



Pandemic Prevention Blog

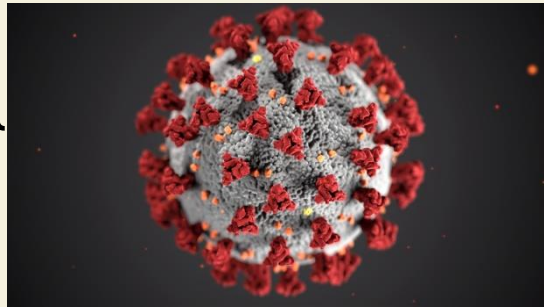


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INTRODUCTION

- We developed an application named 'Pandemic Prevention Blogs' which will document the current pandemic through personal stories.
- It's an open platform similar to the 'creative common's licence' meaning anyone can contribute their story by writing a blog, and anyone can use them.

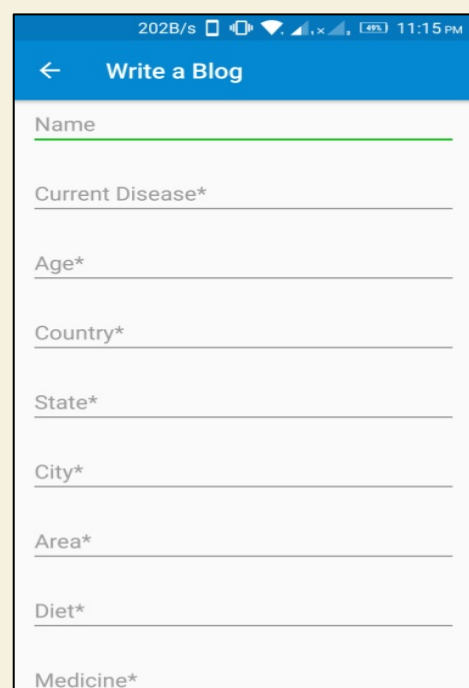
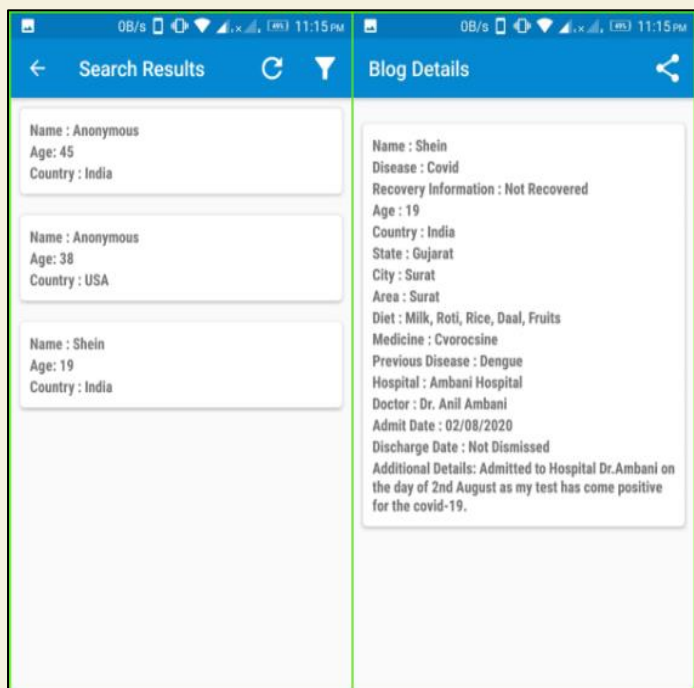


OBJECTIVES

- We have created an open platform for data collection and distribution for this and upcoming pandemics so people use it and future generations benefit from it without any cost.
- The platform is intended for journalists, artists, researchers and creators of all types to then use to make into any media or research solutions that they wish to choose under the Creative Commons licence. It is an open database of recordings forever growing and always accessible.

FEATURES

- The Search Page should have most recent posts displayed at the top with the given filters; posts should have Name, Age and Location displayed. (On click-full blog will be displayed)



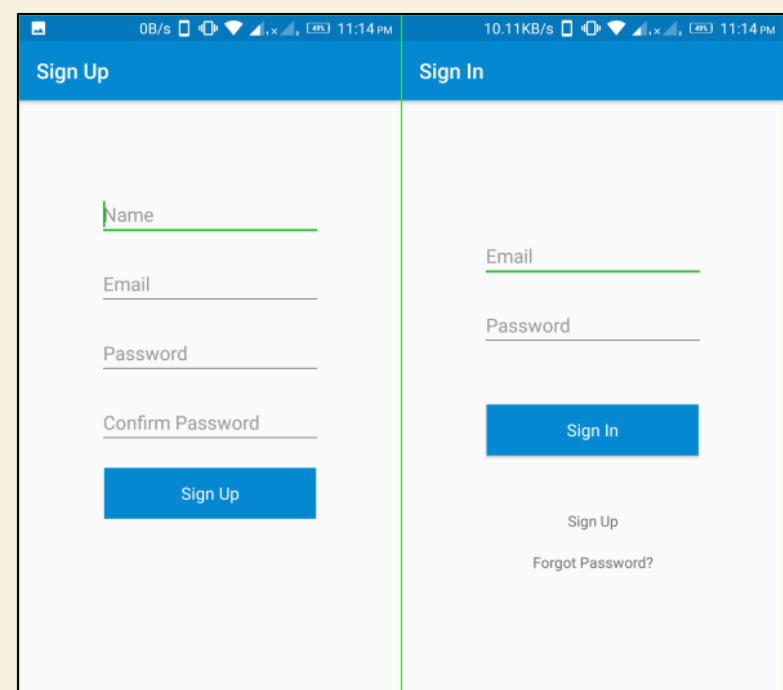
- User is allowed to write/post blogs to the an application by providing necessary information.
- The Write Page should have options for Age, Location, Hospital information, Diet information as shown in the image.

ACKNOWLEDGEMENT

We're grateful to Dr. Rutu Parekh for giving us the opportunity to undergo this Research Internship under her supervision. We're also thankful for her valuable guidance and support throughout our work.

CONTRIBUTION

- The work is to make an android application, so the initial goal was to decide upon the user stories, the target audience, the tools and planning of the work in sprints.
- This application is created using Android Studio for development and Firebase as the database.
- The task of creating an application is divided into 3 sub-tasks: UI design, Login/Sign-up Form & Blog form.



- Developed activity layouts using Adobe Photoshop.
- Started deploying it using Android Studio.
- Linked the app with Firebase Real-time Database, where the information is stored using key-value paradigm.
- Deployed Search Filters.
- Testing has been carried out with appropriate sample test data.

CONCLUSIONS

- To start creating an application requires analyzing the goals and prioritizing them followed by selecting the tools needed and learning while simultaneously implementing them. The learning of Android Studio requires more time as we are not familiar with Java language as well as the tool require some knowledge to use it effectively, as it changes every time some other component is changed.
- The designing part requires less skill but more application and critical thinking. Overall for developing an android application will require between six to eight weeks with basic and minimum features.
- The ease of access and filters for search helps the user navigate the pages easily. Functional testing is done manually within the peer group with satisfactory results.
- An android application serves the purpose of providing an easy to access as well as an open platform for sharing useful information regarding pandemic.

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