categorysymtoms	varchar(100)	Not null	Description for Category_symtoms
categoryprecotaions	varchar(100)	Not null	Defines the Category_precotaions
categorystatus	varchar(100)	Not null	Defines Category_status

Table 4.4: category

Column	Type	Constrains	Description
<i>distid</i>	int(11)	Primary key	<i>Identity for district_</i>
distname	varchar(100)	Not null	Defines the district
disthead	varchar(100)	Not null	Defines the District_adminn
districtadminde	varchar(100)	Not null	Description for District_admin_
districtadmincontact	varchar(100)	Not null	Defines the District admin contact
districtadminemail	varchar(100)	Not null	Defines District_admin email
login_id	int(11)	Foreign key	Identity of login

Table 4.5: district

Column	Type	Constrains	Description
<i>order_id</i>	int(11)	Primary key	Describes the Order identity
quantity	varchar(100)	Not null	Defines the quantity
Date	varchar(100)	Not null	Defines the District identity
status	varchar(100)	Not null	Describes the status
stock_id	int(11)	Foreign key	Describes the stock identity
user_id	int(11)	Foreign key	Defines the user identity

Table 4.9: order

Column	Type	Constrains	Description
chatid	int(11)	Primary key	Identity of chat_
sendertype	varchar(100)	Not null	Defies the Sender_type
message	varchar(1000)	Not null	Describes the message
senddate	varchar(100)	Not null	Defines date send
sendtime	varchar(100)	Not null	Defines the time send
status	varchar(100)	Not null	Defines the status
staff_id	int(11)	Foreign key	Defines the doctor_identity
user_id	int(11)	Foreign key	Describes the public_identity

Table 4.6: chat

Column	Type	Contrains	Description
Staff_id	int(11)	Primary key	Identity of Staff_
staffcode	varchar(100)	Not null	Defines the Staff_code
staffname	varchar(100)	Not null	Defines the Staff name
staffphoto	varchar(100)	Not null	Description for Staff_photo
staffcontact	varchar(100)	Not null	Description for Staff_contact
staffemail	varchar(100)	Not null	Defines the email of staff
staffstatus	varchar(100)	Not null	Defines the Staff_status
staffaddress	varchar(100)	Not null	Defines the Staff_address
staffqualification	varchar(100)	Not null	Defines the Staff_qualificationz
location	varchar(100)	Not null	Defines the location of staff
dist_id	int(11)	Foreign key	Defines the District_identity
login_id	int(11)	Foreign key	Defines the Login_identity

Table 4.7: staff

Column	Type	Constrains	Description
Kit_id	int(11)	Primary key	Identity for kit
kitstaus	varchar(100)	Not null	Defines the staus of kit
requestdt	varchar(100)	Not null	Defines the Request details
previousrequestdate	varchar(100)	Not null	Defines the Previous request date
alotqrcode	varchar(100)	Not null	Defines the qrcode allotted
workstatus	varchar(100)	Not null	Describes the workstatus
allotedate	varchar(100)	Not null	Describe the date allotted
user_id	int(11)	Foreign key	Defines the ashaworker dentity
cat_id	int(11)	Foreign key	Identify the public ideentiy

Table 4.8: kitrequest

Column	Type	Constrains	Description
Serve_id	int(11)	Primary key	Identity for the service
isolationreason	varchar(100)	Not null	Description for the Isolationreason
requirement	varchar(100)	Not null	It is used for the requirements
regdate	varchar(100)	Not null	Define as for the Registrationdate
reqdate	varchar(100)	Not null	Define as Request date
requeststatus	varchar(100)	Not null	Described as Request status
user_id	int(11)	Foreign key	Defined as District id
staff_id	int(11)	Foreign key	Identification used for the staff

Table 4.15: service

Column	Type	Constrains	Description
logid	int(11)	Primary key	Defines the Login identity
username	varchar(100)	Not null	Defines the name of the user
password	varchar(100)	Not null	Defines the password foe login
role	varchar(10)	Not null	Describes the role

Table 4.10: login

Column	Type	Constrains	Description
shopid	int(11)	Primary key	Defines the Medicalshop identity
shopname	varchar(100)	Not null	Defines the name of the shop
licenseno	varchar(100)	Not null	Defines the License_number
ownerno	varchar(100)	Not null	Defines the Owner_number
contactno	varchar(100)	Not null	Defines the Contact_number
email	varchar(100)	Not null	Defines the email
workinghrs	varchar(100)	Not null	Describes the Working hours
licensecpy	varchar(100)	Not null	Defines the copy of the License_
medstatus	varchar(100)	Not null	Defines the Medical status
location	varchar(100)	Not null	Describes the Location
login_id	int(11)	Foreign key	Describes the Login dentity
distictid	int(11)	Foreign key	Describes the District_identity

Table 4.11: shop

Column	Type	Constrains	Description
Stock_id	int(11)	Primary key	Defines the Stock identity
medicinenam e	varchar(100)	Not null	Defines the name of the Medicine
medtype	varchar(100)	Not null	Describes the type of the Medicine
medprice	varchar(100)	Not null	Defines the Medicine price
medqty	varchar(100)	Not null	Defines the quantity of the Medicine
meddec	varchar(100)	Not null	Description for the Medicine_
medpic	varchar(100)	Not null	Defines the picture of the Medicine_
shop_id	int(11)	Foreign key	Defines the Medicalshop identity

Table 4.12: stock

Column	Type	Constrains	Description
notifid	int(11)	Primary key	Define sthe Notification identity
notificationtitle	varchar(100)	Not null	Defines the title of the Notification
notification	varchar(100)	Not null	Defines the notification
notificdate	varchar(100)	Not null	Describes the date of the Notification
cat_id	int(11)	Foreign key	Defines the Category_identity
Dist_id	Int(11)	Foreign_key	Defines the District identity

Table 4.13: notification

Column	Type	Constrains	Description
userid	int(11)	Primary key	Describes the user_identity
name	varchar(100)	Not null	Defines the name of the user
addharno	varchar(100)	Not null	Defines the Addhar_number
addharcopy	varchar(100)	Not null	Defines the copy of Addhar_
userdob	varchar(100)	Not null	Defines the user_document
usercontact	varchar(100)	Not null	Defines the user_contact
useremail	varchar(100)	Not null	Defines the email of user
useraddress	varchar(100)	Not null	Defines the user_address
userjob	varchar(100)	Not null	Describes the job of user
userjobsector	varchar(100)	Not null	Describes user_job_sector
userjobdescrip	varchar(100)	Not null	Description for user job
userphoto	varchar(100)	Not null	Defines the user_photo
userstatus	varchar(100)	Not null	Defines the User status
dist_id	int(11)	Foreign key	Defines the District_id
location	varchar(100)	Not null	Defines the Location id
login_id	int(11)	Foreign key	Defines the Login_id

Table 4.14 user

4.8 NORMALIZATION

Designing a database is a complex task and the normalization theory is a useful in this design process. The process of normalization is concerned with transformation of conceptual schema into computer representation form.

A bad database design may lead to certain undesirable situation such as:

- Repetition of information
- Inability to represent certain information
- Loss of information.

This is important that a database using that we are using may free from data redundancy and inconsistency. For this need we maintain the table in a normalised manner .A normalized data can also encompass many related activities of an organisation thereby minimizing the need for rewriting the application programs .Thus normalization helps one to attain a database design and thereby ensures efficiency of database.

Purpose of normalization:

- Helps to simplify the structure of tables.
- To structure the data so that there is no repetition of data that helps in saving space.
- To permit simple retrieval of data in response to query and report requests.
- To simplify the maintenance of data through updates, insertion and deletion.

To minimize the anomalies, normalization may be used. Each step in the process of normalization is known as normal form. The four normal forms in the process of normalization are:

First Normal Form (1NF)

A relation is in 1NF, if and only if the value in the domain of each attributes of the relation are atomic. In other words, a table is said to be in 1NF when each cell of the table contains precisely one value. The objective of 1NF is to divide the database into logical units called tables. When each table has been designed, primary key is assigned to most or all tables.

Second Normal Form (2NF)

A relation is said to be in 2NF, when it is 1NF and every non key attribute is fully dependent on a key. The objective of 2NF is to take data that is partially dependent on the primary key, enter the data in another table. Now consider the database of this system. In this, there is a total of table and all tables in second normal form.

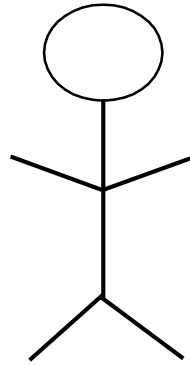
Benefits of Normalization

- To permit simple retrieval of data in response to query and report request.
- Help to simplify the structure of tables.
- Data modification anomalies are reduced.
- Data consistency within the database.

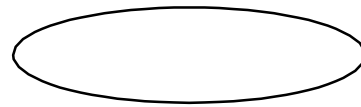
In our project, Pandemic Controlling System, the second normal form is used for designing all the tables .

4.9 USE CASE DIAGRAM

A Use case is a set of scenarios that describing an interaction between user and system. A use case diagram displays the relationship among the actors and use cases. The two main components of a use case diagram are cases and actors. A use case defines the interaction between external actors and system under consideration to accomplish goals. Actors must be able to make decision, but need not to be human: An actor must be a person, a company or organization.



Actor



Use Case

A Use case represents a user or another system that will interact with the system you are modeling. A use case is an external view of the system that represents actions that user might perform in order to complete a task. Use cases are used in almost every project. They are helpful in exposing requirements and planning the project. During the initial stage of a project most use case should be defined, but as the project continuous might become visible

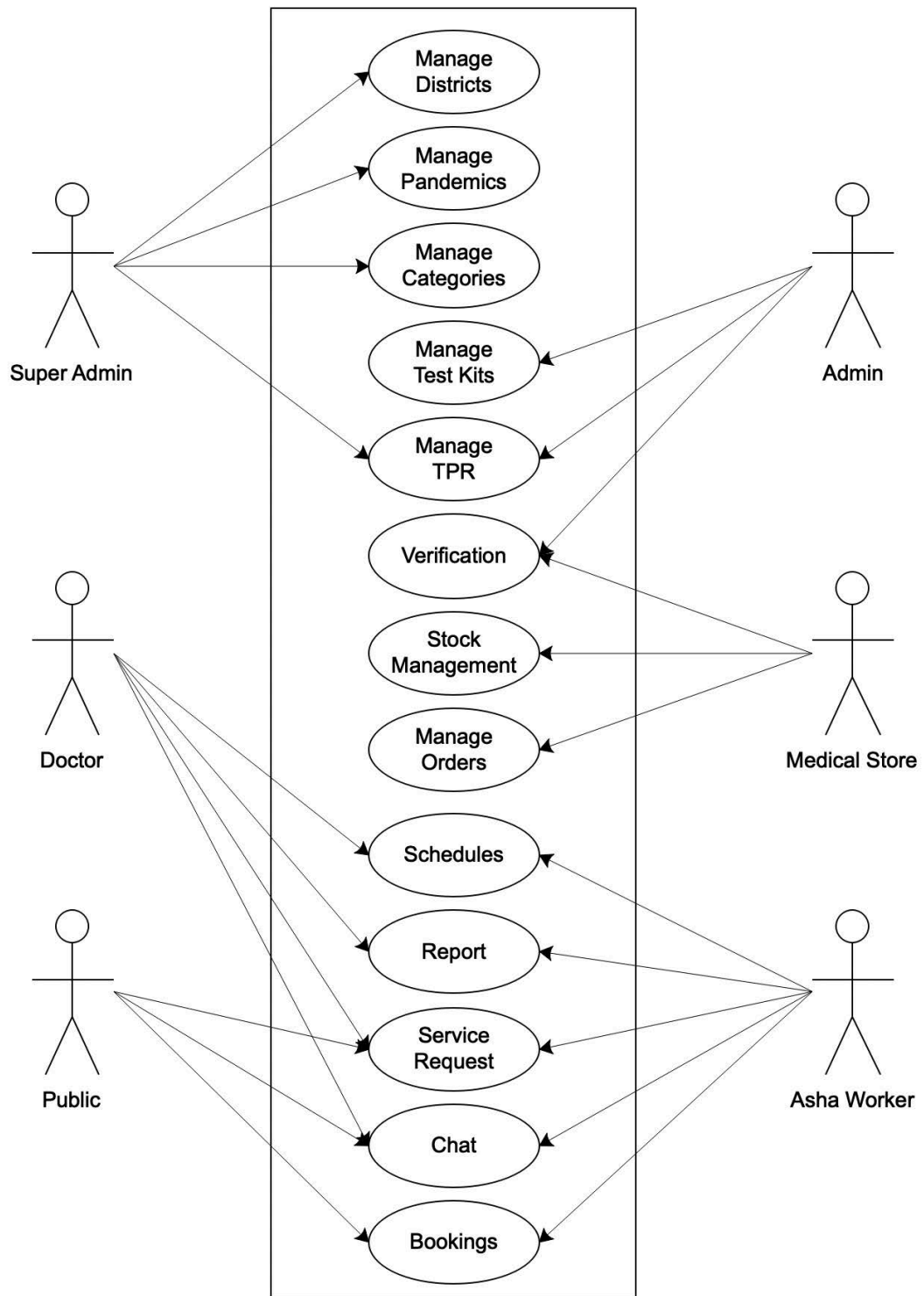


fig:13 Use case diagram

CODING AND IMPLEMENTATION

5.1 INTRODUCTION

When considered as a step-in software engineering, coding is viewing as a natural consequence after design. However, programming language characteristics and code style can profoundly affect software quality and maintainability. The coding step translates a detailed design representation into a programming language realization. The translation process continues when a compiler accepts source code as output. The initial translation step in detail design to programming language is a primary concern in the software engineering context. Improper interpretation of a detailed design specification can lead erroneous source code. Style is an important attribute of source code and can determine the intelligibility of a program. The element of a style includes internal documentation, method for data declaration, procedures for statement construction, I/O coding and declaration. In all cases simplicity and clarity are characteristics.

5.2 FEATURES OF LANGUAGE

- Backend and main code designed using JAVA
- Frontend for the website using PHP and HTML
- Database used is MySQL

5.3 PROGRAMMING LANGUAGES USED

a. JAVA

JAVA was developed by James Gosling at Sun Microsystems Inc in the year 1995, later acquired by Oracle Corporation. It is a simple programming language. Java makes writing, compiling, and debugging programming easy. It helps to create reusable code and modular programs. java is a class-based, object-oriented programming language and is designed to have as few implementation dependencies as possible. A general-purpose programming language made for developers to *write once run anywhere* that is compiled Java code can run on all platforms that support Java. Java applications are compiled to byte code that can run on any Java Virtual Machine. The syntax of Java is similar to c/c++.

b. HTML

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

c. Python

Python is a popular programming language. It was created by Guido van Rossum, and released in 1991. It is used for web development (server-side), software development, mathematics, system scripting. Python works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc). Python has a simple syntax similar to the English language. Python can be used on a server to create web applications. Python can be used for rapid prototyping, or for production-ready software development. Python uses new lines to complete a command, as opposed to other programming languages which often use semicolons or parentheses.

d. CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content. Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has

- **RDBMS**

- a. MySQL**

MySQL is a relational database management system (RDBMS) developed by Oracle that is based on structured query language (SQL). A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or a place to hold the vast amounts of information in a corporate network. In particular, a relational database is a digital store collecting data and organizing it according to the relational model. In this model, tables consist of rows and columns, and relationships between data elements all follow a strict logical structure. An RDBMS is simply the set of software tools used to actually implement, manage, and query such a database.

Steps to use software for new customer

Users can download this application through any app store. Once they downloaded the application they can simply register their details and start using this application by logging in and start using the services. And the web control system is only available for the state admins, district admins, and for medical stores.

5.4SOURCE CODE

```
package com.pandemo;
import androidx.appcompat.app.AppCompatActivity;
import android.app.AlertDialog;
import android.content.Context;
import android.content.Intent;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.EditText;
import java.util.List;
import retrofit2.Call;
import retrofit2.Callback;
import retrofit2.Response;
public class Login extends AppCompatActivity {
    ProgressDialog progressDialog;
    EditText uname, pass;
    String user = "", role = "";
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);
        uname = findViewById(R.id.username);
        pass = findViewById(R.id.password);
        SharedPreferences sharedPreferences = getSharedPreferences("pandemo",
Context.MODE_PRIVATE);
        user = sharedPreferences.getString("logid", "");
        role = sharedPreferences.getString("role", "");
        if (!role.equals("") && !user.equals("")) {
            if (role.equals("user")) {
                startActivity(new Intent(getApplicationContext(), UserHome.class));
                finish();
            } else if (role.equals("doc")) {
                startActivity(new Intent(getApplicationContext(), DocHome.class));
                finish();
            } else if (role.equals("asha")) {
                startActivity(new Intent(getApplicationContext(), AshaHome.class));
                finish();
            }
        }
    }
}
```

```

    }
    }
}
public void login(View view) {
    try {
        progressDialog = new ProgressDialog(Login.this);
        progressDialog.setMessage("Verifying Access ..");
        progressDialog.setProgressStyle(ProgressDialog.STYLE_SPINNER);
        if (uname.getText().toString().equals("")) {
            uname.requestFocus();
            Varii.p(getApplicationContext(), "Please enter your e-mail");
        } else if (pass.getText().toString().equals("")) {
            Varii.p(getApplicationContext(), "Please enter password");
            pass.requestFocus();
        } else {
            progressDialog.show();
            MainApi service = Connection.getcon().create(MainApi.class);
            Call<List<Result>> call = service.login(
                uname.getText().toString(),
                pass.getText().toString()
            );
            call.enqueue(new Callback<List<Result>>() {
                @Override
                public void onResponse(Call<List<Result>> call,
Response<List<Result>> response) {
                    Log.i("onResponse", response.message());
                    try {
                        List<Result> userList = response.body();
                        for (Result n : userList) {
                            SharedPreferences sharedPref =
getSharedPreferences("pandemo", Context.MODE_PRIVATE);
                            SharedPreferences.Editor editor = sharedPref.edit();
                            if (n.getResult().contains("ok")) {
                                String g[] = n.getResult().split(":");
                                editor.putString("logid", g[1]);
                                editor.putString("role", g[2]);
                                editor.putString("cname", g[3]);

```

```

editor.putString("dist", g[4]);
        editor.putString("loc", g[5]);
        editor.putString("username",
uname.getText().toString());
        editor.commit();
        if(sharedPref.getString("role", "").equals("user")){
            startActivity(new Intent(getApplicationContext(),
UserHome.class));
            finish();
        } else if(sharedPref.getString("role", "").equals("doc")){
            startActivity(new Intent(getApplicationContext(),
DocHome.class));
            finish();
        } else if(sharedPref.getString("role", "").equals("asha"))
{
            startActivity(new Intent(getApplicationContext(),
AshaHome.class));
            finish();
        }
        } else if (n.getResult().contains("invalid") ) {
            Varii.p(getApplicationContext(), "Invalid username or
password");
        } else {
            Varii.p(getApplicationContext(), n.getResult() + "");
        }
    }
    Log.e("error", "123");
    progressDialog.dismiss();
} catch (Exception e) {
    progressDialog.dismiss();
    Varii.p(getApplicationContext(), " r"+e );
}
}
@Override
public void onFailure(Call<List<Result>> call, Throwable t) {
    Varii.p(getApplicationContext(), t.getMessage() + "Bad
network.. Please try again later");
    progressDialog.dismiss();
}

```

```
});  
    }  
    } catch (Exception e) {  
        progressDialog.dismiss();  
        Varii.p(getApplicationContext(), "v" + e);  
    }  
}  
public void userSignup(View view) {  
    Intent i = new Intent(getApplicationContext(), UserRegister.class);  
    i.setFlags(Intent.FLAG_ACTIVITY_SINGLE_TOP);  
    startActivity(i);  
}  
@Override  
public void onBackPressed() {  
    finishAffinity();  
}  
}
```

5.5 INTRODUCTION TO IMPLEMENTATION

Implementation is the state in the project where the theoretical design is put into real test. All the theoretical and practical works are now implemented a working system. This is the most crucial stage in the lifecycle of a project. The system goes for implementation only after passing through some rigorous testing, especially when it comes to operation system and other system software, the testing and implementation phase assumed greater significance.

5.6 IMPLEMENTATION OF PROPOSED SYSTEM

The implementation is the final stage, and it is an important phase. It involves the individual programming, system testing and operational running of the developed system that constitute the application system. One major task of implementation phase is the education of users, which should really have been taken place much earlier during the investigation and design work. It has been observed that many of the users resist advent of new technology or systems. This is one of the important factors of the considered for the actual implementation of the project. During the implementation phase the system takes physical shape. In order for the system implementation, planning is necessary. The implementation phase of the software development is concerned while design specification into a source code. The user tests the developed system and changes are made according to suit his/her needs. Our system has been successfully implemented. Before implementation several tests have been conducted to ensure that no errors are encountered during the operation, in case of errors they have to be rectified effectively. Errors can be of various types mainly minor or major, requiring the corresponding effort. Even a dot or comma and sometimes causes major errors. The implementation phase ends with an evaluation of the system after placing into operation for a period of time.

TESTING

6.1 INTRODUCTION

Software testing is critical element of software quality assurance the ultimate review of specification, design and coding. Testing represents an interesting anomaly for the software. During the earlier definition and development phase it was attempted to build software from abstract concepts to a tangible implementation. The testing phase involves the testing of the developed system using various test data. After preparation of the test data the system under study is tested using those test data. While testing the system by using the test data, errors were found and corrected. Thus a series of test layer performed for the proposed system before the system was already for implementation.

6.2 TESTING METHODS

Software system testing methods are traditionally divided into Black box testing and White box testing. These two approaches are used to describe the point of view that a test engineer takes when designing test cases.

- Black box testing (is also called functional testing) is testing that ignores the internal mechanism of the system or component and focuses solely on the output generated in responses to selected input and execution conditions.
- White box testing (is also called structural testing or glass box testing) is testing that takes into account the internal mechanism of the system or component.

Black box testing

This testing methodology looks at what are available for an application and what expected outputs are should be get from each inputs. It is not concerned with the inner working of the applications under takes to achieve particular outputs or any other internal aspects of the application that may be involved in the transformation of an input into an output. Most black box testing tools employee either coordinate based on interaction with the application Graphical User Interface (GUI) or images recognition an example of a black box would be search engine.

White box testing

This testing methodology looks under the covers and into the subsystem of application whereas black box concerns it exclusively with inputs and outputs of an application. White box testing enables you to see what is happening inside the application. White box testing provides a degree of sophistication that is not available with black box testing as the tester is able to refer to and interact with the objects that comprise and application rather than only having access to user interface.

6.3 LEVELS OF TESTING

- **Unit testing**

A unit testing focuses verification effort on the smallest unit of software design using the unit test plan prepared in the design phase of the system, improvement control paths are test to uncover the error within the module. This testing was carried out during the coding itself. Each module is going to be working satisfactory as the expected output the module.

- **IntegrationTesting**

Integration testing is t he systematic technique for constructing the program structure while at the same time, conducting it's the programming structure while at the same time design conducting test to uncover errors associated with the interface. The objectives are to take

unit tested modules and build the program structure that has been directed by design. All modules are combined in this testing step. The entire program is tested as a whole. If a set of errors is encountered correction is difficult because the isolation of causes is completed by vastness of the entire program. Using integrated test plans prepared in the design phase of the system developed as a guided, the integration was carried out. All the errors found in the system were corrected for the next testing steps.

- **Validation Testing**

At the end of the integration testing software is completely assembled as a package interfacing errors have been uncovered and corrected and final series of software validation testing begins. Validation testing can be defined in many ways but a simple definition is that validation succeeds when the software fractions in a manner that can be reasonably accepted by the user customer. Software validation is achieved through a series of black box test that demonstrates conformity with requirements. After the validation test has been completed one of following two possible conditions exists.

- The functions or performance characteristics confirm to specification and are accepted.
- A deviation from specification is uncovered and a deficiency list is created. Deviation or errors discovered at this project is corrected prior to the completion of the help users by negotiating to establish a method resolving deficiencies.

- **Output Testing**

No system could be useful if it does not produce the required output in the specific format. The output user interface was tested to ensure if the system provide correct, accurate output in the specified format. The output generated or displayed by the system is tested asking the users about the format required by them.

- **Conditional testing**

In this part of the testing each of the conditions were tested to both true and false aspects. And all the resulting paths were tested. So that each path that may be generate on particular condition is traced to uncover any possible errors.

- **Hybrid testing**

Hybrid testing examines class operation at an algorithmic granularity but only examines public methods and variables. From the standard point of the application, hybrid testing qualifies as white box testing since the classes being tested may not be exposed to the application. From the class level, hybrid testing qualifies as black box testing since private methods and variables are not exposed and how the results are produced is never called into question.

MAINTENANCE

7.1 MAINTENANCE

Maintenance is a characteristic of design and implementation, which is expressed as a probability that an item will be retained in or restore to a specific condition within given period of time, when maintenance is performed in accordance with the prescribed procedures and resources.

Maintenance is the enigma of system development. It holds the software industry captive, trying up programming resources. Analyst and programmers spend far more time maintaining program than they do writing them.

Maintenance can be classified as corrective, adaptive, prefecture. Corrective maintenance means repairing process or performance or modifying the program to respond to spend on a prefecture than on corrective and adaptive maintenance.

Technical and management approaches to the maintenance phase can be implemented with the upheaval. However takes performed during the software engineering process defined maintainability and have an import on the success of maintenance approach.

SECURITY, BACKUP AND RECOVERY MECHANISM

8.1 SECURITY

Security is an important consideration in an application. There are many possibility threats to the security and integrity of any system where more than one user is associated with the system. Software integrity of any system has more than one user is associated with the system. Software integrity has become increasingly important. The attributes measures a system system's ability to withstand on security. Attacks can be done on all three components of software: programs, data and documents. Security test attempts to verify the protection mechanism built into the system, which will protect it from improper penetration. The system is designed in such a way that only authorised user can access it. Security concepts:

- **Authentication**
- **Authorization**

Authentication

This is the process of determining a user's identity and forcing users to prove they are who they claim to be; usually this involves entering credential in some sort of login page or windows.

Authorization

Once the user is authenticated, authorization is the process of determining where that user has sufficient permission to perform a given action, such as viewing a page or retrieving information from the database.

- Security measures are taken by reporting the contents of encrypted files to an external media.
- Each time, system maintenance is done.
- Error reporting are collected and updated regularly.
- Software errors are identified and recorded in matrix format.

8.2 BACKUP AND RECOVERY MECHANISM

Backup facility is used in the software for backing of data. If any error occurs in the database due to any database error or software error or the database is deleted in any fault operation, you can copy the backup file to solve this problem.

For protecting the system from any kind of loss or damage, backup facility is offered. The entire program and associated database can be saved into a floppy disk or CD for the purpose of the failure use. If the program encounters as unexpected problem due to a corrupt database, the backup in the floppy disk or CD can be used. The data do not lost from that device due to a usual failure. The entire database is recommended to be back daily. So there is no problem for the recovery of data.

USER MANUALS

9.1 USER MANUALS

The User Manuals provides the detailed description regarding the usage of the software.
The main user tips are:

- All the required operations are specified in various links.
- Never share your user id and password.
- Do not send extremely confidentially information as autographs to any user.
- Change your password periodically.

FUTURE ENHANCEMENT AND UPGRADABILITY POSSIBILITIES

10.1 FUTURE ENHANCEMENT AND UPGRADING POSSIBILITIES

The development system is capable of efficiency performing routine activities. Although the system developed most of the functionalities the system can be enhanced by making little changes. Proper documentation of the code helps in easy addition or modification of the code. If the code needs modification at a later time, it can be done with the help of its creator. Enhancement can be made with simplicity and without the complexity. The enhancement can be done for adding more functionality to the application, adding more simplicity in formatting of data files, or even adding robustness to the code. The use of this service for the better services and faster processing. In future users can sell their own secondhand books through this app. More advanced community capabilities can be implemented like cohorts based own genre, user interest etc.

CONCLUSION

11.1 CONCLUSION

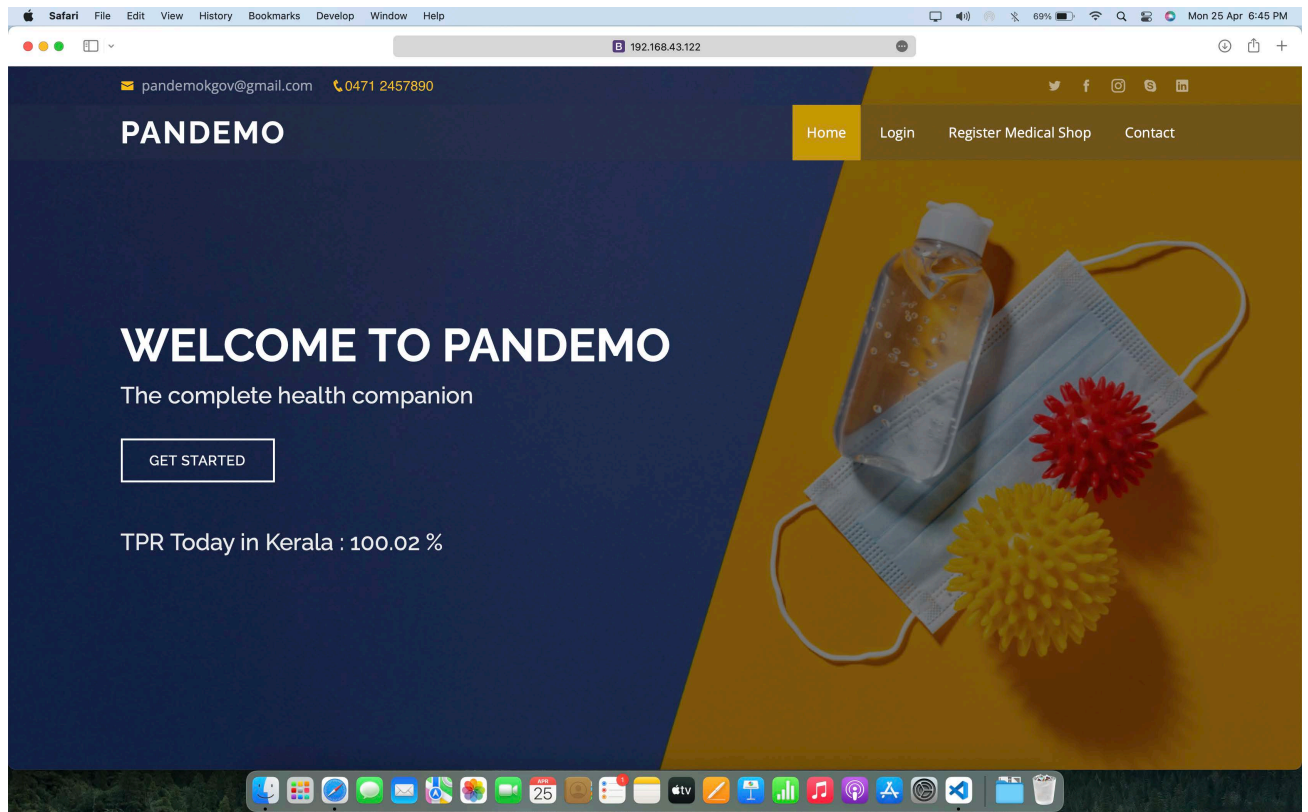
This project module in the system help in faster development, implementation and maintenance of the software. This system has been developed as versatile, cost effective and user-friendly as possible with the advanced features in this technology. Using Java the system was developed and tested extensively. Through this app reading habit among youth as well as adults can be increased.

The main advantage of this project are

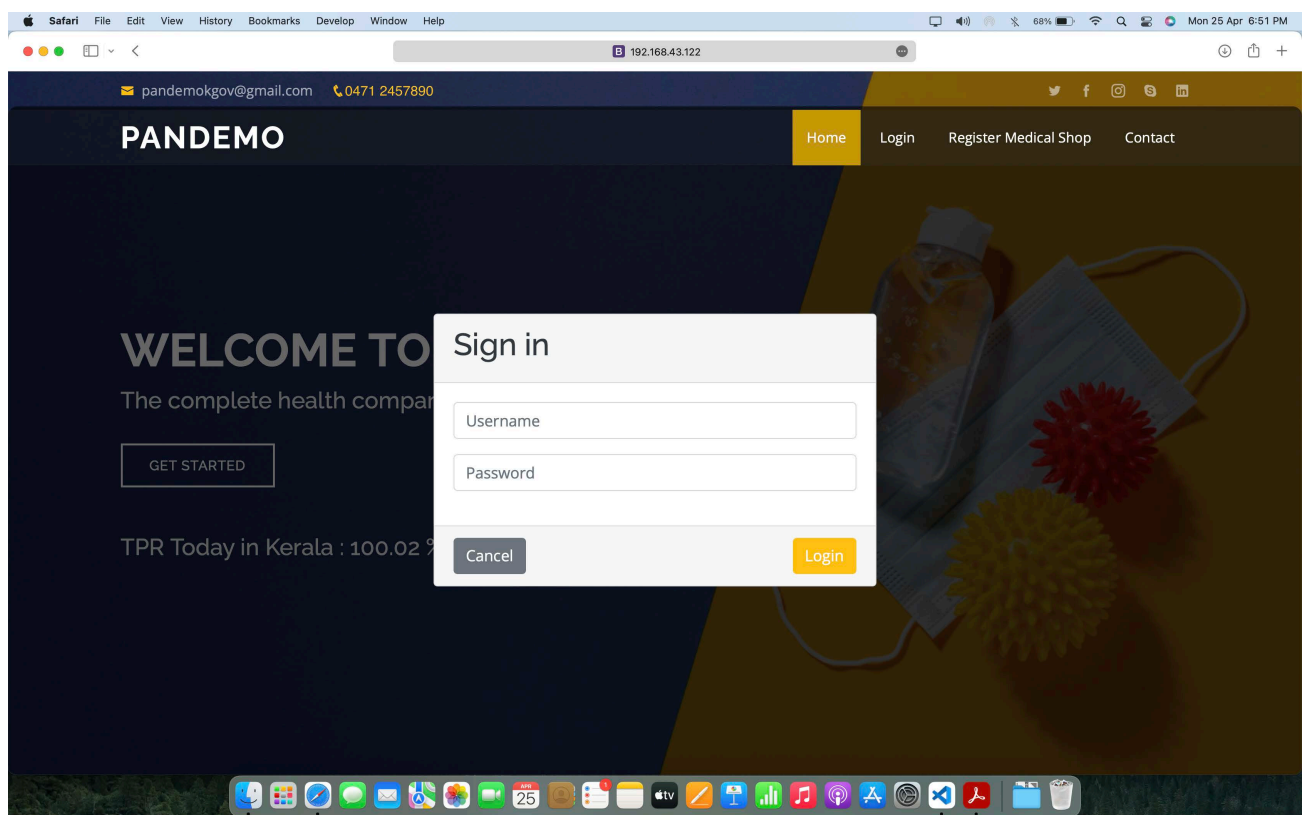
- User friendly interface
- Simplicity and usability
- Cost and time efficiency

APPENDIX

SCREENSHOTS



Welcome Screen



Login

Register Medical Shop

Shop name:

Owner name:

Contact no:

Email:

District:

Location:

License no:

Working hours:

License copy: no file selected

Username:

Password:

Register Medical Store

WELCOME TO ADMINISTRATOR PANEL

TPR Today

District	District admin	TPR Today
Kollam	Shyam Mohan	100.00 %
Thiruvananthapuram	Shivan Das	0.00 %

State Admin Dashboard

Sl.No.	Medicine image	Medicine name	Description	Type	Price	Stock	Action
1		Adderall	Adderall contains a combination of amphetamine and dextroamphetamine.	caps	499 Rs	10	Edit Delete
2		Cymbalta	Cymbalta is a selective serotonin and norepinephrine reuptake inhibitor antidepressant (SSNRI).	caps	299 Rs	12	Edit Delete
3		Entresto	Entresto contains a combination of sacubitril and valsartan.	caps	20 Rs	10	Edit Delete
4		Melatonin	Melatonin is the natural hormone your body secretes that helps to maintain your wake-sleep cycle	caps	30 Rs	10	Edit Delete
5		Clindamycin	Clindamycin is an antibiotic that fights bacteria in the body.	caps	567 Rs	100	Edit Delete
6		Naltrexone Injection	Naltrexone injection is also used to treat alcoholism by reducing your urge to drink alcohol.	caps	299 Rs	10	Edit Delete
7		Invokana	Invokana is an oral diabetes medicine that helps control blood sugar levels.	caps	389 Rs	30	Edit Delete

Medical Store Stock List

PANDAMO

SIGN IN

SIGN IN

[Don't have an account? Sign up as user](#)

Signed in as Arun

Pandemic alerts

Covid 19
Red alert
Updated on : 2022-03-21
Started on : 2022-03-17
The virus can spread from an infected person's mouth or nose in small liquid particles

TPR Today : 100.00

Doctors

Asha workers

Request

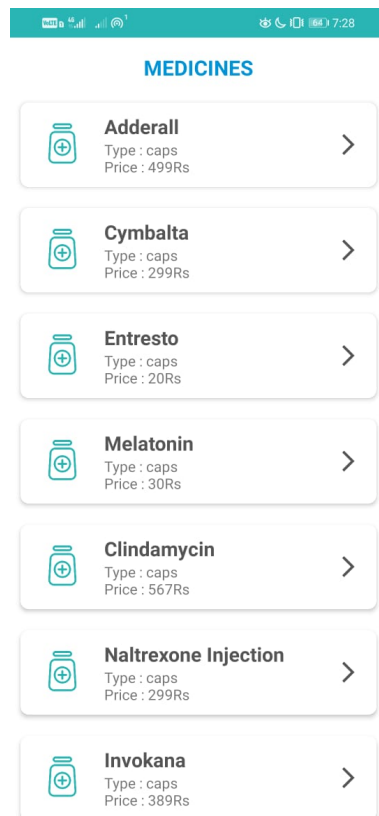
Allotted Test Kits
Submit test / view result / kit history

Medicine Bookings
Place your order / view purchase history

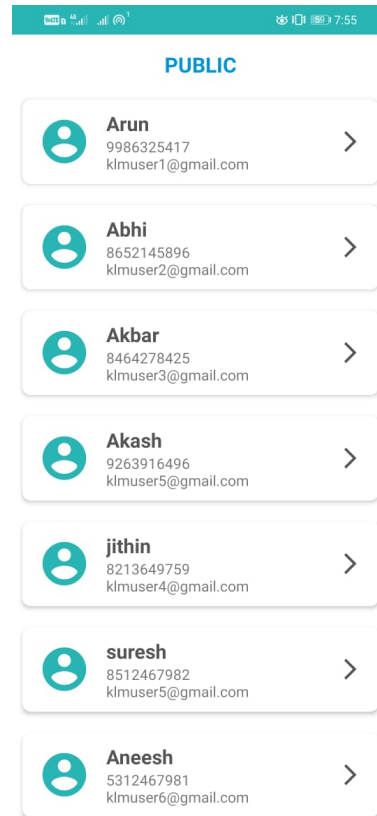
Service requests
View service status / service history

APP LOGIN PAGE

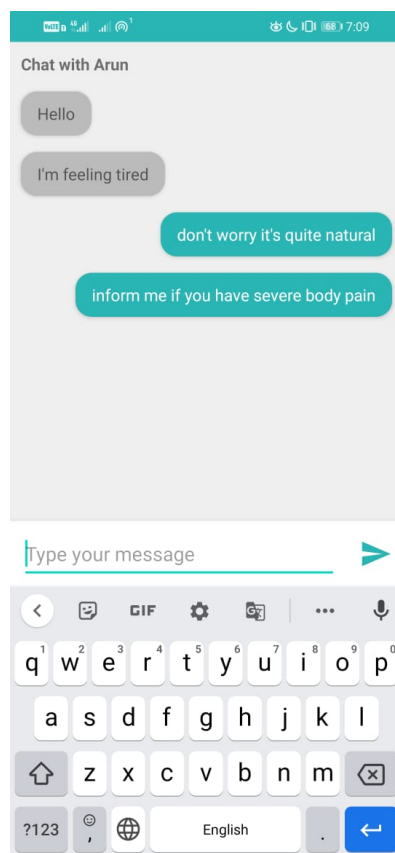
USER HOME



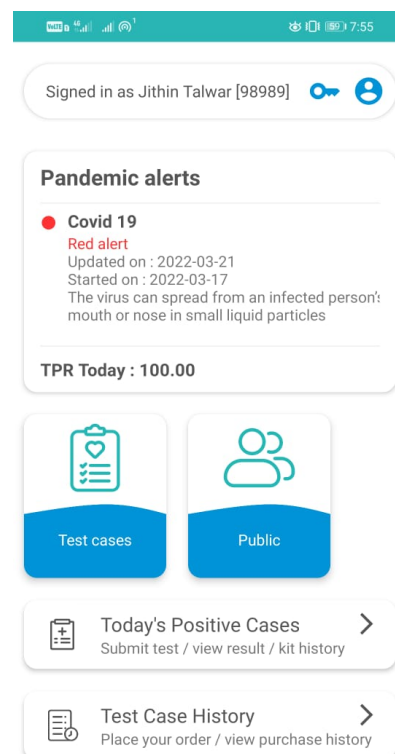
MEDICINE LIST



USER CHAT LIST



CHAT SCREEN



DOCTOR HOME

FORTNIGHTLY PROGRESS REPORT

FORTNIGHTLY PROGRESS REPORT 1 Date :

06-01-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To discuss and select project topic

Scheduled next meeting

The next meeting will be on 20-01-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 2

Date : 20-01-2022

Time : 11:30 am to 12:30 pm

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To determine the language used in system and study the language in details

Scheduled next meeting

The next meeting will be on 03-01-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 3

Date : 03-01-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To perform system analysis of the system

Scheduled next meeting

The next meeting will be on 17-02-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 4

Date : 17-02-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Design the diagram and tables used in the system

Scheduled next meeting

The next meeting will be on 03-03-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 5

Date : 03-03-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Depending on studies about the system we start coding of the system

Scheduled next meeting

The next meeting will be on 17-03-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 6

Date : 17-03-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To prepare documentation of the system

Scheduled next meeting

The next meeting will be on 17-03-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 7

Date : 17-03-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To prepare documentation of the system

Scheduled next meeting

The next meeting will be on 31-03-2022 at GO Tech Solutions, Kollam

FORTNIGHTLY PROGRESS REPORT 7

Date : 31-03-2022

Time : 9:30 am to 11:30 am

Location : GO Tech Solutions, Kollam

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To perform the testing of the system

TEAM WEEKLY MINUTES

TEAM WEEKLY MINUTES 1

Date : 26-01-2022

Time : 10am to 12pm

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Discussion and selection project topic.

Scheduled next meeting

The next meeting will be on 06-01-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 2

Date : 06-01-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Determination of language used in the system.

Scheduled next meeting

The next meeting will be on 15-01-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 3

Date : 15-01-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the packages used for building the system.

Scheduled next meeting

The next meeting will be on 22-01-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 4

Date : 22-01-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the packages used for building the system.

Scheduled next meeting

The next meeting will be on 28-01-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 5

Date : 28-01-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 29-01-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 6

Date : 29-01-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Determination of language used in the system.

Scheduled next meeting

The next meeting will be on 03-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 7

Date : 03-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

Design diagrams and table used in the system.

Scheduled next meeting

The next meeting will be on 04-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 8

Date : 04-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 09-02-2022 at CHMM college chavarcode

TEAM WEEKLY MINUTES 9

Date : 09-02-2022

Time : 10am to 03:30pm

Location: CHMM college chavarcode

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

First review of the project

Scheduled next meeting

The next meeting will be on 10-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 10

Date : 10-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 12-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 11

Date : 12-02-2022

Time : 10am to 11:30am Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system.

Scheduled next meeting

The next meeting will be on 18-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 12

Date : 18-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 29-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 13

Date : 19-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 25-02-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 14

Date : 25-02-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 03-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 15

Date : 04-03-2022

Time : 9.30am to 03:30pm

Location: CHMM college chavarcod

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

second review of the project

Scheduled next meeting

The next meeting will be on 10-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 16

Date : 10-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 11-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 17

Date : 11-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 17-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 18

Date : 17-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 18-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 19

Date : 18-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 24-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 20

Date : 24-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 25-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 21

Date : 25-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 11-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 22

Date : 26-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 30-03-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 23

Date : 30-03-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 12-04-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 24

Date : 12-04-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present : Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

Scheduled next meeting

The next meeting will be on 20-04-2022 at GO Tech Solutions, Kollam.

TEAM WEEKLY MINUTES 25

Date : 20-04-2022

Time : 10am to 11:30am

Location: GO Tech Solutions, Kollam.

Present :Akash S, Ali Ahammad, Anees Khan, Jithin S

Individual progress report

To study the language used for the system

BIBLIOGRAPHY

BIBLIOGRAPHY

Textual References:

- The Busy Coder's Guide to Advanced Android Development Book by Mark Murphy
- Android Programming for Beginners Book by John Horton
- HTML & CSS: Design and Build Web Sites Book by Jon Duckett
- Publication Websites
- <https://www.github.com>
- <https://www.stackoverflow.com>
- <https://www.tutorialspoint.com>
- <https://www.w3schools.com>

GANTT CHART

Gantt chart shows time relationship between events of the production program has regarded as revolutionary in management. Gantt chart recognize the total program goals and it should be regarded as a series of inter-related supporting plan (or events), that people can comprehend and follow.

The following figure is the Gantt chart of Pandemic Controlling System. The plan explains the task versus the time will take to complete.

