Demographics

Patient Name: Ms ADESYN DEBORAH PATENAUDE

Patient DOB: 21-10-2011 12.00.00 AM

Patient Email: corachris@hotmail.com

HIPPA MEDICAL INFORMATION

Ms ADESYN DEBORAH PATENAUDE	**21-10-2011 12.00.00 AM**
Email Address: corachris@hotmail.com	**Customer:** The Tech Park 123 Willow Street Boulevard, LA-567892

Medications And Treatments

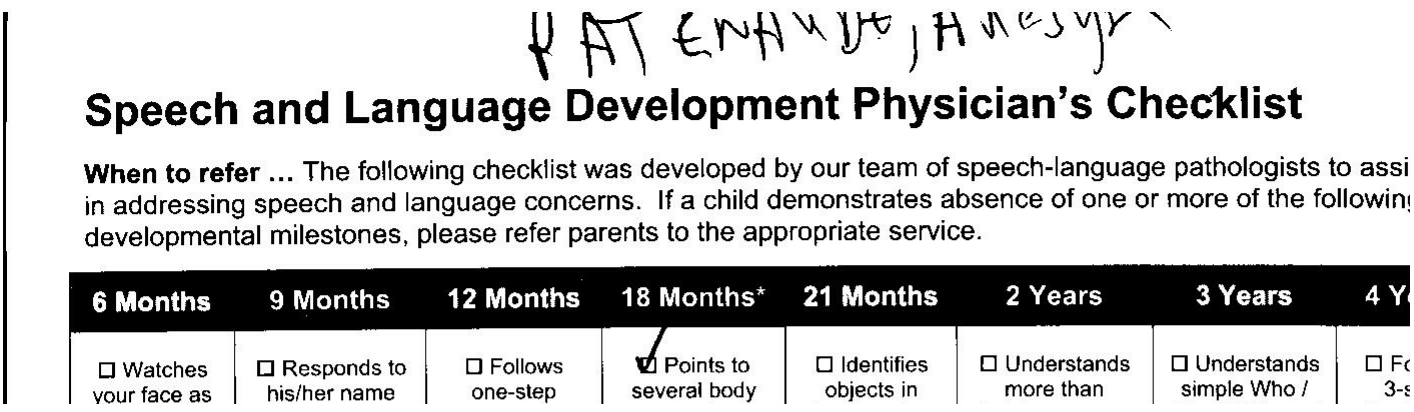
List of all medications of the patient:

MEDICATION AND TREATMENTS

Prescriebed On	Started On	Drug Name	Drug Strength	Freq	Duration
22-02-2021 12.00.00 AM	22-02-2021 12.00.00 AM	AIROMIR 100MCG	100 (MCG)	TID	7
22-02-2021 12.00.00 AM	22-02-2021 12.00.00 AM		100 (microgram(s))		100
22-02-2021 12.00.00 AM	22-02-2021 12.00.00 AM		()		0
05-05-2020 12.00.00 AM	05-05-2020 12.00.00 AM	FUCIDIN OINTMENT 2%	2 (%)	BID	0
29-11-2019 12.00.00 AM	29-11-2019 12.00.00 AM		100 (microgram(s))	BID	100
08-11-2019 12.00.00 AM	08-11-2019 12.00.00 AM		()		0
08-11-2019 12.00.00 AM	08-11-2019 12.00.00 AM		100 (microgram(s))		100
08-11-2019 12.00.00 AM	08-11-2019 12.00.00 AM		100 (microgram(s))	BID	100
21-12-2018 12.00.00 AM	21-12-2018 12.00.00 AM	SUPRAX 100MG	100 (MG)	BID	0
29-06-2018 12.00.00 AM	29-06-2018 12.00.00 AM		()		0
29-06-2018 12.00.00 AM	29-06-2018 12.00.00 AM		()		0
22-06-2018 12.00.00 AM	22-06-2018 12.00.00 AM		100 (microgram(s))	BID	100
22-06-2018 12.00.00 AM	22-06-2018 12.00.00 AM		100 (microgram(s))		100
20-12-2017 12.00.00 AM	20-12-2017 12.00.00 AM	Nifedipine powder 0.3% in 5% Xylocaine ointment	()		0

20-12-2017 12.00.00 AM	20-12-2017 12.00.00 AM	Canesten-HC Cream	()	OD	0
04-01-2017 12.00.00 AM	04-01-2017 12.00.00 AM	SUPRAX 100MG	100 (MG)	BID	0
26-08-2016 12.00.00 AM	26-08-2016 12.00.00 AM	FUCIDIN OINTMENT 2%	2 (%)	BID	0
26-08-2016 12.00.00 AM	26-08-2016 12.00.00 AM	Qvar 100 mcg/inh aerosol with adapter 1 or 2 PO Q4H-Q6H for 100 days Take 2 puffs three times daily, regularly, as directed for 2 weeks, then , if no cough, take 2 puffs twice daily. . May take 1-2 puffs up to 2 additional times per day for asthma flare	100 (microgram(s))		100
26-08-2016 12.00.00 AM	26-08-2016 12.00.00 AM	QVAR 50µG SOLUTION FOR ORAL INHALATION ONLY	50 (µG)		0
10-05-2016 12.00.00 AM	10-05-2016 12.00.00 AM	QVAR 50µG SOLUTION FOR ORAL INHALATION ONLY	50 (µG)		0
11-11-2015 12.00.00 AM	11-11-2015 12.00.00 AM	Qvar 100 mcg/inh aerosol with adapter	100 (microgram(s))	Q4H-Q6	100
11-11-2015 12.00.00 AM	11-11-2015 12.00.00 AM	Airomir CFC free 100 mcg/inh aerosol	100 (microgram(s))	BID	100
11-11-2015 12.00.00 AM	11-11-2015 12.00.00 AM	Aerochamber with mask, yellow	()	Daily PRN	100
29-10-2014 12.00.00 AM	29-10-2014 12.00.00 AM	Fucidin Topical 2% cream	2 (gram(s))	TID	20
29-10-2014 12.00.00 AM	29-10-2014 12.00.00 AM	Fucidin Topical 2% ointment	2 (gram(s))	BID	100
08-07-2014 12.00.00 AM	08-07-2014 12.00.00 AM	Bexsero immunization	()	stat	1
08-01-2014 12.00.00 AM	08-01-2014 12.00.00 AM	Menveo - powder for injection	0 (-)	stat	1
17-12-2013 12.00.00 AM	17-12-2013 12.00.00 AM	Suprax 100 mg/5 mL powder for reconstitution	100 (milligram(s))	BID	10
16-04-2013 12.00.00 AM	16-04-2013 12.00.00 AM	nystatin topical 100,000 units/g with emollients	()	TID	3
23-10-2012 12.00.00 AM	23-10-2012 12.00.00 AM	Canesten External 1% cream	1 (gram(s))	5 x pe	14

JavaScript and Java



Speech and Language Development Physician's Checklist

When to refer ... The following checklist was developed by our team of speech-language pathologists to assi
in addressing speech and language concerns. If a child demonstrates absence of one or more of the followin
developmental milestones, please refer parents to the appropriate service.

6 Months	9 Months	12 Months	18 Months*	21 Months	2 Years	3 Years	4 Y
☐ Watches your face as	☐ Responds to his/her name	☐ Follows one-step	☑ Points to several body	☐ Identifies objects in	☐ Understands more than	☐ Understands simple Who /	☐ Fo 3-s

you talk ☐ Turns head towards a noise or voice ☐ Produces different cries for different reasons ☐ Uses sounds to get attention ☐ Imitates cough and some sounds: ah/eh/buh	☐ Reacts to phone ringing / knock on door ☐ Understands being told "no" ☐ Babbles and repeats sounds (e.g. bababa, duhduhduh) ☐ Plays social games (e.g. peek-a-boo) ☐ Gets needs met with gesture (e.g. reaches to be picked up)	simple direction – "sit down" ☐ Looks at what you point to across the room ☐ Uses 3 to 5 individual words (not clearly) ☐ Uses sounds / gesture and pointing to get your attention while looking at your eyes ☐ Combines lots of sounds "abada baduh abee" ☐ Waves "bye" and shakes head "no"	parts when asked ☑ Finds familiar objects in pictures when asked – "find the teddy" ☑ Understands concepts of "in/out, on/off" ☐ Uses at least 20 words consistently ☑ Imitates new words and gestures ☑ Can pretend play with toys (e.g. give teddy bear a drink) ☑ Makes a least 4 different sounds: p, b, m, n, d, g, w, h ☑ Enjoys being read to ☑ Can point to pictures with one finger	pictures when asked ☐ Follows many simple directions ☐ Starts to join two words together "mommy do" ☐ Makes most vowel sounds	he/she can say ☐ Follows 2-step directions – " find your teddy and show it to daddy" ☐ Can pick out an object from a group – "give me the apple" ☐ Uses 100 to 150 words ☐ Uses at least 2 pronouns: me / you / mine ☐ Consistently uses 2 to 4 words in short phrases – "daddy hat", "car go down" ☐ Speech is understood 50 to 60% of the time ☐ Holds a book the right way ☐ Scribbles with a crayon	What / Where / Why questions ☐ Places objects in right spot such as "in, beside, under" ☐ Creates longer sentences (5 to 8 words) ☐ Tells simple stories ☐ Awareness of rhyming emerges ☐ Speech understood most of the time, even by strangers	direct "Get dra pictu give m ☐ storie cl begi midd e ☐ adul grar ☐ Ta sc prot with and ☐ S unde by str ☐ m sir rhy "cat
Visit Date:	Visit Date:	Visit Date:	Visit Date: May 1/2013	Visit Date:	Visit Date:	Visit Date:	Visit

☐ *CHAT – Checklist for Autism in Toddlers (18 months) (can be downloaded from: http://depts.washington.edu/datapr

Where to Refer...

- Children up to 5 years with **speech and/or language delays** – First Words Screening Clinics (OPHI 580-6744) - Provide t parents to follow up on meeting an SLP at a FW Screening Clinic or MD may fax direct referral to 738-4893.
- Children with **speech and/or language delays AND developmental delay** – Physician referral – call Ottawa Children's Tr (613) 737-0871.

Produced by First Words Preschool Speech and Language Program of Ottawa. (613) 688-3979.
First Words is coordinated by Pinecrest-Queensway Community Health Centre. Funded by the Government of Ontario. (

In contrast to Java's compile-time system of classes built by declarations, JavaScript supports a runtime system based on a small number of data types representing numeric, Boolean, and string values. JavaScript has a prototype-based object model instead of the more common class-based object model. The prototype-based model provides dynamic inheritance; that is, what is inherited can vary for individual objects. JavaScript also supports functions without any special declarative requirements. Functions can be properties of objects, executing as loosely typed methods.

JavaScript is a very free-form language compared to Java. You do not have to declare all variables, classes, and methods. You do not have to be concerned with whether methods are public, private, or protected, and you do not have to implement interfaces. Variables, parameters, and function return types are not explicitly typed.

Hello world

To get started with writing JavaScript, open the Scratchpad and write your first "Hello world" JavaScript code:

```
function greetMe(yourName) { alert("Hello " + yourName); }
greetMe("World");
```

Variables

You use variables as symbolic names for values in your application. The names of variables, called identifiers, conform to certain rules.

A JavaScript identifier must start with a letter, underscore (_), or dollar sign ($); subsequent characters can also be digits (0-9). Because JavaScript is case sensitive, letters include the characters "A" through "Z" (uppercase) and the characters "a" through "z" (lowercase).

You can use ISO 8859-1 or Unicode letters such as å and ü in identifiers. You can also use the Unicode escape sequences as characters in identifiers. Some examples of legal names are Number_hits, temp99, and _name.

Declaring variables

You can declare a variable in three ways:

With the keyword var. For example,

```
var x = 42
```

This syntax can be used to declare both local and global variables.

By simply assigning it a value. For example,

```
x = 42.
```

This always declares a global variable. It generates a strict JavaScript warning. You shouldn't use this variant.

With the keyword let. For example,

```
let y = 13.
```

This syntax can be used to declare a block scope local variable. See Variable scope below.

Variable scope

When you declare a variable outside of any function, it is called a global variable, because it is available to any other code in the current document. When you declare a variable within a function, it is called a local variable, because it is available only within that function.

JavaScript before ECMAScript 2015 does not have block statement scope; rather, a variable declared within a block is local to the function (or global scope) that the block resides within. For example the following code will log 5, because the scope of x is the function (or global context) within which x is declared, not the block, which in this case is an if statement.

```
if (true) { var x = 5; } console.log(x); // 5
```

This behavior changes, when using the let declaration introduced in ECMAScript 2015.

```
if (true) { let y = 5; } console.log(y); // ReferenceError: y is not defined
```

Global variables

Global variables are in fact properties of the global object. In web pages the global object is window, so you can set and access global variables using the window.variable syntax.

Consequently, you can access global variables declared in one window or frame from another window or frame by specifying the window or frame name. For example, if a variable called phoneNumber is declared in a document, you can refer to this variable from an iframe as parent.phoneNumber.

Constants

You can create a read-only, named constant with the const keyword. The syntax of a constant identifier is the same as for a variable identifier: it must start with a letter, underscore or dollar sign and can contain alphabetic, numeric, or underscore characters.

```
const PI = 3.14;
```

A constant cannot change value through assignment or be re-declared while the script is running. It has to be initialized to a value.

The scope rules for constants are the same as those for let block scope variables. If the const keyword is omitted, the identifier is assumed to represent a variable.

You cannot declare a constant with the same name as a function or variable in the same scope. For example:

```
// THIS WILL CAUSE AN ERROR function f() {}; const f = 5; // THIS WILL CAUSE AN ERROR ALSO function f() { const g = 5; var g; //statements
}
```

However, object attributes are not protected, so the following statement is executed without problems.

```
const MY_OBJECT = {"key": "value"}; MY_OBJECT.key = "otherValue";
```

Data types

The latest ECMAScript standard defines seven data types:

- Six data types that are primitives:
  - Boolean. true and false.
  - null. A special keyword denoting a null value. Because JavaScript is case-sensitive, null is not the same as Null, NULL, or any other variant.
  - undefined. A top-level property whose value is undefined.
  - Number. 42 or 3.14159.
  - String. "Howdy"
  - Symbol (new in ECMAScript 2015). A data type whose instances are unique and immutable.
- and Object

Although these data types are a relatively small amount, they enable you to perform useful functions with your applications. Objects and functions are the other fundamental elements in the language. You can think of objects as named containers for values, and functions as procedures that your application can perform.

if...else statement

Use the if statement to execute a statement if a logical condition is true. Use the optional else clause to execute a statement if the condition is false. An if statement looks as follows:

```
if (condition) { statement_1; } else { statement_2; }
```

condition can be any expression that evaluates to true or false. See Boolean for an explanation of what evaluates to true and false. If condition evaluates to true, statement_1 is executed; otherwise, statement_2 is executed. statement_1 and statement_2 can be any statement, including further nested if statements

You may also compound the statements using else if to have multiple conditions tested in sequence, as follows:

```
if (condition_1) { statement_1; } else if (condition_2) { statement_2; } else if (condition_n) { statement_n; } else { statement_last; }
```

In the case of multiple conditions only the first logical condition which evaluates to true will be executed. To execute multiple statements, group them within a block statement ({ ... }) . In general, it's good practice to always use block statements, especially when nesting if statements:

```
if (condition) { statement_1_runs_if_condition_is_true; statement_2_runs_if_condition_is_true; } else {
statement_3_runs_if_condition_is_false; statement_4_runs_if_condition_is_false; }
```

It is advisable to not use simple assignments in a conditional expression, because the assignment can be confused with equality when glancing over the code. For example, do not use the following code:

```
if (x = y) { /* statements here */ }
```

If you need to use an assignment in a conditional expression, a common practice is to put additional parentheses around the assignment. For example:

```
if ((x = y)) { /* statements here */ }
```

while statement

A while statement executes its statements as long as a specified condition evaluates to true. A while statement looks as follows:

```
while (condition) statement
```

If the condition becomes false, statement within the loop stops executing and control passes to the statement following the loop.

The condition test occurs before statement in the loop is executed. If the condition returns true, statement is executed and the condition is tested again. If the condition returns false, execution stops and control is passed to the statement following while.

To execute multiple statements, use a block statement ({ ... }) to group those statements.

Example:

The following while loop iterates as long as n is less than three:

```
var n = 0; var x = 0; while (n < 3) { n++; x += n; }
```

With each iteration, the loop increments n and adds that value to x. Therefore, x and n take on the following values:

- After the first pass: n = 1 and x = 1
- After the second pass: n = 2 and x = 3
- After the third pass: n = 3 and x = 6

After completing the third pass, the condition n < 3 is no longer true, so the loop terminates.

Function declarations

A function definition (also called a function declaration, or function statement) consists of the function keyword, followed by:

- The name of the function.
- A list of arguments to the function, enclosed in parentheses and separated by commas.
- The JavaScript statements that define the function, enclosed in curly brackets, { }.

For example, the following code defines a simple function named square:

```
function square(number) { return number * number; }
```

The function square takes one argument, called number. The function consists of one statement that says to return the argument of the function (that is, number) multiplied by itself. The return statement specifies the value returned by the function.

```
return number * number;
```

Primitive parameters (such as a number) are passed to functions by value; the value is passed to the function, but if the function changes the value of the parameter, this change is not reflected globally or in the calling function.

Reference

- All the documentation in this page is taken from MDN