Database structure

<1>; <2>; <3>; <4>; <5>; <6>; <7>; <8>; <9> <10>

Sr\_No,Health\_Card\_No,First\_Name,Last\_Name,Postal\_Code,Email\_add,Appointment\_Date,Appointment\_time,Appointment\_Number,Appointment\_status;

To separate entry of each field we have used ','as field separator. Each new record will start from new line.

Here is a description of database field and possible value. However, it may possible the structure of database may change as application expand.

<1>Sr\_No: It will be integer record no to keep track of No of Record and its accessibility for database related operations.

<2>Health\_Card\_No: It will be fixed 11 character long alpha numeric variable string, which will work as unique client identifier number. It will be varied for user to user, and we assumed for over scope of project, it is preassigned to every user.

<3>First\_Name: User's First Name will be maximum 11 character long alphabetic string. There will be possibility that first name may short than 11 characters.

<4>Last\_Name: User's Last Name will be maximum 11 character long alphabetic string. There will be possibility that last name may short than 11 characters.

<5>Postal\_Code: Postal code will be 6 character long alpha-numeric string not containing space.

<6>Email\_add: Email add will be maximum 19 characters long alphanumeric string allowing some special characters.

<7>Appointment\_Date: This field will indicate allotted date to user. Date will be formatted in string with dd/mm/yy format.

<8>Appointment\_Time: This field will indicate allotted time to user. Time will be formatted in string with HH:MM 24hr format. We will use fixed amount of time frame slot (i.e., 30 min/appointment).

<9>Appointment\_Number: This field will illustrate allotted appointment number to user. This number will be alpha numeric. We may use this number for reporting and appointment management purpose.

<10>Appointment\_status: This field will display appointment status. This number will be numeric number with predefined status.

0=Not allotted

1=allotted

2=cancelled