Hospital Management System

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NIELIT A Level

PROJECT

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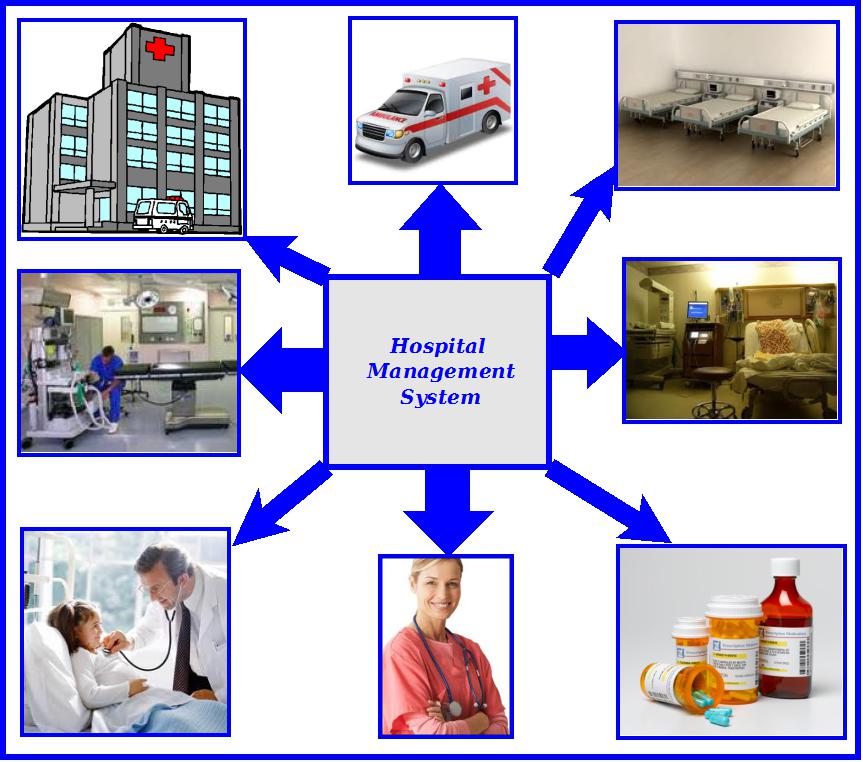
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# Introduction of the Project:

Hospital Management System is meant for managing and maintaining the activities of a Hospital. Hospital management system helps to manage patients, doctors and hospital resources. It helps to utilize the hospital resources in an efficient manner.

This software will installed on every machine of the Hospital and one of the machines will act as a controller. The IT admin of the Hospital uses the Hospital controller machine to control other machines. Following diagram displays the interaction between Hospital controller and the user machines.



The main features of this software are given below:

• Resource Usage tracking

• Patient management.

• Patient Identity info saving

• Security management

• Medicine stock & pricing information query.

• Bill preparation

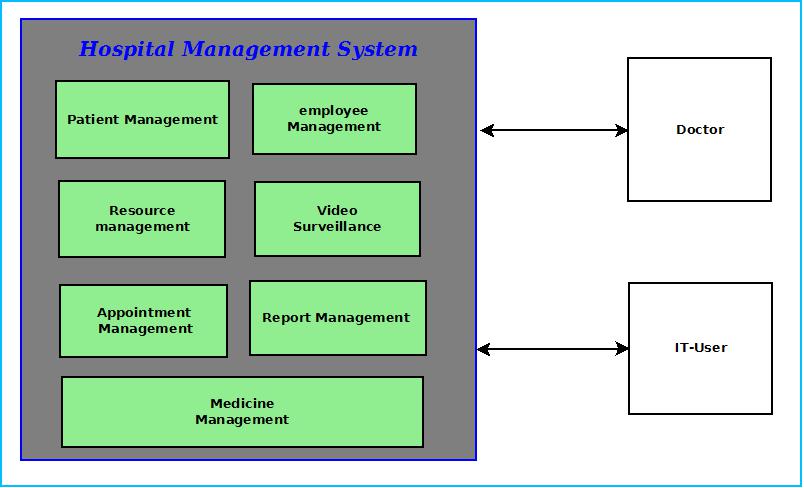
• Monthly / daily report

• Supply management & payment tracking.

• Centralized Report Printing Facility

• Video Surveillance.

The feature and user of the Hospital Management System are displayed in the diagram below.



The Hospital management software will be used by the employee of the Hospital to control the Hospital and the doctors have to use the Hospital management software interface to access/use patient related information.

# Objective of the Project:

The objectives of this project are given below:

* Hospital management system will provide a software solution for managing Hospital more efficiently and effectively.
* It will enable Hospital administrator to implement an automatic Hospital management system by which a centralized system can keep track of activities happening in hospital.
* Hospital management system will track the Hospital patients, employees & resources.
* To provide a faster & more organized way of serving patients.
* Hospital management system will provide better ways for validating patient data and searching patient‘s previous treatment history which will replace cumbersome paper work with efficient computerized datasheets.
* By accomplishing this project I could learn new technologies like Java EE, , MySQL, XML and I am able to be involved with the complete software development lifecycle.

# Tools / Environment Used:

This software will follow Object Oriented Programming Paradigm and use below mentioned areas.

## IDE Used (Eclipse IDE for Java EE Developers):



In computer programming, Eclipse is an integrated development environment (IDE). It contains a base workspace and an extensible plug-in system for customizing the environment. Written mostly in Java, Eclipse can be used to develop applications. By means of various plug-ins, Eclipse may also be used to develop applications in other programming languages: Ada, ABAP, C, C++, COBOL, Fortran, Haskell, JavaScript, Lasso, Natural, Perl, PHP, Prolog, Python, R, Ruby (including Ruby on Rails framework), Scala, Clojure, Groovy, Scheme, and Erlang. It can also be used to develop packages for the software Mathematica. Development environments include the Eclipse Java development tools (JDT) for Java and Scala, Eclipse CDT for C/C++ and Eclipse PDT for PHP, among others.

The initial codebase originated from IBM VisualAge.[2] The Eclipse software development kit (SDK), which includes the Java development tools, is meant for Java developers. Users can extend its abilities by installing plug-ins written for the Eclipse Platform, such as development toolkits for other programming languages, and can write and contribute their own plug-in modules.

Released under the terms of the Eclipse Public License, Eclipse SDK is free and open source software (although it is incompatible with the GNU General Public License[3]). It was one of the first IDEs to run under GNU Classpath and it runs without problems under IcedTea.

## Web Framework: Java Play Framework



Play is a high-productivity Java and Scala web application framework that integrates the components and APIs you need for modern web application development.

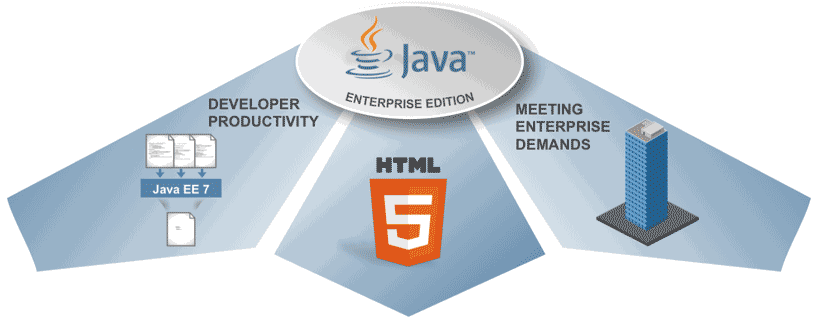
Play is based on a lightweight, stateless, web-friendly architecture and features predictable and minimal resource consumption (CPU, memory, threads) for highly-scalable applications thanks to its reactive model, based on Iteratee IO. Play is an open source web application framework, written in Scala and Java, which follows the model–view–controller (MVC) architectural pattern. It aims to optimize developer productivity by using convention over configuration, hot code reloading and display of errors in the browser.

Support for the Scala programming language has been available since version 1.1 of the framework. In version 2.0, the framework core was rewritten in Scala. Build and deployment was migrated to SBT, and templates use Scala instead of Groovy.

From other Java frameworks:

* Stateless: Play 2 is fully RESTful - there is no Java EE session per connection.
* Integrated unit testing: JUnit and Selenium support is included in the core.
* API comes with most required elements built-in.
* Static methods: all controller entry points are declared as static (or equivalently, in Scala, functions on Scala objects). After requests were made for this to be customisable, Play 2.1 now supports other styles of controllers, so controllers need not be static/Scala objects; however, this is still the default.
* Asynchronous I/O: due to using JBoss Netty as its web server, Play can service long requests asynchronously rather than tying up HTTP threads doing business logic like Java EE frameworks that don't use the asynchronous support offered by Servlet 3.0.[16]
* Modular architecture: like Rails and Django, Play comes with the concept of modules.
* Native Scala support: Play 2 uses Scala internally, but also exposes both a Scala API, and a Java API that is deliberately slightly different to fit in with Java conventions, and Play is completely interoperable with Java.

## Java Platform, Enterprise Edition (Java EE) :



Java Platform, Enterprise Edition or Java EE is Oracle's enterprise Java computing platform. The platform provides an API and runtime environment for developing and running enterprise software, including network and web services, and other large-scale, multi-tiered, scalable, reliable, and secure network applications. Java EE extends the Java Platform, Standard Edition (Java SE),providing an API for object-relational mapping, distributed and multi-tier architectures, and web services. The platform incorporates a design based largely on modular components running on an application server. Software for Java EE is primarily developed in the Java programming language. The platform emphasizes Convention over configuration and annotations for configuration. Optionally XML can be used to override annotations or to deviate from the platform defaults.

Java Platform, Enterprise Edition (Java EE) is the standard in community-driven enterprise software. Java EE is developed using the Java Community Process, with contributions from industry experts, commercial and open source organizations, Java User Groups, and countless individuals. Each release integrates new features that align with industry needs, improves application portability, and increases developer productivity. Today, Java EE offers a rich enterprise software platform, and with over 20 compliant Java EE 6 implementations to choose from, low risk and plenty of options.

Java Platform, Enterprise Edition 7 (Java EE 7) offers new features that enhance HTML5 support, increase developer productivity, and further improves how enterprise demands can be met. Java EE 7 developers will write less boilerplate code, have better support for the latest Web applications and frameworks, and gain access to enhanced scalability and richer, simpler functionality. Enterprises will benefit from new features that enable portable batch processing and improved scalability.

## Programming Language ( Java) :



Java is a computer programming language that is concurrent, class-based, object-oriented, and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "write once, run anywhere" (WORA), meaning that code that runs on one platform does not need to be recompiled to run on another. Java applications are typically compiled to bytecode (class file) that can run on any Java virtual machine (JVM) regardless of computer architecture. Java is, as of 2014, one of the most popular programming languages in use, particularly for client-server web applications, with a reported 9 million developers.

Java was originally developed by James Gosling at Sun Microsystems (which has since merged into Oracle Corporation) and released in 1995 as a core component of Sun Microsystems' Java platform. The language derives much of its syntax from C and C++, but it has fewer low-level facilities than either of them.

The original and reference implementation Java compilers, virtual machines, and class libraries were developed by Sun from 1991 and first released in 1995. As of May 2007, in compliance with the specifications of the Java Community Process, Sun relicensed most of its Java technologies under the GNU General Public License. Others have also developed alternative implementations of these Sun technologies, such as the GNU Compiler for Java (bytecode compiler), GNU Classpath (standard libraries), and IcedTea-Web (browser plugin for applets).

There were five primary goals in the creation of the Java language:

* It should be "simple, object-oriented and familiar"
* It should be "robust and secure"
* It should be "architecture-neutral and portable"
* It should execute with "high performance"
* It should be "interpreted, threaded, and dynamic"

OpenJDK is another notable Java SE implementation that is licensed under the GPL. The implementation started when Sun began releasing the Java source code under the GPL. As of Java SE 7, OpenJDK is the official Java reference implementation.

The goal of Java is to make all implementations of Java compatible. Historically, Sun's trademark license for usage of the Java brand insists that all implementations be "compatible". This resulted in a legal dispute with Microsoft after Sun claimed that the Microsoft implementation did not support RMI or JNI and had added platform-specific features of their own. Sun sued in 1997, and in 2001 won a settlement of US$20 million, as well as a court order enforcing the terms of the license from Sun. As a result, Microsoft no longer ships Windows with Java.

Platform-independent Java is essential to Java EE, and an even more rigorous validation is required to certify an implementation. This environment enables portable server-side applications.

## EXTENSIBLE MARKUP LANGUAGE (XML)

Extensible Markup Language (XML) is a simple, very flexible text format derived from SGML (ISO 8879). Originally designed to meet the challenges of large-scale electronic publishing, XML is also playing an increasingly important role in the exchange of a wide variety of data on the Web and elsewhere.

Extensible Markup Language (XML) is a set of rules for encoding documents in machine-readable form. It is defined in the XML 1.0 Specification produced by the W3C, and several other related specifications, all gratis open standards.

XML's design goals emphasize simplicity, generality, and usability over the Internet.[6] It is a textual data format with strong support via Unicode for the languages of the world. Although the design of XML focuses on documents, it is widely used for the representation of arbitrary data structures, for example in web services.

Many application programming interfaces (APIs) have been developed that software developers use to process XML data, and several schema systems exist to aid in the definition of XML-based languages.

As of 2009, hundreds of XML-based languages have been developed,[7] including RSS, Atom, SOAP, and XHTML. XML-based formats have become the default for most office-productivity tools, including Microsoft Office (Office Open XML), OpenOffice.org (OpenDocument), and Apple's iWork.

System.Xml is the core XML manipulation technology for .NET languages.

## DIA – diagraming tool



Dia is a GTK+ based diagram creation program for GNU/Linux, Mac OS X, Unix, and Windows. Dia is roughly inspired by the commercial Windows program 'Visio,' though more geared towards informal diagrams for casual use. It can be used to draw many different kinds of diagrams. It currently has special objects to help draw entity relationship diagrams, UML diagrams, flowcharts, network diagrams, and many other diagrams. It is also possible to add support for new shapes by writing simple XML files, using a subset of SVG to draw the shape.

It can load and save diagrams to a custom XML format (gzipped by default, to save space), can export diagrams to a number of formats, including EPS, SVG, XFIG, WMF and PNG, and can print diagrams (including ones that span multiple pages).

## NClass – UML diagraming tool

nclas-logo

NClass is a free tool to easily create UML class diagrams with full C# and Java language support. The user interface is designed to be simple and user-friendly for easy and fast development. Properties, enums, delegates and other language specific elements are fully supported with strict syntactical and semantical verification.

Design your application with just a few clicks - the main goal is to provide a simple but powerful class designer that is very intuitive to use. Diagram styles help you to create professional looking diagrams, just like in Visual Studio or other commercial products. Furthermore, you can generate code from your models or you can also import classes from existing .NET assemblies.

**Features**

* Full C# and Java support with many language specific elements
* Simple and easy to use user interface
* Inline class editors with syntactic parsers for easy and fast editing
* Source code generation
* Reverse engineering from .NET assemblies (thanks to Malte Ried)
* Configurable diagram styles
* Printing / saving to image
* Multilingual user interface
* Mono support for non-Windows users

## Database - MySQL



MySQL is the world's most popular open source database software, with over 100 million copies of its software downloaded or distributed throughout its history. With its superior speed, reliability, and ease of use, MySQL has become the preferred choice for Web, Web 2.0, SaaS, ISV, Telecom companies and forward-thinking corporate IT Managers because it eliminates the major problems associated with downtime, maintenance and administration for modern, online applications.

MySQL is a key part of LAMP (Linux, Apache, MySQL, PHP / Perl / Python), the fast-growing open source enterprise software stack. More and more companies are using LAMP as an alternative to expensive proprietary software stacks because of its lower cost and freedom from platform lock-in.

MySQL Community Edition is the freely downloadable version of the world's most popular open source database. It is available under the GPL license and is supported by a huge and active community of open source developers.

The MySQL Community Edition includes:

* Pluggable Storage Engine Architecture
* **Multiple Storage Engines**: InnoDB , MyISAM, NDB (MySQL Cluster),Memory ,Merge , Archive, CSV
* MySQL Replication to improve application performance and scalability
* MySQL Partitioning to improve performance and management of large database applications
* Stored Procedures to improve developer productivity
* Triggers to enforce complex business rules at the database level
* Views to ensure sensitive information is not compromised
* Information Schema to provide easy access to metadata
* **MySQL Connectors** (ODBC, JDBC, .NET) for building applications in multiple languages
* **MySQL Workbench** for visual modeling, SQL development and administration

## MySQL Workbench

MySQL Workbench is a unified visual tool for database architects, developers, and DBAs. MySQL Workbench provides data modeling, SQL development, and comprehensive administration tools for server configuration, user administration, and much more. MySQL Workbench is available on Windows, Linux and Mac OS.

* Design

MySQL Workbench enables a DBA, developer, or data architect to visually design, model, generate, and manage databases. It includes everything a data modeler needs for creating complex ER models, forward and reverse engineering, and also delivers key features for performing difficult change management and documentation tasks that normally require much time and effort.

* Develop

MySQL Workbench delivers visual tools for creating, executing, and optimizing SQL queries. The SQL Editor provides color syntax highlighting, reuse of SQL snippets, and execution history of SQL. The Database Connections Panel enables developers to easily manage database connections. The Object Browser provides instant access to database schema and objects.

* Administer

MySQL Workbench provides a visual console to easily administer MySQL environments and gain better visibility into databases. Developers and DBAs can use the visual tools for configuring servers, administering users, and viewing database health.

**Front End/ GUI Tools:** Visual Studio 2010, .NET 4, C#

**Backend:** MySQL, MySQL .NET Connector, XML

**Internet Technologies:** HTML, JavaScript, PHP, Google App Framework

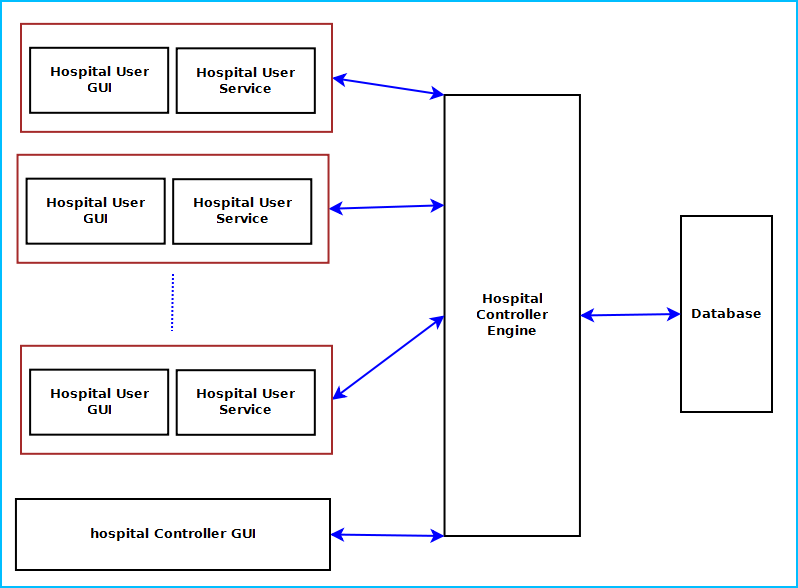
**Networking Technologies:** TCP/IP

**Operating Systems**: Windows XP, Windows 7

**Applications**: ERP application, Database Management System.

# Analysis of the Project:

Hospital Management System caters different types of employees of hospital. There will be IT-Users like receptionist, data entry operator, doctor, nurses and IT-Admin like hospital superintendent. Hospital Management System will provide a cost effective & efficient software solution for managing everything about Hospital. Different components of Hospital Management System area are depicted below.



**Figure:** Components of Hospital Management System

Hospital Management System is divided into five main components. Such as:

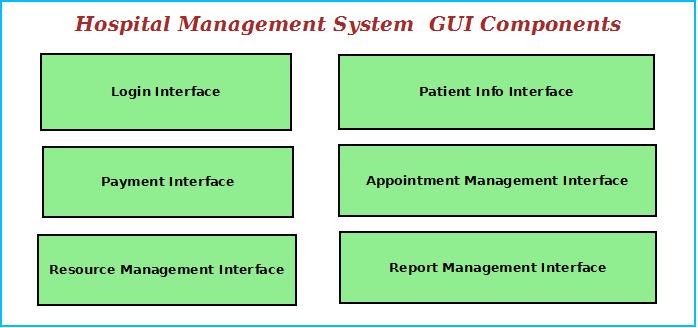
* Hospital User GUI
* Hospital User Service
* Hospital Controller GUI
* Hospital Controller Engine
* Hospital Management System Database

Hospital User GUI & Service will be installed in IT-Users machine. Hospital controller GUI, engine & database will be installed in the IT-Admin’s machine and user machines will be connected to the controller machine.

## Hospital User GUI

Hospital User GUI will display User login, Patient information & billing information, information search, appointment interface and report management interface. It is divided into five modules. Such as:

* Login Interface
* Patient Info Interface
* Payment Interface
* Appointment Management Interface
* Resource Management Interface
* Report Management Interface



**Figure:** UserGUI Components

### Login Interface

Hospital User GUI can be used by variety of hospital employees. So user need to login using user id, password to access their registered account. It is mandatory to login to use the machine.

### Patient Info Interface

This interface will allow IT-users to register new patients information, add new entries regarding patient current status. Patient Info Interface will have multiple forms to filled for adding required information.

It also allows printing in the centralized printer.

### Appointment Management Interface

This interface will allow IT-user to search for appointment of a doctor of the Hospital and view fees information, time and location details.

### Payment Interface

Payment interface enables bill generation for patients. IT-Users will inquire for services required by the patient. Then the Hospital Management System will search the fees and prepare the bill for printing. It will allow user to pay the bill by cash or credit/debit card.

### Report Management Interface

This module will help to generate various reports about patients like diagonis reports, release letter, medical certificates. IT-Users will use this interface to generate and print the reports on demand..

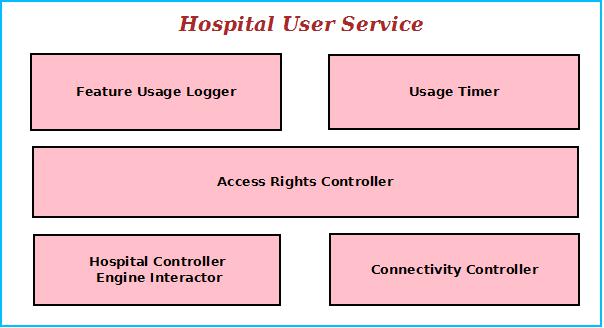
### Resource Management Interface

This module will maintain information about available resources like operation theater, machines for use. Patients can book them prior to use. IT-Users will use this interface to book this.

## Hospital User Service:

This is a windows service utility running on every user’s machine to control users activity and access rights. This component is divided into five modules:

* Feature Usage Logger
* Usage Timer
* Access rights controller
* Connectivity controller
* Hospital Controller Engine Interactor



**Figure:** UserService Components

### Feature Usage Logger

It logs the name of the Features and Resources used by the IT-user. It helps the Hospital Admin to realize the usage trend.

### Usage Timer

This module logs the Users start time and runs a timer to display the elapsed time of the user. It also keeps the session information and remaining balance to avail next sessions.

### Access rights controller

It controls the user’s access rights like installing /uninstalling softwares, using external drives. User has to seek permission from the admin to perform certain actions. This module controls this kind of access right mechanism.

### Connectivity controller

This module handles the internet connectivity and LAN connections in case of LAN Gaming. It tracks the user download and upload quantity and requests for billing if it exceeds the permitted amount.

### Hospital Controller Engine Interactor

This module interacts with centralized Hospital controller engine to get certain information about user and perform actions accordingly.

## Hospital Controller GUI

Hospital Controller GUI will display User information, usage & billing information, product information search, Product selection browser, security management interface, video surveillance window and Doctor account management browser. The Hospital can monitor and control whole Hospital from a single machine.

It is divided into eleven modules. Such as:

* Login Interface
* Access Right Interface
* Resource Management Interface
* Appointment Interface
* Billing Interface
* Medicine Stock & Price Info browser
* Patient Management Interface
* Report Interface
* Security Management Interface
* Video Surveillance Interface
* Controller Engine Interactor

### Login Interface

This interface will allow the owner/admin to login and control other users. This will authenticate the admin and enable him to give access the admin features and approve user requests.

### Access Right Interface

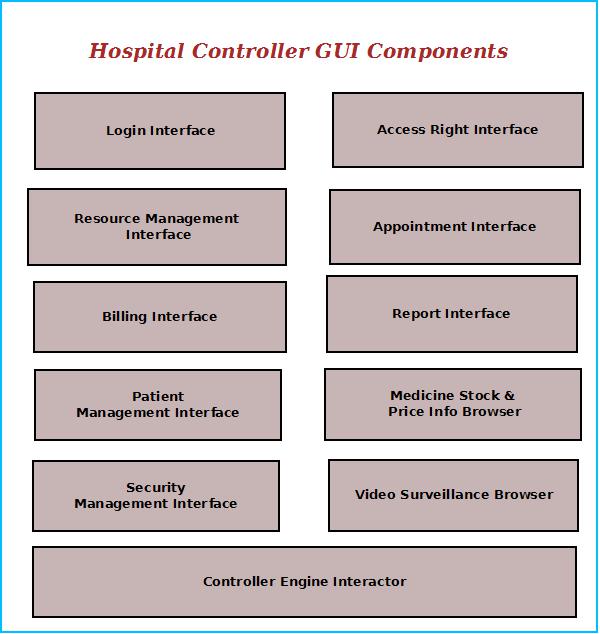
The users will ask for several access requests like installing new software, use external drive, and connect with other machine on LAN. The admin get this request as a popup and he can approve or reject them.

### Billing Interface

This interface will display the usage of all the patients’ available. It will also help generate bill for a patient's usage and purchase. This interface will allow viewing bulk purchase amounts, approvals for the higher management.

### Medicine Stock & Price Info browser

This module will allow the IT-Admin to view the medicine stocks, price information.



**Figure:** Controller GUI Components

### Patient Management Interface

This interface will enable the admin to browse existing patients and add new patients. It will allow the admin to manage different aspects of patients of the Hospital.

### Resource Management Interface

This interface will enable the admin to browse existing resources and approve resource allocation requests.

### Appointment Management Interface

This interface will enable the admin to appointment of existing patients and resolve appointment conflicts.

### Report Interface

This interface is for managing the report generation, centralized printer setup and to approve the print requests, prepare bill for the request.

### Security Management Interface

Hospitals need to maintain the patient data, photo identity card number. This interface will allow managing security measures to taken about the patients. It will have a interface for entering the patient's security data, photo and scan the photo identity card of the user.

### Video Surveillance Interface

This interface will display the video of specific areas of the Hospital and save the video for future reference. The admin can monitor from video surveillance window.

### Controller Engine Interactor

This interface will interact with centralized controller engine and fetch the required data.

## Hospital Controller Engine

Hospital Controller Engine controls the overall system. It provides logical and tactical solutions for managing the whole system. The Hospital Management System is divided into 12 divided modular components. Such as:

|  |  |
| --- | --- |
| * Engine controller | * Access Controller |
| * GUI Interactor | * Connectivity Controller |
| * Database Controller | * Billing Handler |
| * Information Controller | * Search Engine |
| * Employee Controller | * Patient Controller |
| * Usage Handler | * Security Controller |

### Engine controller:

This controls the overall interaction between all the backend modules. It schedules the priority of the actions in case of overlapping.

### GUI Interactor:

It interacts with the GUI and polls GUI calls. It exposes APIs and events for GUI to use. GUI Interactor helps Engine to maintain wrapper around the Engine modules so that the GUI can be ported to any other framework without much changes in Engine code.

### Database Controller:

It controls the database interactions. It forms query to fetch information from the database. It also sends data to be saved in database for future use.

### Information Controller:

This module processes patient and other information. It also archives the data to save space.

### Patient Controller:

It keeps track of patient information. It has an algorithm for maintaining patient's treatment, disease history. Depending on those patient's care will be taken accordingly.

### Security Controller:

It saves information for security measures. It can send it to the authority or police whenever required.

### Usage Controller:

It controls the usage of the users depending on the balance available and informs the user about remaining time line.

### Access Controller:

Access controller manages user login and features to be accessed by them. It will validate user’s login and block access & inform management if any access violation attempts happen.

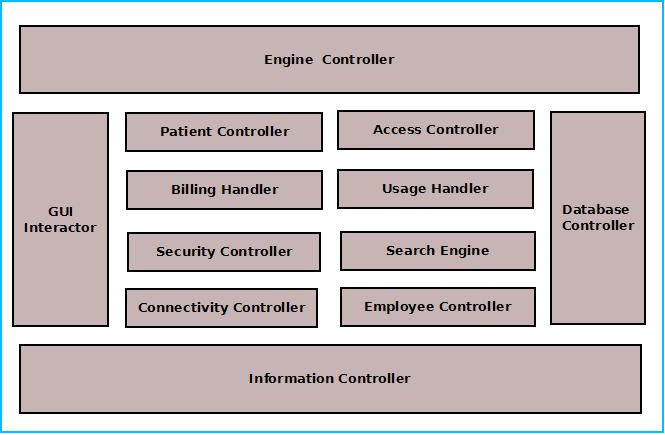


Figure: Components of Engine

### Employee Controller:

This module will maintain the information about employees such as doctor, nurse, support stuff. It will save the information in database and retrieve them when required.

### Search Engine:

Search engine enables rapid and efficient searching of data about doctors, products and suppliers. Search Engine prepares search indexes depending most accessed data. It improves the efficiency and performance of the software.

### Billing Handler:

Billing Handler allows generating the bill for Patient's usage & purchases. It will get the pricing information from the database depending on user data and admin input about product type and quantity. It will add discounts, special offer and VAT amounts on the purchase amount and calculate the amount payable.

### Connectivity Controller:

Web controller handles the interaction with Internet and LAN. It allows connecting to the internet depending users credit balance. It has the logic for connection handling between machines and controller.

## Hospital Management System Database

Hospital Management System will maintain a centralized database for storing information. We will design a RDBMS to manage the database and engine interaction. It will have optimized design and archive older data to save space and increase performance.

## Hardware & Software Requirements for the application to run

#### Hardware Requirements

Computer that has a 1.6GHz or faster processor

1 GB (32 Bit) or 2 GB (64 Bit) RAM

10 MB of available hard disk space

DVD-ROM Drive / USB Port

Webcam

GPS Trackers

NFC Id Cards

Hospital Cameras

#### Software Requirements

Windows XP (x86) with Service Pack 3 / Windows Vista (x86 & x64) with Service Pack 2 / Windows 7 (x86 & x64)

Microsoft .NET 4.0

# DESIGN DOCUMENT:

## Class Diagram

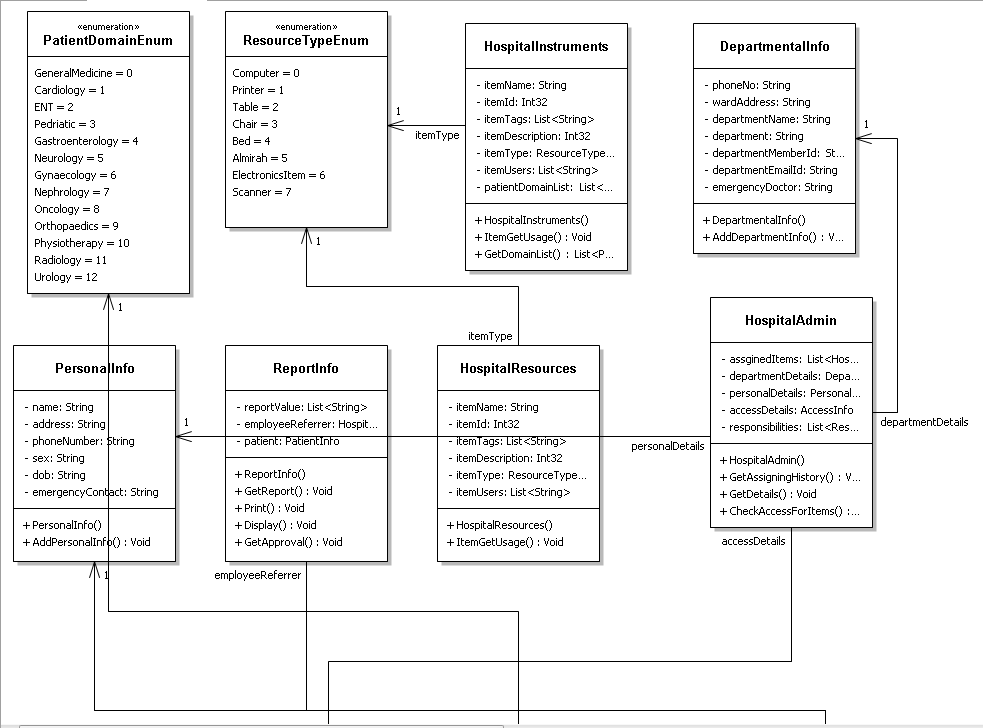


Figure 1:-Class Diagram 1

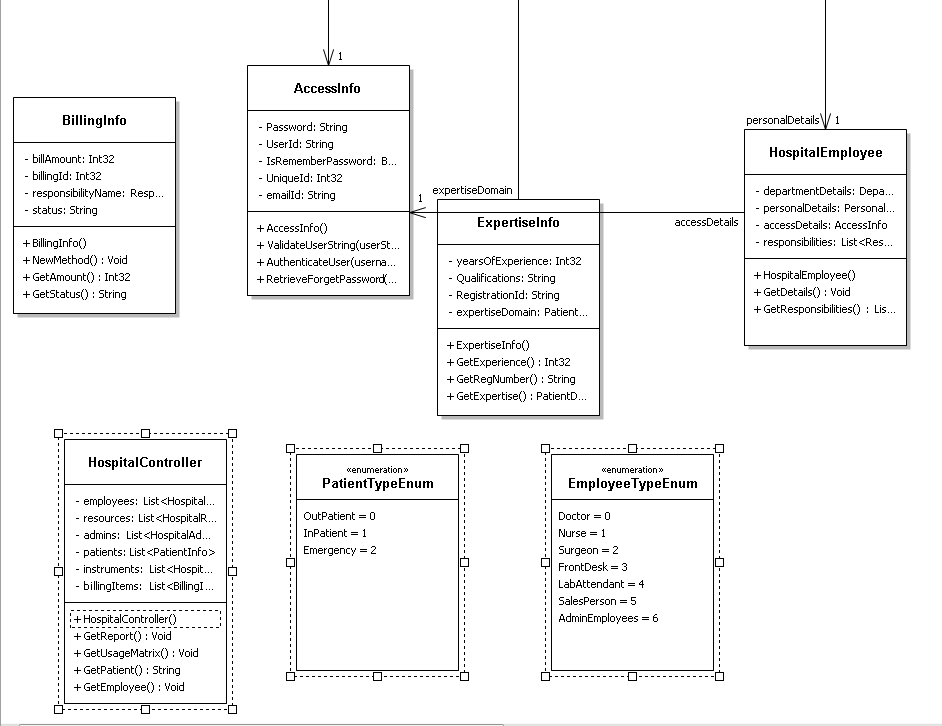


Figure 2:-Class Diagram2

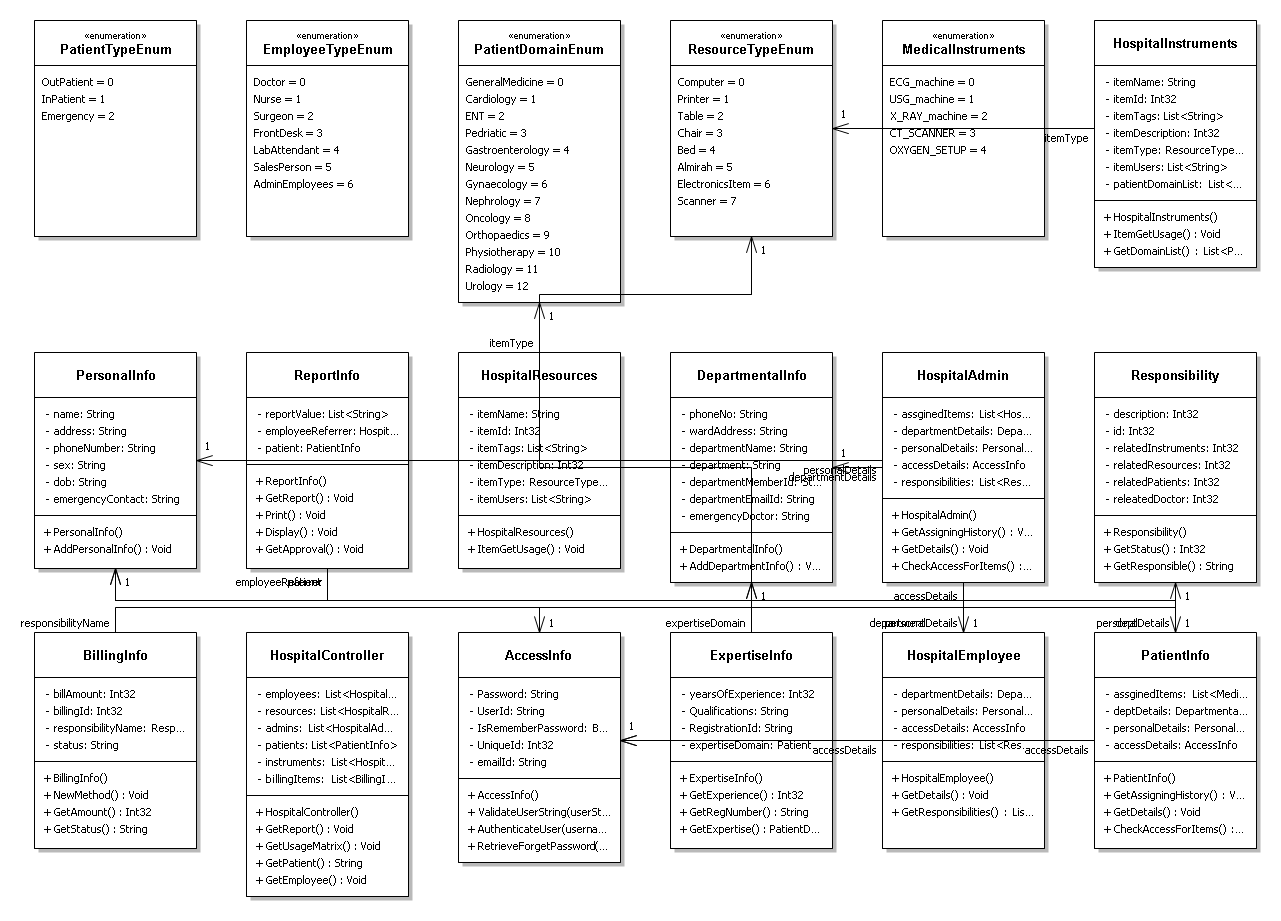


Figure 3:-Class Diagram (overall)

## Data flow diagram

### DFD-level 0

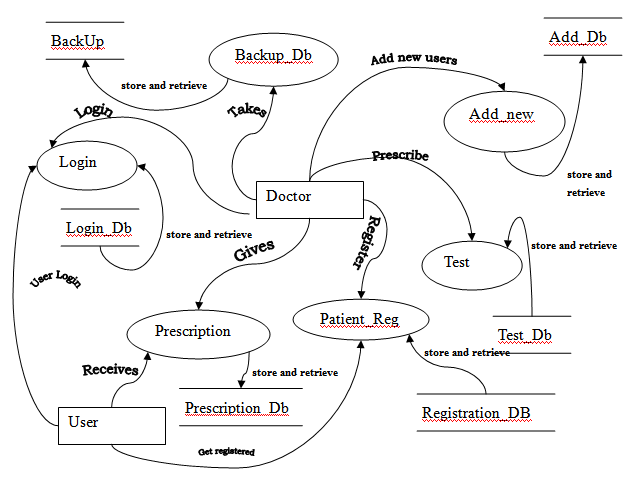


Figure 4 DFD-level 0

### DFD level 1

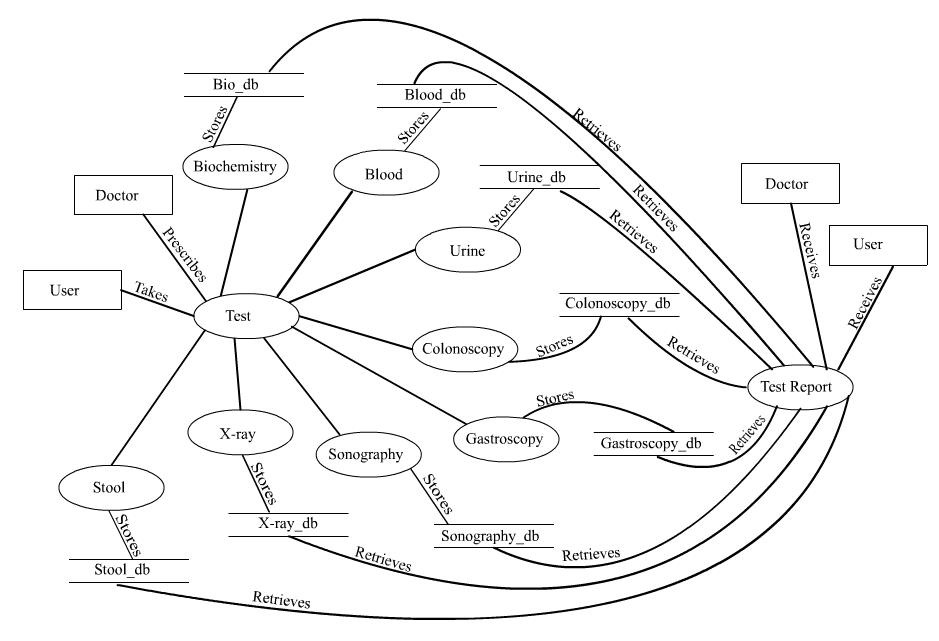


Figure 5 DFD level 1

### DFD level 2



Figure 6 DFD level 2

### DFD - level 3



Figure 7 DFD level 3

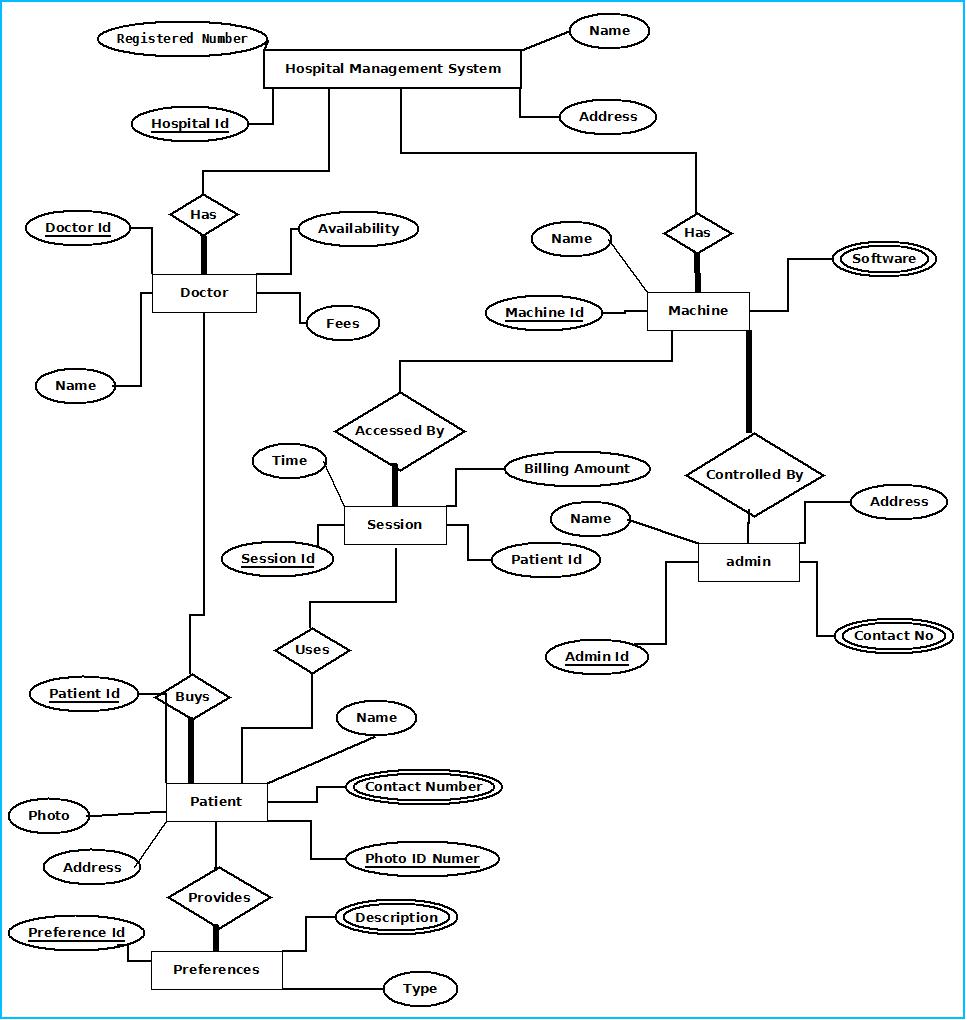
## E-R Diagram:

We will design a RDBMS for File Management System. The entities and their attributes are listed below. Attributes in Bold letter is the unique key.

|  |  |
| --- | --- |
| **Entities** | **Attributes** |
| Patient | **User Id**, Name, Address , Contact Number,  password, Photo ID Num, Photo |
| Hospital Management System | **Hospital Id** , Name, Address, Registered no |
| Hospital Machine | **Machine Id**, Name, Software |
| Session | **Session Id,** User Id, Time, Billing amount |
| Doctor | **Doctor Id**, Name, address, contact number |
| User Preference | **Preference Id,** Type, Description |
| Admin | **Admin id,** name, price |

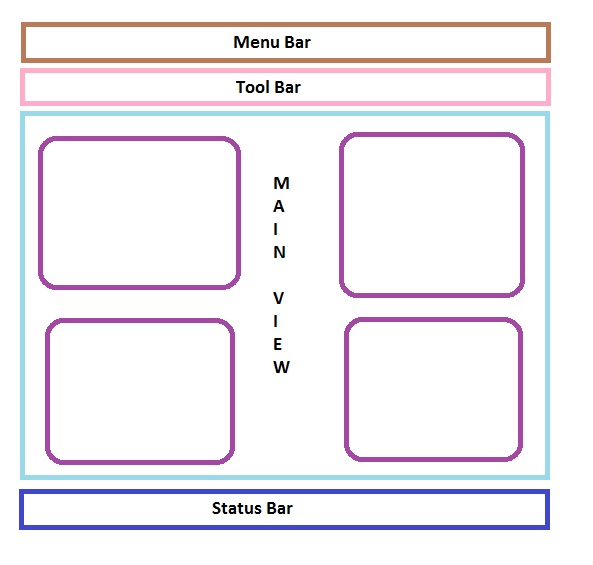
**Relationship between Entities:**

* Hospital Management System has Doctors 1 : N
* Hospital Management System has Machine 1 : N
* Patient System uses Session 1 : 1
* Hospital Management System Cures patients  1 : N
* Users provide Preferences  M : N



E-R Diagram of Hospital management system

## The user interface:



# PROGRAMME CODE:

## API Used for GUI

Menu bar contains the important features which can be accessed by shortcuts too. It is implemented using **Menu** control.

|  |
| --- |
| **System.Windows.Controls.Menu**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents a Windows menu control that enables you to hierarchically organize elements associated with commands and event handlers. |

Toolbar lists down the mostly used features. It is implemented using **ToolBar** control.

|  |
| --- |
| **System.Windows.Controls.ToolBar**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Provides a container for a group of commands or controls. |

Left navigation bar displays the tutorials available locally and online. This navigation bar is hide- able. It is implemented using the **Expander** control.

|  |
| --- |
| **System.Windows.Controls.Expander**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents the control that displays a header that has a collapsible window that displays content. |

The local contents are displayed in a **TreeView** control. And every contents are displayed in in a TreeViewItem.

|  |
| --- |
| **System.Windows.Controls.TreeView**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents a control that displays hierarchical data in a tree structure that has items that can expand and collapse. |

Online contents are displayed in a **WebBrowser** control. Users can select the content and purchase it from there.

|  |
| --- |
| **System.Windows.Controls.WebBrowser**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Hosts and navigates between HTML documents. Enables interoperability between WPF managed code and HTML script. |

Textpane displays the Texts. This is implemented using a **TextBlock** control.

|  |
| --- |
| **System.Windows.Controls.TextBlock**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Provides a lightweight control for displaying small amounts of flow content. |

Video and audio playing is implemented using **MediaElement** control.

|  |
| --- |
| **System.Windows.Controls.MediaElement**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents a control that contains audio and/or video. |

Images are displayed using **Image** control.

|  |
| --- |
| **System.Windows.Controls.Image**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents a control that displays an image. |

Drawing pane is implemented using **InkCanvas** control.

|  |
| --- |
| **System.Windows.Controls.InkCanvas**  **Namespace:**  [*System.Windows.Controls*](http://msdn.microsoft.com/en-us/library/system.windows.controls.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Defines an area that receives and displays ink strokes. |

Statusbar displays the information about the application and the tutorial currently running. It’s implemented using **StatusBar** Class.

|  |
| --- |
| **System.Windows.Controls.Primitives.StatusBar**  **Namespace:**  [*System.Windows.Controls.Primitives*](http://msdn.microsoft.com/en-us/library/system.windows.controls.primitives.aspx) **Assembly:**  PresentationFramework (in PresentationFramework.dll)  Represents a control that displays items and information in a horizontal bar in an application window. |

## API Used For Engine:

Reading & Writing XML:

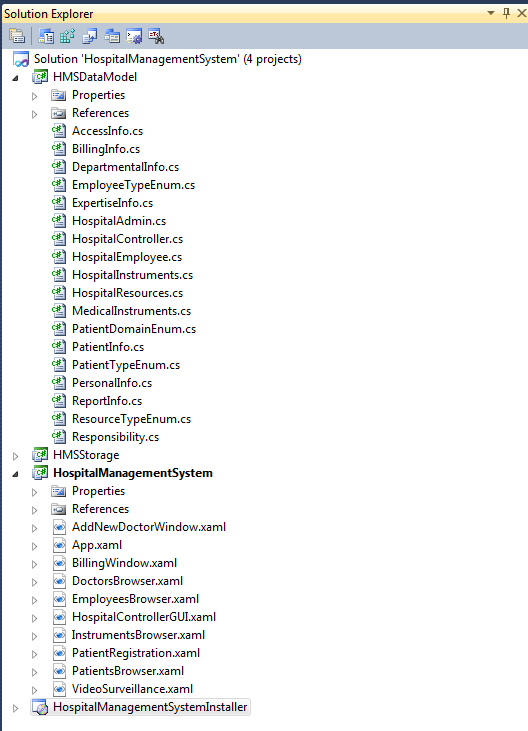
In this application the tutorials are saved as XML file. The application will process the XML and play the tutorial. So we have implemented XML reader and writer logic. XML operations are done using .NET XML parser. Every XML element is represented as a **XElement** control.

|  |
| --- |
| **System.Xml.Linq.XElement**  **Namespace:**  [*System.Xml.Linq*](http://msdn.microsoft.com/en-us/library/system.xml.linq.aspx) **Assembly:**  System.Xml.Linq (in System.Xml.Linq.dll)  Represents an XML element. |

It has a well-designed Database in MSSQL to save all the information.

## Source Code

### Source Code Hierarchy



### AccessInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HospitalUserGUI  {  public class AccessInfo  {  string Password;  string UserId;  bool IsRememberPassword;  int UniqueId;  string emailId;  public void ValidateUserString(string userString)  {  }  public void AuthenticateUser(string username, string password)  {  }  public void RetrieveForgetPassword(string username, string password)  {  }  }  } |

### BillingInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class BillingInfo  {  int billAmount;  int billingId;  Responsibility responsibilityName;  string status;  public void NewMethod()  {  throw new NotImplementedException();  }  public int GetAmount()  {  throw new NotImplementedException();  }  public string GetStatus()  {  throw new NotImplementedException();  }  }  } |

### DepartmentalInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class DepartmentalInfo  {  string phoneNo;  string wardAddress;  string departmentName;  string department;  string departmentMemberId;  string departmentEmailId;  string emergencyDoctor;  public void AddDepartmentInfo()  {  throw new NotImplementedException();  }  }  } |

### EmployeeTypeEnum.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public enum EmployeeTypeEnum  {  Doctor,  Nurse,  Surgeon,  FrontDesk,  LabAttendant,  SalesPerson,  AdminEmployees  }  } |

### ExpertiseInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class ExpertiseInfo  {  int yearsOfExperience;  string Qualifications;  string RegistrationId;  PatientDomainEnum expertiseDomain;  public int GetExperience()  {  throw new NotImplementedException();  }  public string GetRegNumber()  {  throw new NotImplementedException();  }  public PatientDomainEnum GetExpertise()  {  throw new NotImplementedException();  }  }  } |

### HospitalAdmin.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class HospitalAdmin  {  List<HospitalInstruments> assginedItems;  DepartmentalInfo departmentDetails;  PersonalInfo personalDetails;  AccessInfo accessDetails;  List<Responsibility> responsibilities;  public void GetAssigningHistory()  {  throw new NotImplementedException();  }  public void GetDetails()  {  throw new NotImplementedException();  }  public void CheckAccessForItems()  {  throw new NotImplementedException();  }  }  } |

### HospitalController.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class HospitalController  {  List<HospitalEmployee> employees;  List<HospitalResources> resources;  List<HospitalAdmin> admins;  List<PatientInfo> patients;  List<HospitalInstruments> instruments;  List<BillingInfo> billingItems;  public void GetReport()  {  throw new NotImplementedException();  }  public void GetUsageMatrix()  {  throw new NotImplementedException();  }  public string GetPatient()  {  throw new NotImplementedException();  }  public void GetEmployee()  {  throw new NotImplementedException();  }  }  } |

### HospitalEmployee.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class HospitalEmployee  {  DepartmentalInfo departmentDetails;  PersonalInfo personalDetails;  AccessInfo accessDetails;  List<Responsibility> responsibilities;  public void GetDetails()  {  throw new NotImplementedException();  }  public List<Responsibility> GetResponsibilities()  {  throw new NotImplementedException();  }  }  } |

### HospitalInstruments.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class HospitalInstruments  {  string itemName;  int itemId;  List<string> itemTags;  int itemDescription;  ResourceTypeEnum itemType;  List<string> itemUsers;  List<PatientDomainEnum> patientDomainList;  public void ItemGetUsage()  {  throw new NotImplementedException();  }  public List<PatientDomainEnum> GetDomainList()  {  throw new NotImplementedException();  }  }  } |

### HospitalResources.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class HospitalResources  {  string itemName;  int itemId;  List<string> itemTags;  int itemDescription;  ResourceTypeEnum itemType;  List<string> itemUsers;  public void ItemGetUsage()  {  throw new NotImplementedException();  }  }  } |

### MedicalInstruments.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public enum MedicalInstruments  {  ECG\_machine,  USG\_machine,  X\_RAY\_machine,  CT\_SCANNER,  OXYGEN\_SETUP  }  } |

### PatientDomainEnum.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public enum PatientDomainEnum  {  GeneralMedicine,  Cardiology,  ENT,  Pedriatic,  Gastroenterology,  Neurology,  Gynaecology,  Nephrology,  Oncology,  Orthopaedics,  Physiotherapy,  Radiology,  Urology  }  } |

### PatientInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class PatientInfo  {  List<MedicalInstruments> assginedItems;  DepartmentalInfo deptDetails;  PersonalInfo personalDetails;  AccessInfo accessDetails;  public void GetAssigningHistory()  {  throw new NotImplementedException();  }  public void GetDetails()  {  throw new NotImplementedException();  }  public void CheckAccessForItems()  {  throw new NotImplementedException();  }  }  }  > |

### PatientTypeEnum.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public enum PatientTypeEnum  {  OutPatient,  InPatient,  Emergency  }  } |

### PersonalInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class PersonalInfo  {  string name;  string address;  string phoneNumber;  string sex;  string dob;  string emergencyContact;  public void AddPersonalInfo()  {  throw new NotImplementedException();  }  }  } |

### ReportInfo.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class ReportInfo  {  List<string> reportValue;  HospitalEmployee employeeReferrer;  PatientInfo patient;  public void GetReport()  {  throw new NotImplementedException();  }  public void Print()  {  throw new NotImplementedException();  }  public void Display()  {  throw new NotImplementedException();  }  public void GetApproval()  {  throw new NotImplementedException();  }  }  } |

### ResourceTypeEnum.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public enum ResourceTypeEnum  {  Computer,  Printer,  Table,  Chair,  Bed,  Almirah,  ElectronicsItem,  Scanner  }  } |

### Responsibility.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Text;  namespace HospitalManagementSystem.HmsDesign  {  public class Responsibility  {  int description;  int id;  int relatedInstruments;  int relatedResources;  int relatedPatients;  int releatedDoctor;  public int GetStatus()  {  throw new NotImplementedException();  }  public string GetResponsible()  {  throw new NotImplementedException();  }  }  } |

### VideoSurveillance.xaml

|  |
| --- |
| <Window x:Class="CyberCafeController.VideoSurveillance"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="VideoSurveillance" Height="307" Width="339">  <Grid Height="270">  <Grid.RowDefinitions>  <RowDefinition Height="226\*" />  <RowDefinition Height="36\*" />  </Grid.RowDefinitions>  <MediaElement x:Name="MediaEL" Grid.RowSpan="1" LoadedBehavior="Manual" />  <StackPanel Orientation="Horizontal" Grid.Row="1" HorizontalAlignment="Center" Margin="8,0,8,5" Width="301">  <Button x:Name="btnRec" Content="Record" Click="btnRec\_Click"  Width="50" Height="25"/>  <Button x:Name="btnPlay" Content="Play" Click="btnPlay\_Click"  Width="50" Height="25"/>  <Button x:Name="btnStop" Content="Stop" Click="btnStop\_Click"  Width="50" Height="25"/>  <Button x:Name="btnMoveBackward" Content="Back" Click="btnMoveBackward\_Click"  Width="50" Height="25"/>  <Button x:Name="btnMoveForward" Content="Forward" Click="btnMoveForward\_Click"  Width="50" Height="25"/>  <Button x:Name="btnOpen" Content="Open" Click="btnOpen\_Click"  Width="50" Height="25"/>  </StackPanel>  </Grid>  </Window> |

### VideoSurveillance.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalController  {  /// <summary>  /// Interaction logic for VideoSurveillance.xaml  /// </summary>  public partial class VideoSurveillance : Window  {  public VideoSurveillance()  {  InitializeComponent();  IsPlaying(false);  }  private void btnRec\_Click(object sender, RoutedEventArgs e)  {  }  #region IsPlaying(bool)  private void IsPlaying(bool bValue)  {  btnStop.IsEnabled = bValue;  btnMoveBackward.IsEnabled = bValue;  btnMoveForward.IsEnabled = bValue;  btnPlay.IsEnabled = bValue;  }  #endregion  #region Play and Pause  private void btnPlay\_Click(object sender, RoutedEventArgs e)  {  IsPlaying(true);  if (btnPlay.Content.ToString() == "Play")  {  MediaEL.Play();  btnPlay.Content = "Pause";  }  else  {  MediaEL.Pause();  btnPlay.Content = "Play";  }  }  #endregion  #region Stop  private void btnStop\_Click(object sender, RoutedEventArgs e)  {  MediaEL.Stop();  btnPlay.Content = "Play";  IsPlaying(false);  btnPlay.IsEnabled = true;  }  #endregion  #region Back and Forward  private void btnMoveForward\_Click(object sender, RoutedEventArgs e)  {  MediaEL.Position = MediaEL.Position + TimeSpan.FromSeconds(10);  }  private void btnMoveBackward\_Click(object sender, RoutedEventArgs e)  {  MediaEL.Position = MediaEL.Position - TimeSpan.FromSeconds(10);  }  #endregion  #region Open Media  private void btnOpen\_Click(object sender, RoutedEventArgs e)  {  Microsoft.Win32.OpenFileDialog ofd = new Microsoft.Win32.OpenFileDialog();  ofd.Filter = "Video Files (\*.wmv)|\*.wmv";  if (ofd.ShowDialog() == true)  {  MediaEL.Source = new Uri(ofd.FileName);  btnPlay.IsEnabled = true;  }  }  #endregion  }  } |

### HospitalStorage.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  namespace HospitalStorage  {  public class HospitalStorage  {  #region database interction data fetching  MySql.Data.MySqlClient.MySqlConnection msqlConnection = null;  private void fetcheUserData()  {  msqlConnection = new MySql.Data.MySqlClient.MySqlConnection("server=localhost;user id=root;Password=technicise;database=sptdb;persist security info=False");  try  { //define the command reference  MySql.Data.MySqlClient.MySqlCommand msqlCommand = new MySql.Data.MySqlClient.MySqlCommand();  msqlCommand.Connection = msqlConnection;  msqlConnection.Open();  msqlCommand.CommandText = "Select \* from Users;";  MySql.Data.MySqlClient.MySqlDataReader msqlReader = msqlCommand.ExecuteReader();  \_UsersCollection.Clear();  while (msqlReader.Read())  {  UsersData UsersDataObject = new UsersData();  //UsersDataObject.serialNo = msqlReader.GetString("sl\_no");  UsersDataObject.UserAdress = msqlReader.GetString("address");  UsersDataObject.phoneNumber = msqlReader.GetString("ph\_no");  UsersDataObject.UserName = msqlReader.GetString("User\_name");  UsersDataObject.UserVatNo = msqlReader.GetString("vat\_no");  UsersDataObject.UserId = msqlReader.GetString("id");  UsersDataObject.UserTurnOver = msqlReader.GetString("turn\_over");  UsersDataObject.UserDue = msqlReader.GetString("due");  \_UsersCollection.Add(UsersDataObject);  }  }  catch (Exception er)  {  MessageBox.Show(er.Message);  }  finally  {  //always close the connection  msqlConnection.Close();  }  }  #endregion  #region User table update  private void UpdateUserTable()  {  //define the connection reference and initialize it  msqlConnection = new MySql.Data.MySqlClient.MySqlConnection("server=localhost;user id=root;Password=technicise;database=sptdb;persist security info=False");  try  {  //define the command reference  MySql.Data.MySqlClient.MySqlCommand msqlCommand = new MySql.Data.MySqlClient.MySqlCommand();  //define the connection used by the command object  msqlCommand.Connection = msqlConnection;  double dbDue = 0.0;  double dbTurnOver = 0.0;  //open the connection  if (msqlConnection.State != System.Data.ConnectionState.Open)  msqlConnection.Open();  string cusIdKey = UserInfoTb.SelectedValue.ToString();  string cmdStr = "SELECT turn\_over,due FROM Users WHERE id='" + cusIdKey + "';";  msqlCommand.CommandText = cmdStr;  MySql.Data.MySqlClient.MySqlDataReader msqlReader = msqlCommand.ExecuteReader();  while (msqlReader.Read())  {  dbDue = double.Parse(msqlReader.GetString("due"));  dbTurnOver = double.Parse(msqlReader.GetString("turn\_over"));  }  if (msqlConnection.State == System.Data.ConnectionState.Open)  msqlConnection.Close();  //updating the value  if (msqlConnection.State != System.Data.ConnectionState.Open)  msqlConnection.Open();  double totalBilledAmount = CalculateTotalAmount() + CalculateVAT();  double newDueDouble = dbDue + totalBilledAmount - double.Parse(paymentAmountTB.Text);  String newDue = newDueDouble.ToString();  String newTurnOver = (dbTurnOver + totalBilledAmount).ToString();  msqlCommand.CommandText = "UPDATE Users SET due='" + newDue + "', turn\_over='" + newTurnOver + "' WHERE id='" + cusIdKey + "'; ";  msqlCommand.ExecuteNonQuery();  }  catch (Exception er)  {  MessageBox.Show(er.Message);  }  finally  {  if (msqlConnection.State == System.Data.ConnectionState.Open)  msqlConnection.Close();  }  }  #endregion  }  } |

### AddNewDoctorWindow.xaml

|  |
| --- |
| <Window x:Class="doctors.AddNewDoctorWindow"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  xmlns:sys="clr-namespace:System;assembly=mscorlib"  Title="Add New Doctor" Height="223" Width="596">  <DockPanel LastChildFill="True">  <UniformGrid Rows="1" DockPanel.Dock="Bottom" Height="40">  <Button Width="100" Margin="0 5" Name="cancelBtn" KeyboardNavigation.TabIndex="5" Click="cancelBtn\_Click">Cancel</Button>  <Button Width="100" Margin="0 5" Name="addBtn" KeyboardNavigation.TabIndex="4" Click="addBtn\_Click">Add</Button>  </UniformGrid>  <UniformGrid Columns="4" Rows="2" DockPanel.Dock="Top">  <Button Name="doctorNameBtn" KeyboardNavigation.IsTabStop="False">Name</Button>  <Button Name="addressBtn" KeyboardNavigation.IsTabStop="False">Address</Button>  <Button Name="phNumberBtn" KeyboardNavigation.IsTabStop="False">Phone Number</Button>  <Button Name="vatBtn" KeyboardNavigation.IsTabStop="False">Reg No</Button>  <TextBox Name="NameDataTB" KeyboardNavigation.TabIndex="0" HorizontalContentAlignment="Center" VerticalContentAlignment="Center" PreviewTextInput="NameDataTB\_PreviewTextInput"></TextBox>  <TextBox Name="AddrDataTB" KeyboardNavigation.TabIndex="1" HorizontalContentAlignment="Center" VerticalContentAlignment="Center" PreviewTextInput="AddrDataTB\_PreviewTextInput"></TextBox>  <TextBox Name="phDataTB" KeyboardNavigation.TabIndex="2" VerticalContentAlignment="Center" HorizontalContentAlignment="Center" PreviewTextInput="phDataTB\_PreviewTextInput"></TextBox>  <TextBox Name="vatdataTB" KeyboardNavigation.TabIndex="3" VerticalContentAlignment="Center" HorizontalContentAlignment="Center" PreviewTextInput="vatdataTB\_PreviewTextInput"></TextBox>  </UniformGrid>  </DockPanel>  </Window> |

### AddNewDoctorWindow.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  using System.Text.RegularExpressions;  namespace doctors  {  /// <summary>  /// Interaction logic for AddNewDoctorWindow.xaml  /// </summary>  public partial class AddNewDoctorWindow : Window  {    public AddNewDoctorWindow()  {  InitializeComponent();  }  #region validation  private static bool onlyNumeric(string text)  {  Regex regex = new Regex("[^0-9.-]+"); //regex that matches disallowed text  return !regex.IsMatch(text);  }  private static bool onlyAlphabet(string text)  {  Regex regex = new Regex("[^A-Z|^a-z|^ |^\t]"); //regex that matches disallowed text  return !regex.IsMatch(text);  }    private static bool onlyAlphaNumeric(string text)  {  Regex regex = new Regex("^[a-zA-Z0-9]\*$"); //regex that matches disallowed text  return !regex.IsMatch(text);  }  private void NameDataTB\_PreviewTextInput(object sender, TextCompositionEventArgs e)  {  e.Handled = !onlyAlphabet(e.Text);  }  private void AddrDataTB\_PreviewTextInput(object sender, TextCompositionEventArgs e)  {  //e.Handled = !onlyAlphaNumeric(e.Text);  }  private void phDataTB\_PreviewTextInput(object sender, TextCompositionEventArgs e)  {  e.Handled = !onlyNumeric(e.Text);  }  private void vatdataTB\_PreviewTextInput(object sender, TextCompositionEventArgs e)  {  e.Handled = onlyAlphaNumeric(e.Text);  }  #endregion  private void cancelBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  }  } |

### App.xaml

|  |
| --- |
| <Application x:Class="HospitalManagementSystem.App"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  StartupUri="HospitalControllerGUI.xaml">  <Application.Resources>    </Application.Resources>  </Application> |

### BillingWindow.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.BillingWindow"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  xmlns:sys="clr-namespace:System;assembly=mscorlib"  Title="Billing Window" Height="857" Width="864">  <DockPanel>  <UniformGrid DockPanel.Dock="Top" Rows="1">  <Label Content="Date:"></Label>  <DatePicker Height="25" Name="datePicker" Background="#FFA39797" SelectedDate="{x:Static sys:DateTime.Now}" />  <Label Content="Invoice Number:"></Label>  <TextBlock Name="invoiceNumberTB" Background="#FFA39797"></TextBlock>  </UniformGrid>  <UniformGrid Rows="1" Height="30" DockPanel.Dock="Top">  <Button Content="Patient" Name="PatientSelectBtn"></Button>  <Button Content="Seller" ></Button>  </UniformGrid>  <UniformGrid Height="80" DockPanel.Dock="Top" Rows="1">  <TextBox Name="PatientInfoTb" VerticalAlignment="Center" VerticalContentAlignment="Center" HorizontalContentAlignment="Center" Margin="3" Height="57">Patient 001</TextBox>  <TextBlock Name="sellerInfoTb" Margin="3" TextWrapping="Wrap"></TextBlock>  </UniformGrid>  <UniformGrid Height="160" DockPanel.Dock="Bottom" Rows="2">  <TextBlock Background="#FFE5E2E2" TextWrapping="Wrap">This invoice shows the actual price of the items , decribed in are true and correct</TextBlock>  <Label></Label>  <Label HorizontalContentAlignment="Center" VerticalContentAlignment="Center">Payment Amount</Label>  <TextBox Name="paymentAmountTB" HorizontalContentAlignment="Center" VerticalContentAlignment="Center">0.0</TextBox>  </UniformGrid>  <UniformGrid DockPanel.Dock="Bottom" Rows="1">  <Label>Declaration</Label>  <Label HorizontalContentAlignment="Right">Authorized Signature</Label>  </UniformGrid>  <DockPanel DockPanel.Dock="Bottom" LastChildFill="True">  <Label>Price in Words:</Label>  <Label></Label>  </DockPanel>  <DockPanel DockPanel.Dock="Bottom" Height="40">  <Button DockPanel.Dock="Left" Name="calculateTotalBtn" Content="Total" Width="260" HorizontalContentAlignment="Right" FontWeight="Bold"></Button>  <Label DockPanel.Dock="Left" Name="totalNoOfItems" Width="100"></Label>  <Label DockPanel.Dock="Left" Name="itemUnit" Width="300" HorizontalAlignment="Left" ></Label>  <Label DockPanel.Dock="Left" Name="totalAmountLabel" Width="100"></Label>  </DockPanel>  <DockPanel DockPanel.Dock="Bottom" Height="40">  <Button DockPanel.Dock="Left" Content="VAT" Name="calculateVATBtn" Width="260" HorizontalContentAlignment="Right" FontWeight="Bold"></Button>  <Label DockPanel.Dock="Left" Width="100"></Label>  <Label DockPanel.Dock="Left" Width="300" HorizontalAlignment="Left" ></Label>  <Label DockPanel.Dock="Left" Name="vatAmount" Width="100"></Label>  </DockPanel>  <ListView Name="billingItemListView" DockPanel.Dock="Bottom" ItemsSource="{Binding billingCollection}">  <ListView.View>  <GridView>  <GridViewColumn Width="50" Header="Sl No" DisplayMemberBinding="{Binding serialNo}" />  <GridViewColumn Width="260" Header="Description" DisplayMemberBinding="{Binding description}" />  <GridViewColumn Width="100" Header="Quantity" DisplayMemberBinding="{Binding quantity}" />  <GridViewColumn Width="100" Header="VAT" DisplayMemberBinding="{Binding vat}" />  <GridViewColumn Width="100" Header="Rate" DisplayMemberBinding="{Binding rate}" />  <GridViewColumn Width="180" Header="Amount" DisplayMemberBinding="{Binding amount}" />  </GridView>  </ListView.View>  </ListView>  </DockPanel>  </Window> |

### BillingWindow.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for BillingWindow.xaml  /// </summary>  public partial class BillingWindow : Window  {  public BillingWindow()  {  InitializeComponent();  }  }  } |

### DoctorsBrowser.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.DoctorsBrowser"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="DoctorsBrowser" Height="418" Width="1008">  <DockPanel LastChildFill="True">  <UniformGrid Height="30" DockPanel.Dock="Top" Rows="1">  <Button Content="Show doctors" Name="showPaymentsBtn" Click="showPaymentsBtn\_Click" Margin="10 0" ></Button>  <Button Content="Add New" Name="addBtn" Click="addBtn\_Click" Margin="10 0" ></Button>  <Button Content="Delete" Margin="10 0" Name="deleteBtn" Click="deleteBtn\_Click"></Button>  <Button Content="Print" Margin="10 0" Name="printBtn" IsEnabled="True" Click="printBtn\_Click"></Button>  </UniformGrid>  <ListView Name="businessPersonListView" DockPanel.Dock="Bottom"  IsSynchronizedWithCurrentItem="True">  <ListView.View>  <GridView>  <!-- GridViewColumn Width="50" Header="Sl No" DisplayMemberBinding="{Binding serialNo}" /-->  <GridViewColumn Width="150" Header="Id" DisplayMemberBinding="{Binding doctorId}" />  <GridViewColumn Width="260" Header="Name" DisplayMemberBinding="{Binding doctorName}"/>  <GridViewColumn Width="160" Header="Address" DisplayMemberBinding="{Binding doctorAdress}" />  <GridViewColumn Width="100" Header="Ph no." DisplayMemberBinding="{Binding phoneNumber}" />  <GridViewColumn Width="100" Header="Manager" DisplayMemberBinding="{Binding doctorVatNo}" />  <GridViewColumn Width="100" Header="Expertise" DisplayMemberBinding="{Binding doctorTurnOver}" />  <GridViewColumn Width="100" Header="Duty Cycle" DisplayMemberBinding="{Binding doctorDue}" />  </GridView>  </ListView.View>  </ListView>  </DockPanel>  </Window> |

### DoctorsBrowser.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for DoctorsBrowser.xaml  /// </summary>  public partial class DoctorsBrowser : Window  {  public DoctorsBrowser()  {  InitializeComponent();  }  private void showPaymentsBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void deleteBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void printBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  }  } |

### EmployeesBrowser.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.EmployeesBrowser"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="Employees Browser" Height="695" Width="986">  <DockPanel LastChildFill="True">  <UniformGrid Height="30" DockPanel.Dock="Top" Rows="1">  <Button Content="Show employees" Name="showPaymentsBtn" Click="showPaymentsBtn\_Click" Margin="10 0" ></Button>  <Button Content="Add New" Name="addBtn" Click="addBtn\_Click" Margin="10 0" ></Button>  <Button Content="Delete" Margin="10 0" Name="deleteBtn" Click="deleteBtn\_Click"></Button>  <Button Content="Print" Margin="10 0" Name="printBtn" IsEnabled="True" Click="showPaymentsBtn\_Click"></Button>  </UniformGrid>  <ListView Name="businessPersonListView" DockPanel.Dock="Bottom"  IsSynchronizedWithCurrentItem="True">  <ListView.View>  <GridView>  <!-- GridViewColumn Width="50" Header="Sl No" DisplayMemberBinding="{Binding serialNo}" /-->  <GridViewColumn Width="150" Header="Id" DisplayMemberBinding="{Binding employeeId}" />  <GridViewColumn Width="260" Header="Name" DisplayMemberBinding="{Binding employeeName}"/>  <GridViewColumn Width="160" Header="Address" DisplayMemberBinding="{Binding employeeAdress}" />  <GridViewColumn Width="100" Header="Ph no." DisplayMemberBinding="{Binding phoneNumber}" />  <GridViewColumn Width="100" Header="Manager" DisplayMemberBinding="{Binding employeeVatNo}" />  <GridViewColumn Width="100" Header="Expertise" DisplayMemberBinding="{Binding employeeTurnOver}" />  <GridViewColumn Width="100" Header="Duty Cycle" DisplayMemberBinding="{Binding employeeDue}" />  </GridView>  </ListView.View>  </ListView>  </DockPanel>  </Window> |

### EmployeesBrowser.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for EmployeesBrowser.xaml  /// </summary>  public partial class EmployeesBrowser : Window  {  public EmployeesBrowser()  {  InitializeComponent();  }  private void showPaymentsBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void deleteBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  }  } |

### HospitalControllerGUI.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.MainWindow"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="Hospital Controller" Height="372" Width="1066">  <DockPanel>  <Expander IsExpanded="True" Background="Gray" Header="Login" Name="expander1" DockPanel.Dock="Left" Expanded="expander1\_Expanded" Height="486" Width="476">  <UniformGrid Rows="6" HorizontalAlignment="Stretch" VerticalAlignment="Stretch">  <Label>Name</Label>  <TextBox Width="200" Height="40"></TextBox>  <Label>Password</Label>  <PasswordBox Width="200" Height="40"></PasswordBox>  <UniformGrid Columns="1">  <CheckBox>Remember Password</CheckBox>  <Label Hyperlink.Click="Label\_Click">Forgot Password</Label>  </UniformGrid>  <Button Width="200" Height="40">Login</Button>  <Button Click="Button\_Click\_6">Print Report</Button>  <Button Click="Button\_Click\_7">Settings</Button>  </UniformGrid>  </Expander>  <Expander Header="Features Access" IsExpanded="True" DockPanel.Dock="Right">  <UniformGrid Columns="2">  <Button Click="Button\_Click">Patients</Button>  <Button Click="Button\_Click\_5">Doctors</Button>  <Button Click="Button\_Click\_6">Billing</Button>  <Button Click="Button\_Click">Employees</Button>  <Button Click="Button\_Click\_1">Resources</Button>  <Button Click="Button\_Click\_2">Instruments</Button>  <Button Click="Button\_Click\_3">Patient Registration</Button>  <Button Click="Button\_Click\_4">Video Surveilance</Button>  </UniformGrid>  </Expander>  </DockPanel>  </Window> |

### HospitalControllerGUI.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Navigation;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for MainWindow.xaml  /// </summary>  public partial class MainWindow : Window  {  public MainWindow()  {  InitializeComponent();  }  private void expander1\_Expanded(object sender, RoutedEventArgs e)  {  }  private void Button\_Click(object sender, RoutedEventArgs e)  {  PatientsBrowser pb = new PatientsBrowser();  pb.ShowDialog();  }  private void Button\_Click\_1(object sender, RoutedEventArgs e)  {    }  private void Button\_Click\_2(object sender, RoutedEventArgs e)  {  InstrumentsBrowser ib = new InstrumentsBrowser();  ib.ShowDialog();  }  private void Button\_Click\_3(object sender, RoutedEventArgs e)  {  PatientRegistration pr = new PatientRegistration();  pr.ShowDialog();  }  private void Button\_Click\_4(object sender, RoutedEventArgs e)  {  }  private void Button\_Click\_5(object sender, RoutedEventArgs e)  {  DoctorsBrowser db = new DoctorsBrowser();  db.ShowDialog();  }  private void Button\_Click\_6(object sender, RoutedEventArgs e)  {  BillingWindow bw = new BillingWindow();  bw.ShowDialog();  }  private void Label\_Click(object sender, RoutedEventArgs e)  {  }  private void Button\_Click\_7(object sender, RoutedEventArgs e)  {  }  private void Button\_Click\_8(object sender, RoutedEventArgs e)  {  EmployeesBrowser eb = new EmployeesBrowser();  eb.ShowDialog();  }  }  } |

### InstrumentsBrowser.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.InstrumentsBrowser"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="Instruments Browser" Height="494" Width="1002">  <DockPanel LastChildFill="True">  <UniformGrid Height="30" DockPanel.Dock="Top" Rows="1">  <Button Content="Show instruments" Name="showPaymentsBtn" Click="showPaymentsBtn\_Click" Margin="10 0" ></Button>  <Button Content="Add New" Name="addBtn" Click="addBtn\_Click" Margin="10 0" ></Button>  <Button Content="Delete" Margin="10 0" Name="deleteBtn" Click="deleteBtn\_Click\_1"></Button>  <Button Content="Print" Margin="10 0" Name="printBtn" IsEnabled="True" Click="printBtn\_Click\_1"></Button>  </UniformGrid>  <ListView Name="businessPersonListView" DockPanel.Dock="Bottom"  IsSynchronizedWithCurrentItem="True">  <ListView.View>  <GridView>  <!-- GridViewColumn Width="50" Header="Sl No" DisplayMemberBinding="{Binding serialNo}" /-->  <GridViewColumn Width="150" Header="Id" DisplayMemberBinding="{Binding instrumentId}" />  <GridViewColumn Width="260" Header="Name" DisplayMemberBinding="{Binding instrumentName}"/>  <GridViewColumn Width="160" Header="Location" DisplayMemberBinding="{Binding instrumentAdress}" />  <GridViewColumn Width="100" Header="Ph no." DisplayMemberBinding="{Binding phoneNumber}" />  <GridViewColumn Width="100" Header="Admin" DisplayMemberBinding="{Binding instrumentVatNo}" />  <GridViewColumn Width="100" Header="Usage" DisplayMemberBinding="{Binding instrumentTurnOver}" />  </GridView>  </ListView.View>  </ListView>  </DockPanel>  </Window> |

### InstrumentsBrowser.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for InstrumentsBrowser.xaml  /// </summary>  public partial class InstrumentsBrowser : Window  {  public InstrumentsBrowser()  {  InitializeComponent();  }  private void showPaymentsBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void deleteBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void printBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void deleteBtn\_Click\_1(object sender, RoutedEventArgs e)  {  }  private void printBtn\_Click\_1(object sender, RoutedEventArgs e)  {  }  }  } |

### PatientRegistration.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.PatientRegistration"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="Patient Registration" Height="303" Width="660">  <DockPanel LastChildFill="True">  <UniformGrid Rows="1" DockPanel.Dock="Bottom" Height="40">  <Button Width="100" Margin="0 5" Name="cancelBtn" KeyboardNavigation.TabIndex="5" Click="cancelBtn\_Click">Cancel</Button>  <Button Width="100" Margin="0 5" Name="addBtn" KeyboardNavigation.TabIndex="4" Click="addBtn\_Click">Add</Button>  </UniformGrid>  <UniformGrid Columns="4" Rows="2" DockPanel.Dock="Top">  <Button Name="doctorNameBtn" KeyboardNavigation.IsTabStop="False">Name</Button>  <Button Name="addressBtn" KeyboardNavigation.IsTabStop="False">Address</Button>  <Button Name="phNumberBtn" KeyboardNavigation.IsTabStop="False">Phone Number</Button>  <Button Name="vatBtn" KeyboardNavigation.IsTabStop="False">Problems</Button>  <TextBox Name="NameDataTB" KeyboardNavigation.TabIndex="0" HorizontalContentAlignment="Center" VerticalContentAlignment="Center" ></TextBox>  <TextBox Name="AddrDataTB" KeyboardNavigation.TabIndex="1" HorizontalContentAlignment="Center" VerticalContentAlignment="Center" ></TextBox>  <TextBox Name="phDataTB" KeyboardNavigation.TabIndex="2" VerticalContentAlignment="Center" HorizontalContentAlignment="Center" ></TextBox>  <TextBox Name="vatdataTB" KeyboardNavigation.TabIndex="3" VerticalContentAlignment="Center" HorizontalContentAlignment="Center" ></TextBox>  </UniformGrid>  </DockPanel>  </Window> |

### PatientRegistration.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for PatientRegistration.xaml  /// </summary>  public partial class PatientRegistration : Window  {  public PatientRegistration()  {  InitializeComponent();  }  private void cancelBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  }  } |

### PatientsBrowser.xaml

|  |
| --- |
| <Window x:Class="HospitalManagementSystem.PatientsBrowser"  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  Title="Patients Browser" Height="635" Width="1020">  <DockPanel LastChildFill="True">  <UniformGrid Height="30" DockPanel.Dock="Top" Rows="1">  <Button Content="Show patients" Name="showPaymentsBtn" Click="showPaymentsBtn\_Click" Margin="10 0" ></Button>  <Button Content="Add New" Name="addBtn" Click="addBtn\_Click" Margin="10 0" ></Button>  <Button Content="Delete" Margin="10 0" Name="deleteBtn" Click="deleteBtn\_Click"></Button>  <Button Content="Print" Margin="10 0" Name="printBtn" IsEnabled="True" Click="printBtn\_Click\_1"></Button>  </UniformGrid>  <ListView Name="businessPersonListView" DockPanel.Dock="Bottom"  IsSynchronizedWithCurrentItem="True">  <ListView.View>  <GridView>  <!-- GridViewColumn Width="50" Header="Sl No" DisplayMemberBinding="{Binding serialNo}" /-->  <GridViewColumn Width="150" Header="Id" DisplayMemberBinding="{Binding patientId}" />  <GridViewColumn Width="260" Header="Name" DisplayMemberBinding="{Binding patientName}"/>  <GridViewColumn Width="160" Header="Address" DisplayMemberBinding="{Binding patientAdress}" />  <GridViewColumn Width="100" Header="Ph no." DisplayMemberBinding="{Binding phoneNumber}" />  <GridViewColumn Width="100" Header="Doctor" DisplayMemberBinding="{Binding patientVatNo}" />  <GridViewColumn Width="100" Header="Problems" DisplayMemberBinding="{Binding patientTurnOver}" />  <GridViewColumn Width="100" Header="Bill Amount" DisplayMemberBinding="{Binding patientDue}" />  </GridView>  </ListView.View>  </ListView>  </DockPanel>  </Window> |

### PatientsBrowser.xaml.cs

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Windows;  using System.Windows.Controls;  using System.Windows.Data;  using System.Windows.Documents;  using System.Windows.Input;  using System.Windows.Media;  using System.Windows.Media.Imaging;  using System.Windows.Shapes;  namespace HospitalManagementSystem  {  /// <summary>  /// Interaction logic for PatientsBrowser.xaml  /// </summary>  public partial class PatientsBrowser : Window  {  public PatientsBrowser()  {  InitializeComponent();  }  private void printBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void showPaymentsBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void deleteBtn\_Click(object sender, RoutedEventArgs e)  {  }  private void printBtn\_Click\_1(object sender, RoutedEventArgs e)  {  }  private void addBtn\_Click(object sender, RoutedEventArgs e)  {  }  }  } |

# TESTING:

## UNIT TESTCASES:

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case Id** | **Description** | **Prerequisite** | **Steps to produce** |
| HMS\_UT\_001 | Load a Prescription | Valid prescription and a software | Launch the software  double click on left navigation pan |
| HMS\_UT\_002 | Login as a doctor | Valid user and a software | Launch the software  double click on left navigation pan |
| HMS\_UT\_003 | Display Image | Valid user with Image and ID and a software | Launch the software  double click on left navigation pan |
| HMS\_UT\_004 | Display Video | Valid prescription with video and a software | Launch the software  click on video tab |
| HMS\_UT\_005 | Video Play | Valid prescription with video and a software | Launch the software  click on video tab |
| HMS\_UT\_006 | Video Pause | Valid prescription and a software | Launch the software  click once |
| HMS\_UT\_007 | Video Stop | Valid prescription and a software | Launch the software  click on stop button |
| HMS\_UT\_008 | Video Fast Forward | Valid prescription and a software | Launch the software  click on fast forward button |
| HMS\_UT\_009 | Video Rewind | Valid prescription and a software | Launch the software  click on back button |
| HMS\_UT\_010 | Video Open | Valid prescription and a software | Launch the software  click on open button |
| HMS\_UT\_011 | Display Online Prescription | Valid prescription and a software | Launch the software.click on online button (Online prescription Navigation pan) |
| HMS\_UT\_013 | Go to Online prescription Link | Valid prescription and a software | Launch the software  click on buy button left navigation pan |
| HMS\_UT\_014 | Sound On/Off | Valid prescription and a software | Launch the software  click on sound on/off button |
| HMS\_UT\_015 | Local prescription Display | Valid prescription and a software | Launch the software  click on open button to browse the saved prescriptions. |
| HMS\_UT\_016 | Menu items functionality | Valid prescription and a software | Launch the software  click on menubar |
| HMS\_UT\_017 | Toolbar item functionality | Valid prescription and a software | Launch the software  click on toolbar buttons |
| HMS\_UT\_018 | Register as a new user | Valid ID and a software | Launch the software  click on toolbar and register buttons(create an account) |
| HMS\_UT\_019 | Login as a User | Valid ID and a software | Launch the software  click on login buttons |
| HMS\_UT\_020 | Register as a new User | Valid ID and a software | Launch the software  click on toolbar and register buttons(create an account) at admin section |
| HMS\_UT\_021 | Membership card issuing | Valid ID and a software | Launch the software  click on toolbar and register buttons(create an account)and click to issue membership. |
| HMS\_UT\_022 | Check Data Usages | Valid ID and a software | Launch the software  click on Data Usage toolbar |
| HMS\_UT\_023 | Print report from Local site | Valid ID and a software | Launch the software  click on print button |
| HMS\_UT\_024 | Print report from Central site | Valid ID and a software | Launch the software.click on print button from central machine |
| HMS\_UT\_025 | Check availability information | Valid ID and a software | Launch the software  click on navigation menu |
| HMS\_UT\_026 | Search a item | Valid ID and a software | Launch the software  click on search |
| HMS\_UT\_027 | Arrangement of searching items | Valid ID and a software | Launch the software  click on search |

## INTEGRATION TESTCASES:

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case Id** | **Description** | **Prerequisite** | **Steps to produce** |
| HMS\_IT\_001 | Completely Run a prescription online | Installed software and a valid and prescription | Launch the software  double click on left navigation pan |
| HMS\_IT\_002 | Run a Saved Prescription | Installed software and a valid and prescription | Launch the software  double click on left navigation pan and click on open button to browse the saved prescription |
| HMS\_IT\_003 | Run a downloaded Prescription | Installed software and a valid and prescription and an internet connection | Launch the software  Download a prescription from online store. |
| HMS\_IT\_004 | Check the installer | Installed software | Launch the software  double click on icon |
| HMS\_IT\_005 | Track resource usage | Installed software and a ID ,prescription and an internet connection | Launch the software  double click on icon |
| HMS\_IT\_006 | Check membership | Installed software  And logged in as a valid user | Launch the software  Click on login button |
| HMS\_IT\_007 | Check admin authentication | Installed software  And logged in as a valid admin | Launch the software  Click on login button |
| HMS\_IT\_008 | Local machine connectivity with central machine | Installed software  With a configured LAN connection | Launch the software  Click the connect button |
| HMS\_IT\_009 | Check data usage | Installed software  With a configured LAN connection | Launch the software  Click the connect button and Data usage button |
| HMS\_IT\_010 | Search an user or prescription | Installed software  And logged in as a valid user | Launch the software  Click on search menu |

## SYSTEM TESTCASES:

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case Id** | **Description** | **Prerequisite** | **Steps to produce** |
| HMS\_ST\_001 | Install the software | HMS installer,.net frame work | Double click on the setup file |
| HMS\_ST\_002 | Launch the software from desktop shortcut | HMS installed ,.net frame work | Double click on the HMS icon |
| HMS\_ST\_003 | Launch the software from program menus | HMS installed,.net frame work | Navigate from start and click on HMS icon |
| HMS\_ST\_004 | Run a prescription | HMS installed,.net frame work | Launch the software  double click on left navigation pan and click on open button to browse the saved prescription |
| HMS\_ST\_005 | Close the Software | HMS installed,.net frame work , launched software | Press alt+f4 or click on close button |
| HMS\_ST\_006 | Uninstall the Software | HMS installed,.net frame work | Open control panel and uninstall the program. |
| HMS\_ST\_007 | Download a prescription | HMS installed,.net frame work,valid prescription | Launch the software  Download a prescription from online store. |
| HMS\_ST\_008 | Run a Video report | HMS installed,.net frame work, valid prescription with video | Launch the software  click on open button |
| HMS\_ST\_009 | Run a Image Prescription | HMS installed,.net frame work, valid prescription with image | Launch the software  click on open button |
| HMS\_ST\_010 | Run a search | HMS installed,.net frame work, valid prescription with image video text | Launch the software  click on open button |

## UNIT TEST RESULT:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **UNIT TESTID** | **Expected Result** | **Actual Result** | **Comment** | **Status** |
| HMS\_UT\_001 | Load a prescription | Load a prescription | NA | PASS |
| HMS\_UT\_002 | Logged in as a user | Logged in successfully | NA | PASS |
| HMS\_UT\_003 | Display Image | Display Image | NA | PASS |
| HMS\_UT\_004 | Display Video | Display Video | NA | PASS |
| HMS\_UT\_005 | Video Play | Video Play | NA | PASS |
| HMS\_UT\_006 | Video Pause | Video Pause | NA | PASS |
| HMS\_UT\_007 | Video Stop | Video Stop | NA | PASS |
| HMS\_UT\_008 | Video Fast Forward | Video Fast Forward | NA | PASS |
| HMS\_UT\_009 | Video Rewind | Video Rewind | NA | PASS |
| HMS\_UT\_010 | Video Open | Video Open | NA | PASS |
| HMS\_UT\_011 | Display Online Prescription or prescription | Display Online Prescription or prescription | NA | PASS |
| HMS\_UT\_013 | Go to Online prescription Link | Go to Online prescription Link | NA | PASS |
| HMS\_UT\_014 | Sound On/Off | Sound On/Off | NA | PASS |
| HMS\_UT\_015 | Local prescription Display | Local prescription Display | NA | PASS |
| HMS\_UT\_016 | Menu items functionality working properly | Menu items functionality working properly | NA | PASS |
| HMS\_UT\_017 | Toolbar item functionality | Toolbar item functionality working properly | NA | PASS |
| HMS\_UT\_018 | Registered as a new user | Registered as a new user | NA | PASS |
| HMS\_UT\_019 | Logged in as a employee | Logged in as a employee | NA | PASS |
| HMS\_UT\_020 | Registered as a new employee | Registered as a new employee | NA | PASS |
| HMS\_UT\_021 | Membership card issued | Membership card issued | NA | PASS |
| HMS\_UT\_022 | Display Data Usages | Display Data Usages | NA | PASS |
| HMS\_UT\_023 | Print report from Local site | Print report from Local site | NA | PASS |
| HMS\_UT\_024 | Print report from Central site | Print report from Central site | NA | PASS |
| HMS\_UT\_025 | Show availability information | Show availability information | NA | PASS |
| HMS\_UT\_026 | Found a item | Found a item | NA | PASS |
| HMS\_UT\_027 | Arranged in an ascending order | Arranged in an ascending order | NA | PASS |

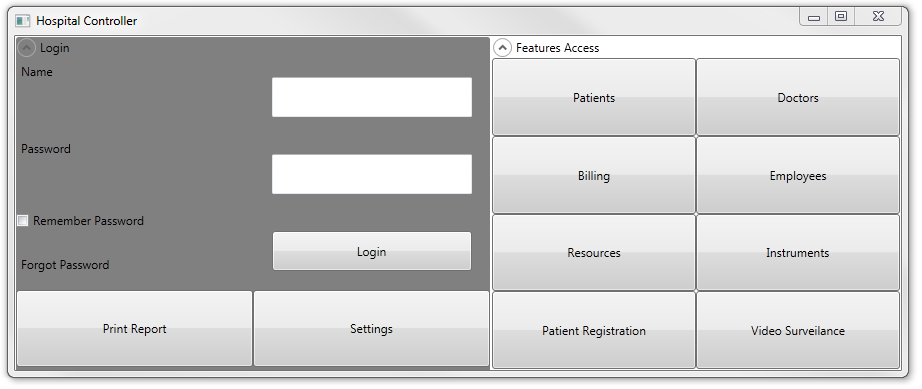
## INTEGRATION TEST RESULT:

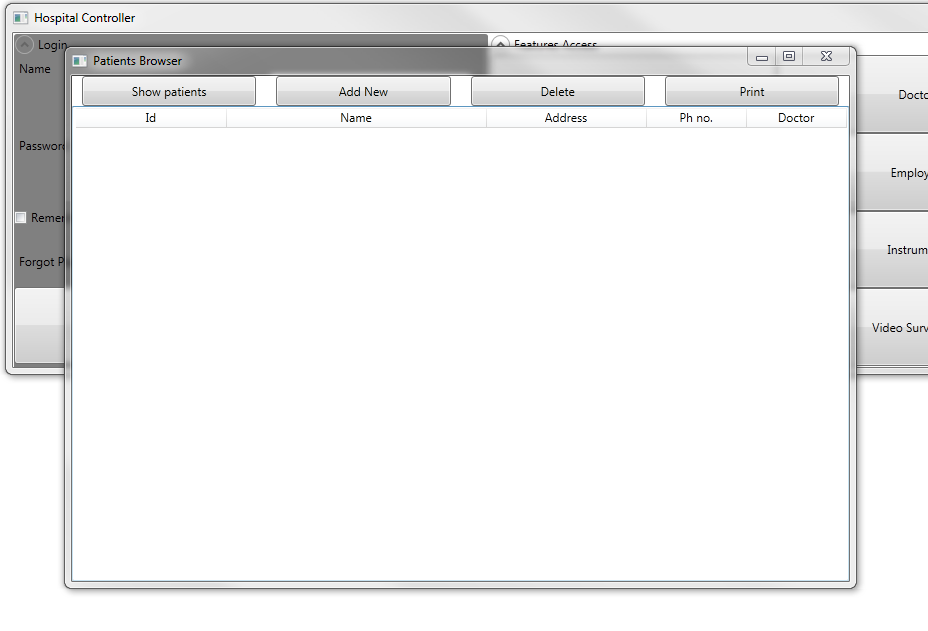
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test case Id** | **Expected Result** | **Actual Result** | **Comment** | **Status** |
| HMS\_IT\_001 | Completely Run a prescription online | Completely Run a Prescription | NA | PASS |
| HMS\_IT\_002 | Run a Saved Prescription | Run a Saved Prescription | NA | PASS |
| HMS\_IT\_003 | Run a downloaded Prescription | Run a downloaded Prescription | NA | PASS |
| HMS\_IT\_004 | Check the installer | Check the installer | NA | PASS |
| HMS\_IT\_005 | Track resource usage | Track resource usage | NA | PASS |
| HMS\_IT\_006 | Validated membership | Validated membership | NA | PASS |
| HMS\_IT\_007 | admin authenticated successfully | admin authenticated successfully | NA | PASS |
| HMS\_IT\_008 | Local machine connected with central machine | Local machine connected with central machine | NA | PASS |
| HMS\_IT\_009 | Show data usage | Show data usage | NA | PASS |
| HMS\_IT\_010 | Found a valid user or prescription | Found a valid user or prescription | NA | PASS |

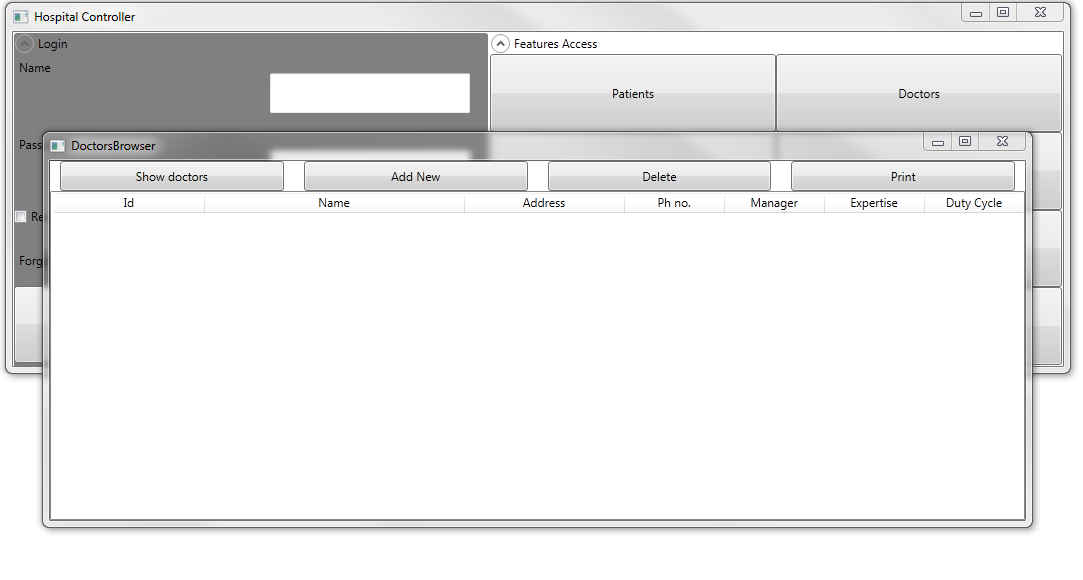
## SYSTEM TEST RESULT:

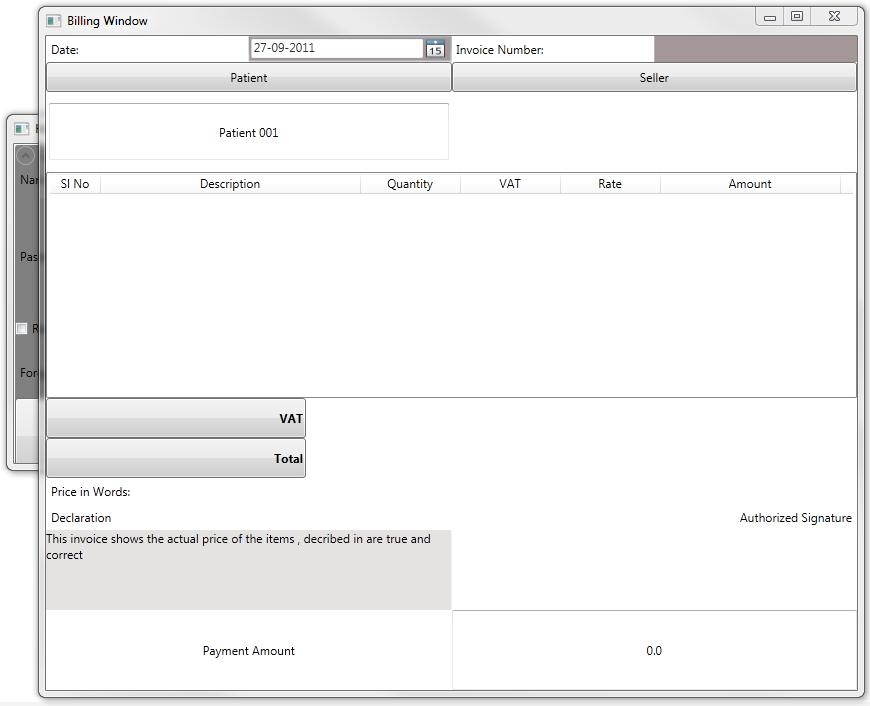
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test case Id** | **Expected Result** | **Actual Result** | **Comment** | **Status** |
| HMS\_ST\_001 | Install the software | Install the software | NA | PASS |
| HMS\_ST\_002 | Launch the software from desktop shortcut | Launch the software from desktop shortcut | NA | PASS |
| HMS\_ST\_003 | Launch the software from program menus | Launch the software from program menus | NA | PASS |
| HMS\_ST\_004 | Run a prescription | Run a prescription | NA | PASS |
| HMS\_ST\_005 | Uninstall the Software | Uninstall the Software | NA | PASS |
| HMS\_ST\_006 | Download a Prescription | Download a Prescription | NA | PASS |
| HMS\_ST\_007 | Run a Video prescription | Run a Video prescription | NA | PASS |
| HMS\_ST\_008 | Run a Image Prescription | Run a Image Prescription | NA | PASS |
| HMS\_ST\_010 | Run a search | Run a search | NA | PASS |

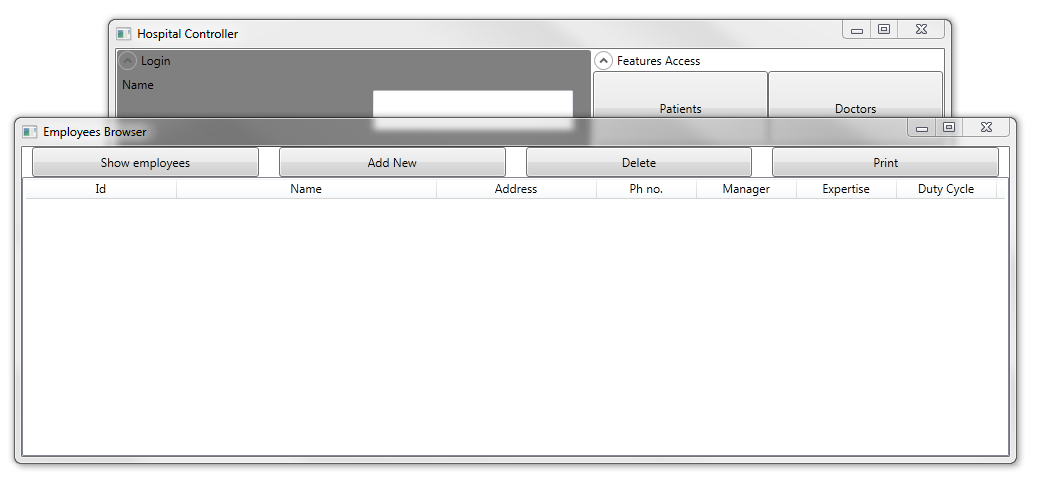
## INPUT/OUTPUT SEREEN:

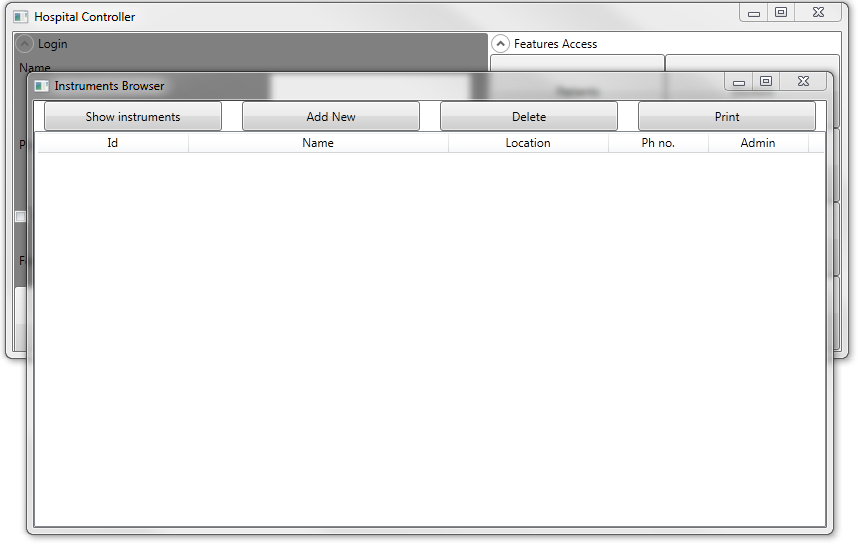


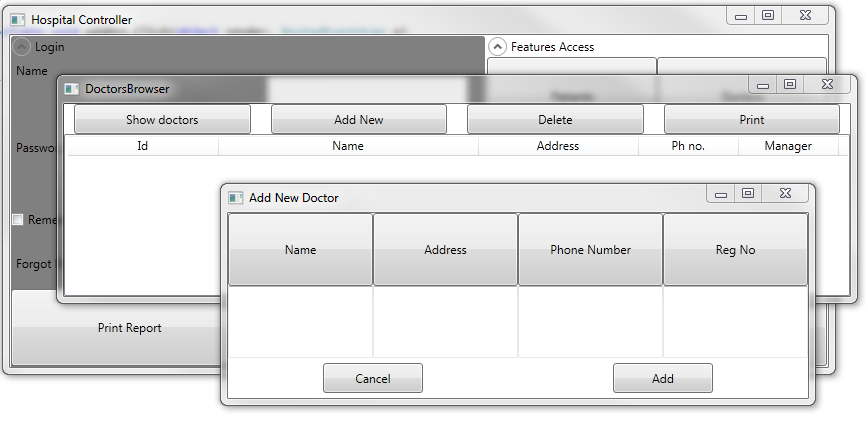






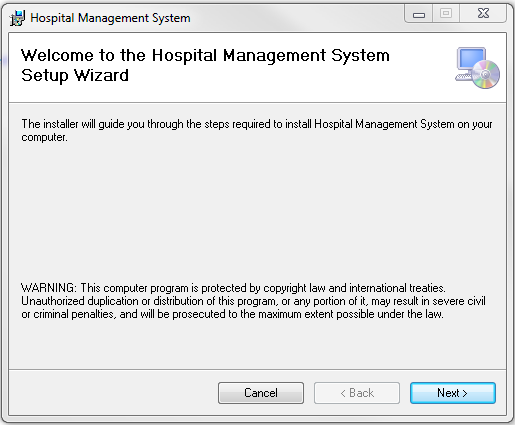


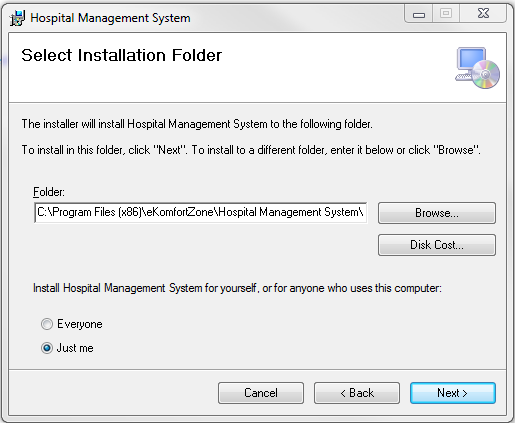


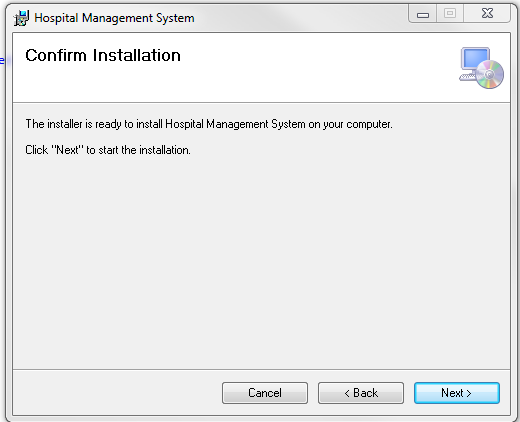


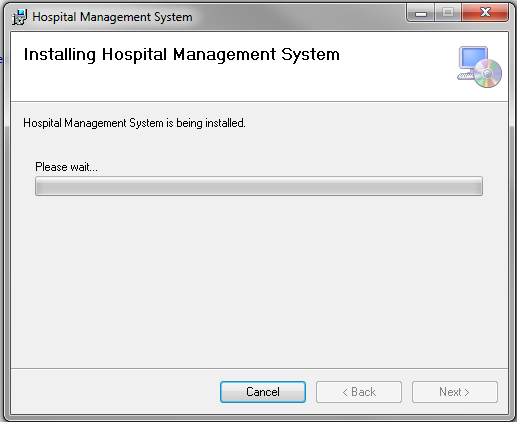
## Installer Design:

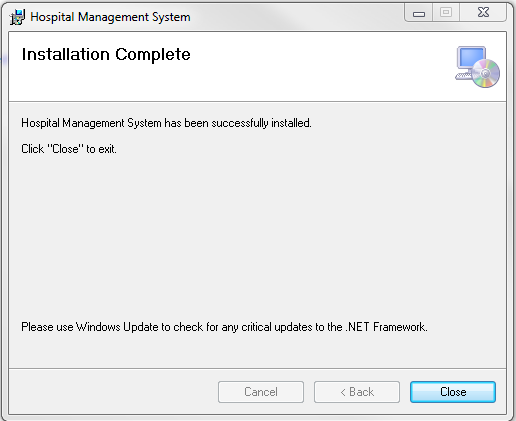
We are Using Visual Studio Installer to package this software.

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# Any Client/Industry:

|  |
| --- |
| **E-Komfort Zone**  **Bamangachi Station Road,**  **P.O: Bamangachi, P.S: Barasat,**  **Dist: North 24 Pgs**  **West Bengal- 743706** |

# Future Scope and Further enhancement of the Project:

* To extend it for multiple organization with a centralized database.
* To support UNIX / Linux, MAC OSX Operating systems.

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<http://www.codeplex.com/>

<http://stackoverflow.com/>

<http://www.codeguru.com/>

[http://www.w3schools.com](http://www.w3schools.com/)

----------------------------- Thank You-------------------------