Android Project: HAMS

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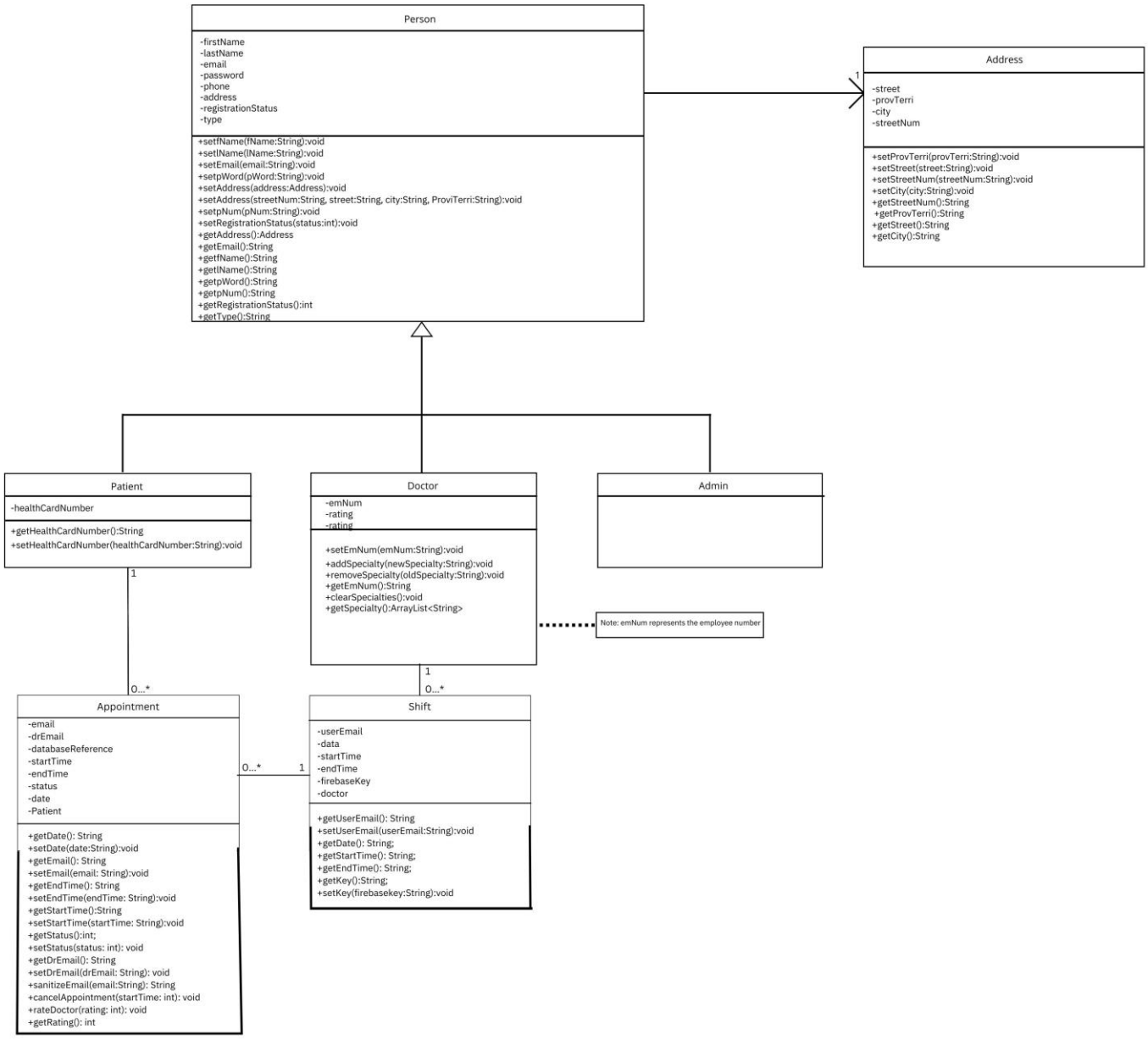
Introduction

This report outlines the process and product of our Healthcare Appointment Management System (HAMS). This application allows Android users to interact with a healthcare appointment system as a Patient, Doctor, or Administrator. The pre-registered Administrator can approve or reject new Patient or Doctor user account registration requests, while Patients and Doctors can manage their appointments. We designed this app to facilitate healthcare appointment scheduling and management in a way that is organized for all users and helps Patients select appropriate doctors for their care based on their ratings.

UML Class Diagram

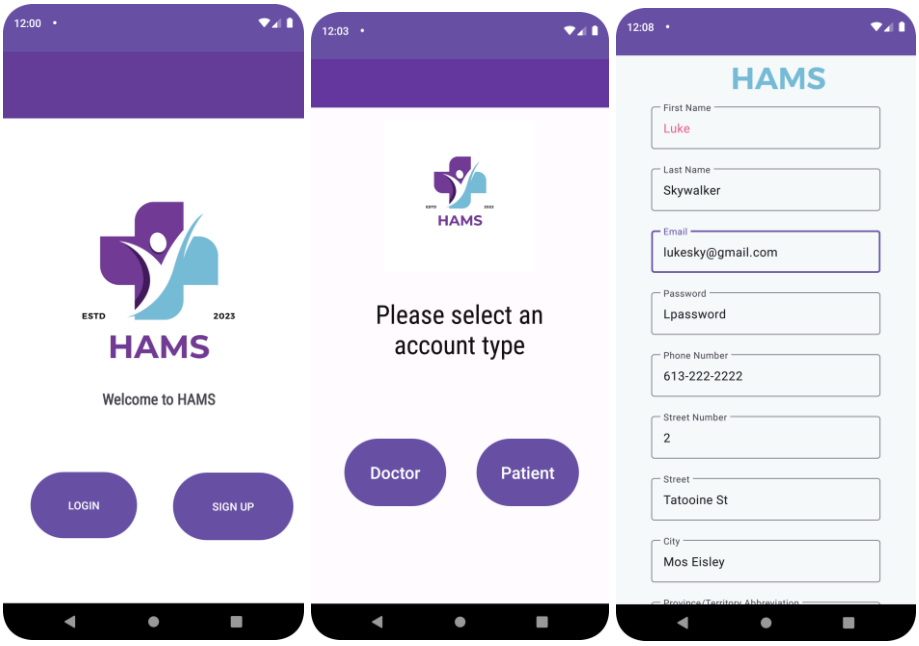


Contributions

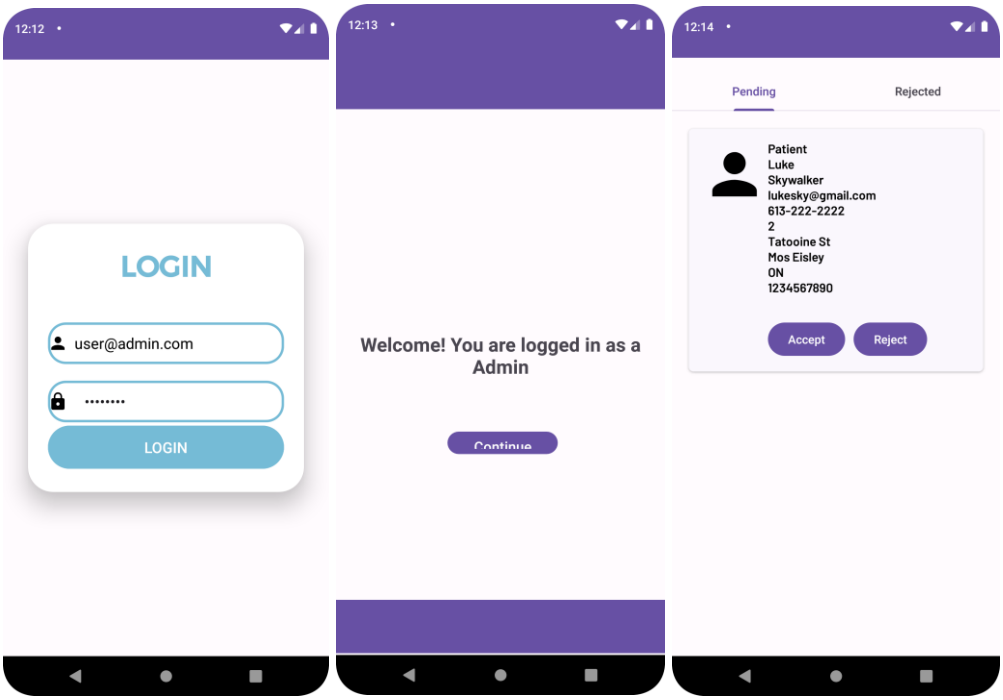
	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4
Arielle	Login Function, Login Success Page	Login	Shift/Appointment Classes	Written Report, Unit Test Cases
Esosa	Menu, Register Menu, Home Screen / Logout Button	Registration, UML Diagram	Shift Management	Patient Rating, Shift Deletion
Kayla	Menu, Register Menu, Home Screen / Logout Button	Registration, UML Diagram	Shift Management	Written Report, UML Diagram
Lydia	Patient Form, Doctor Form, UML Diagram	Admin Implementation	Appointment Management	Upcoming Tab, Patient Search, Past Tab
Maryse	Login Function, Login Success Page	Login	Shift Management	Patient Rating, Shift Deletion
Myra	Patient Form, Doctor Form	Admin UI	Appointment Management, UML Diagram	Upcoming Tab, Patient Search, Past Tab

App Screenshots

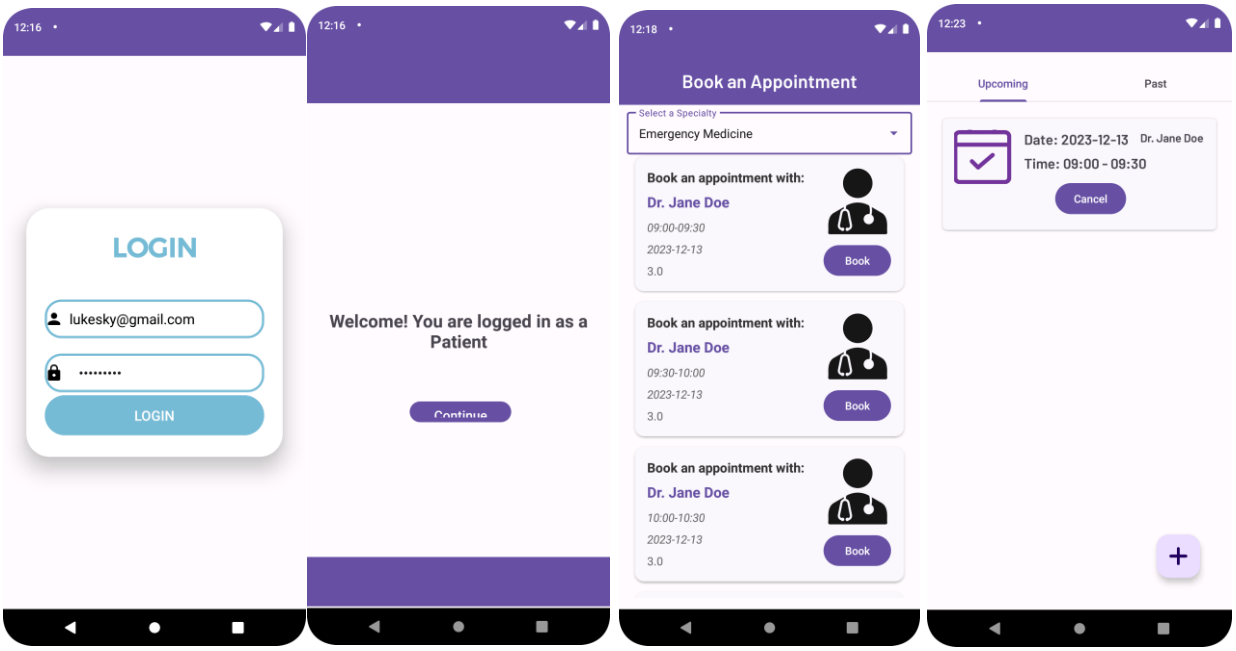
Home Screen and Registration



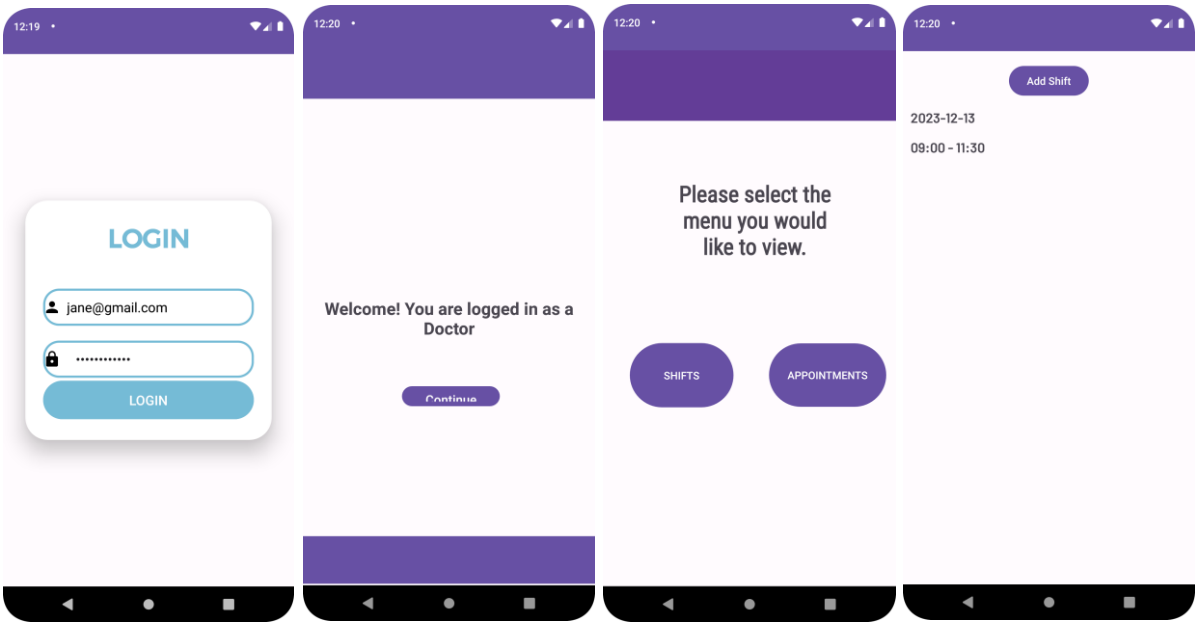
Admin View

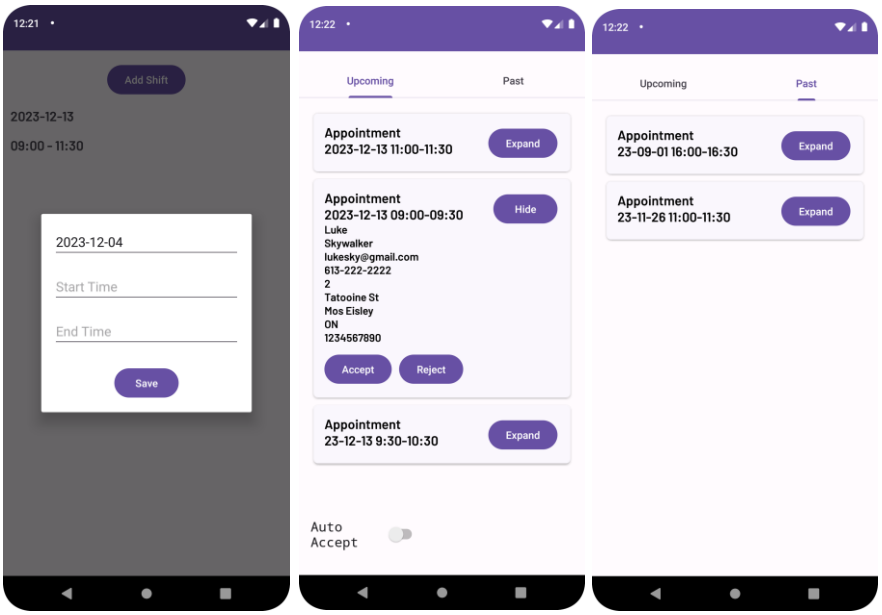


Patient View



Doctor View





Lessons Learned

Through this project, our group has become more proficient in backend code and user interface design for app development. None of us had previous experience with Android Studio or app development, so it was a learning process to become familiar with the IDE, version control, and Firebase in this context. We learned the importance of teamwork, delegation, and communication, to keep our project cohesive and runnable. As a group of six, we tried to divide main tasks between pairs or trios, so we could work more closely and consistently with a smaller

number of people before coming back together. We facilitated meetings in person and over Discord to plan each deliverable, check in on our progress, and consolidate our work before each deadline. If any group member expressed a challenge while working on a deliverable, we would work together to offer suggestions or problem-solve. So, we not only gained the technical skills needed to develop an Android app, but also collaboration skills as we saw how it pays off to be open to feedback, willing to support each other, and willing to ask for help. We believe that what we learned will help us a lot in the industry as we will be put in groups for the majority of tasks done in the workforce.