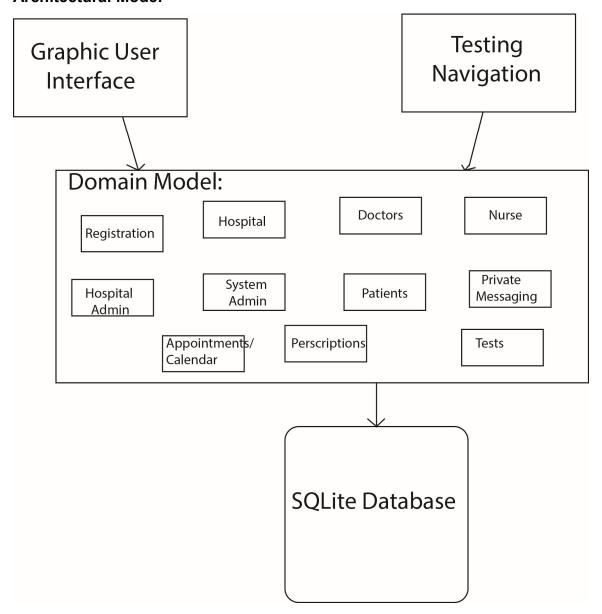
# Product Design

## Team D Section 12 yourSuperCoolName

Revision Number	Revision Date	Summary of Changes	Author(s)
0.1	09/19/2016	Initial creation of the design.	Ryan Connors, Juasheem Sulton, Trevor Powers, Kyle Ki, Wenxuan Zhou
.2	10/4/2016	Revisions of the design to more correctly represent Release 1	Ryan Connors, Juasheem Sulton, Trevor Powers, Kyle Ki, Wenxuan Zhou
2.0	10/12/2016	Revisions to document include updating it to reflect the changes in R2	Ryan Connors, Juasheem Sulton, Trevor Powers, Kyle Ki, Wenxuan Zhou

#### **Architectural Model**



#### **Components and Functions**

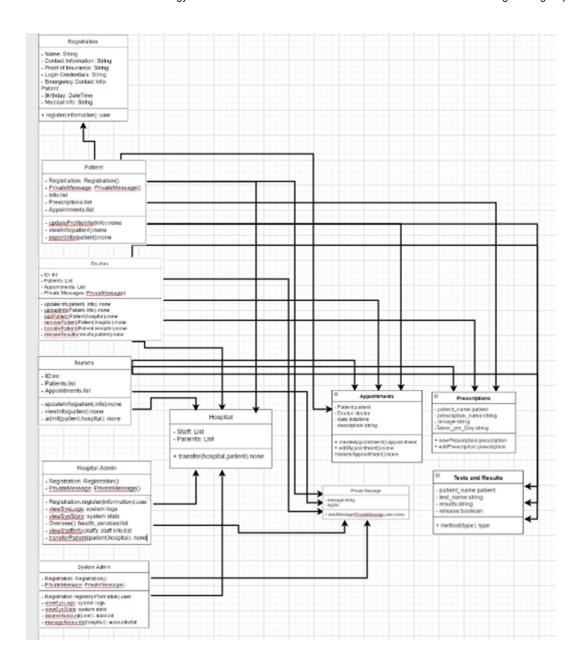
\*This section contains outdated information from an earlier stage of development. Changes to this section will accompany the planning stage for R2

Registration	Component State:
registration	Maintains all the basic registration information. Additional information will
	be included when this class is inherited.
	Name
	2
	Proof of insurance
	Unique login credentials
	Basic medical profile information
	<ul> <li>Choice of preferred hospital and emergency contact information (linked to another patient if they are already in the system).</li> </ul>
	Component Behavior:
	<ul> <li>Provides method for new patients to register in the system.</li> </ul>
	Saves all registrant's information
Hospital	Component State:
	Maintains all the information about a hospital including its staff and
	patients.
	Component Behavior:
	Provides a method for transferring patients between hospitals  Provides a method for admitting nationts.
	Provides a method for admitting patients  Provides a method for discharging patients
	Provides a method for discharging patients
Doctors	Component State:
	Maintains doctor's information
	o Doctor I.D.
	o Patients
	<ul> <li>Appointments</li> </ul>
	<ul> <li>Private Messages</li> </ul>
	Inherit from Private Message
Nurses	Component State:
114.000	Maintain nurse's Information
	Nurse I.D.
	o Appointments
	Inherits from Private Message
Hospital Admin	Component State:
	Inherits from Registration
	Inherits from Private Message
System Admin	Component State:
	Inherits from Registration
	Inherits from Private Message
Patients	Component State:
	Inherits from Registration
	Inherits from Private Message
	Contains but doesn't affect medical information
	Prescriptions
	·
Driveta Massassas	Appointments     Common and States
Private Message	Component State:
	Maintains the private messages between doctors, nurses, and
	administrators.
	Component Behavior:
	<ul> <li>Provides a method for sending a private message of limited length to a</li> </ul>

	specific individual.
Appointment Calendar	Component State:
	Includes a patient and a doctor
	<ul> <li>Reads the appointment information between the patient and a doctor</li> </ul>
	Component Behavior:
	Gathers the different appointments scheduled for the specific doctor and
	displays them in a calendar view.
Prescriptions	Component State:
	Includes a patient.
	<ul> <li>Maintains the prescription name, dosage, and amount taken per day.</li> </ul>
	Component Behavior:
	<ul> <li>Provides a method for creating a new prescription.</li> </ul>
	<ul> <li>Provides a method for editing an existing prescription.</li> </ul>
Test and Results	Component State:
	<ul> <li>Includes a patient.</li> </ul>
	Maintains the test name and results.
	Component Behavior:
	<ul> <li>Provides a method for creating a new test.</li> </ul>
	<ul> <li>Provides a method for adding the results to a test.</li> </ul>
	<ul> <li>Provides a method for editing an existing test and result.</li> </ul>
	<ul> <li>Provides a method for releasing the results to the patient.</li> </ul>
Appointments	Component State:
• •	<ul> <li>Includes a patient and a doctor.</li> </ul>
	<ul> <li>Maintains the date of the appointment and a description.</li> </ul>
	Component Behavior:
	<ul> <li>Provides a method for creating a new appointment.</li> </ul>
	Provides a method for editing or deleting an existing appointment.
Logging	Component State:
55 5	<ul> <li>Maintains an activity log with a proper log including date, time, user, and</li> </ul>
	action.
	Component Behavior:
	Automatically logs an activity when a user performs an action
Statistics	Component State:
	Maintains statistics for the hospital which include:
	<ul> <li>number of patients visiting the hospital</li> </ul>
	<ul> <li>average number of visits per patient</li> </ul>
	<ul> <li>average length of stay (from admission to discharge)</li> </ul>
	o most common reasons for being admitted to the hospital
	o prescription statistics
	Component Behavior:
	Provides a method for viewing the statistics

## Class Diagram(s)

\*An updated Class Diagram will be included in the planning for R2

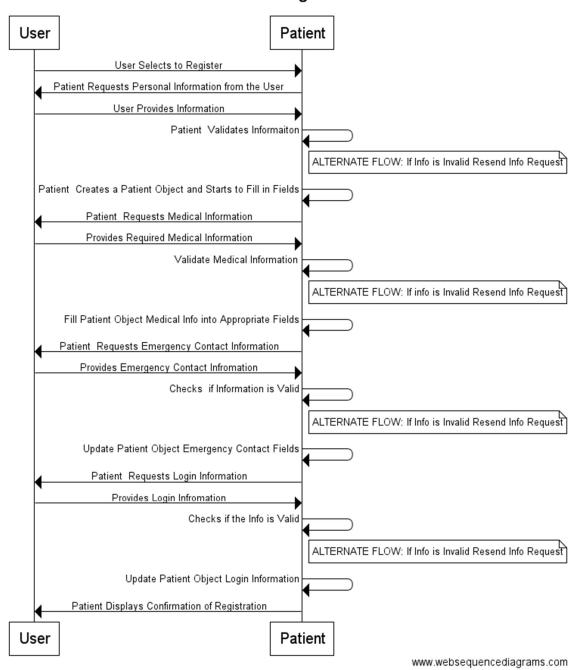


For better detail go to: https://drive.google.com/a/g.rit.edu/file/d/0B\_I-bPPzdVONUW9RaVM3WlNhREU/view?usp=sharing (Open with draw.io)

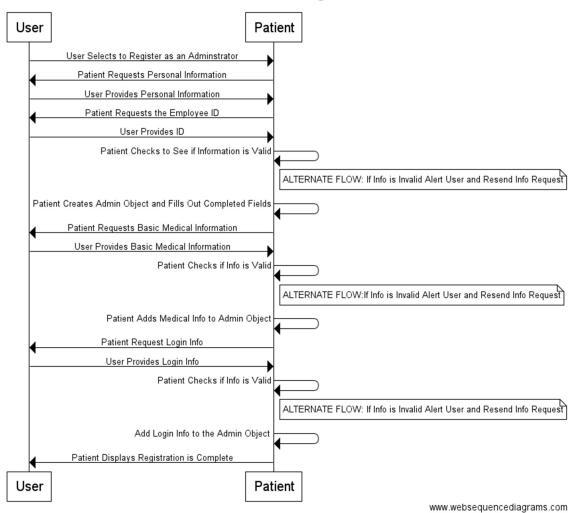
## Sequence Diagram(s)

\*Although the principles will remain mostly the same, they will be updated to give a clearer picture of what the system itself is doing

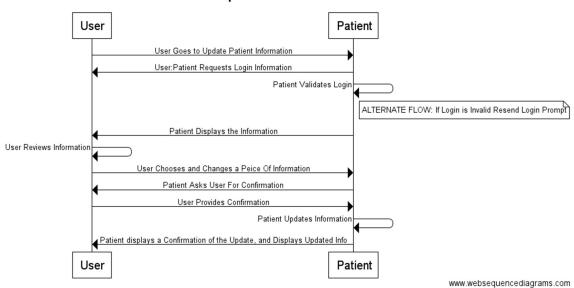
#### 1. Patient Registration



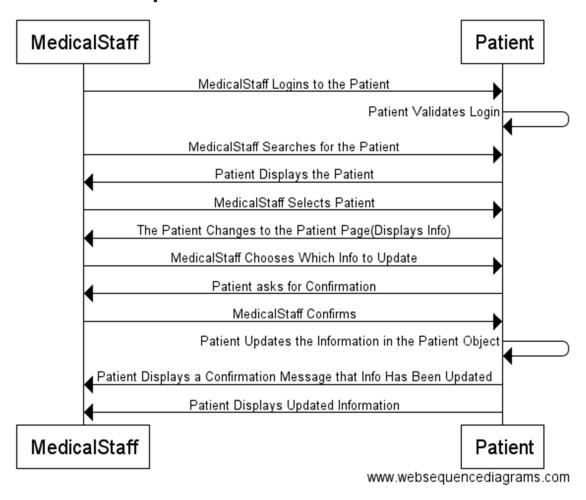
#### 2. Administrator Registration



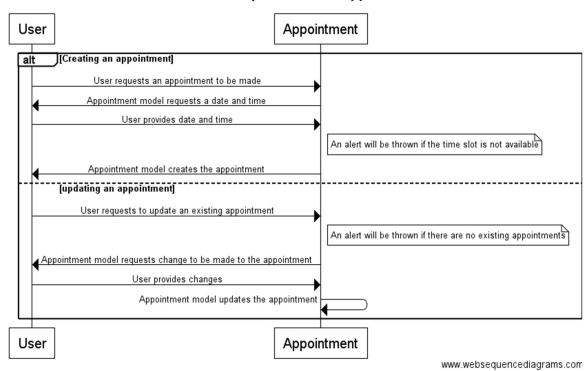
#### 3. Update Patient Information



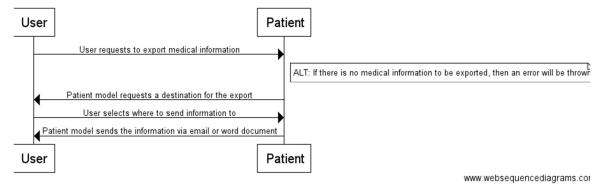
## 4. Update Patient Medical Information



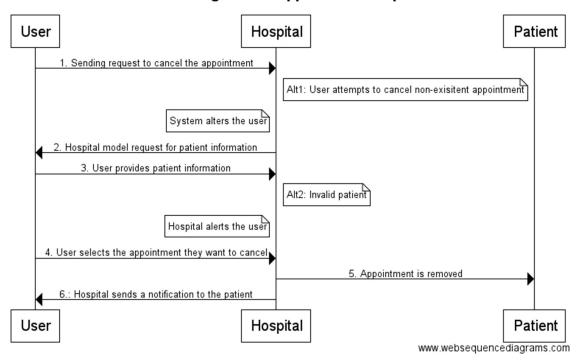
#### 6.Create or Update Patient Appointment



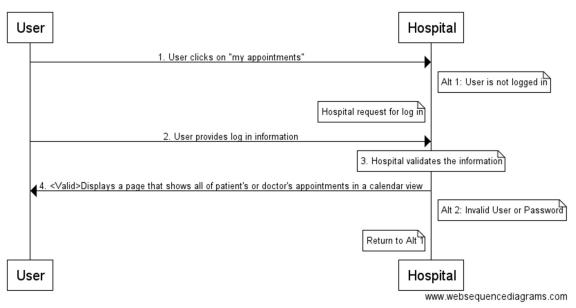
#### 5.Export Information

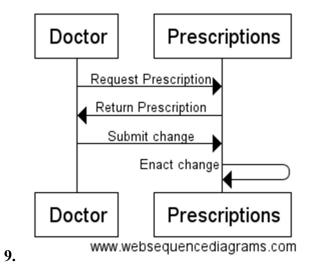


#### 7. Canceling Patient Appointment Sequence

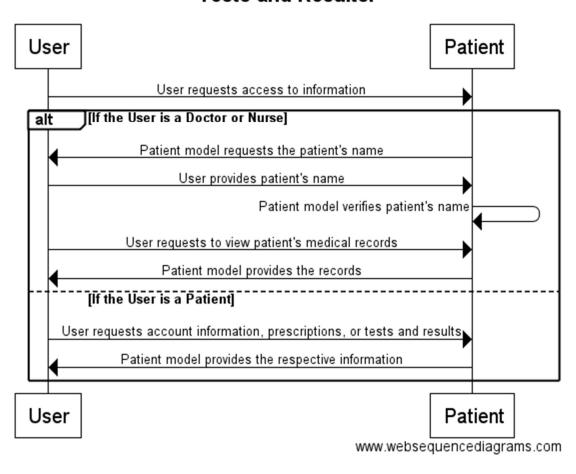


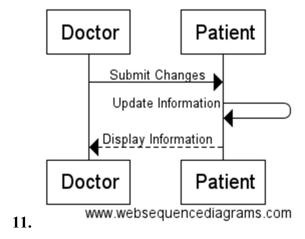
#### 8. Appointment Calendar Sequence

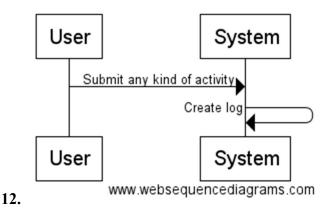




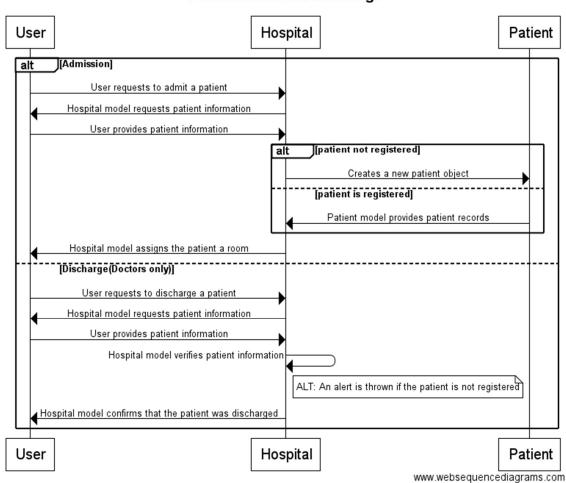
# 10. Viewing Patient Medical Information, Prescriptions, and Tests and Results.

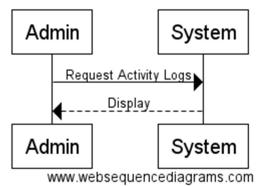






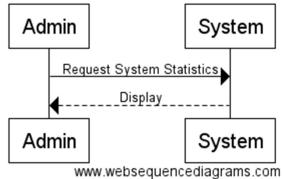
### 13.Admission and Discharge





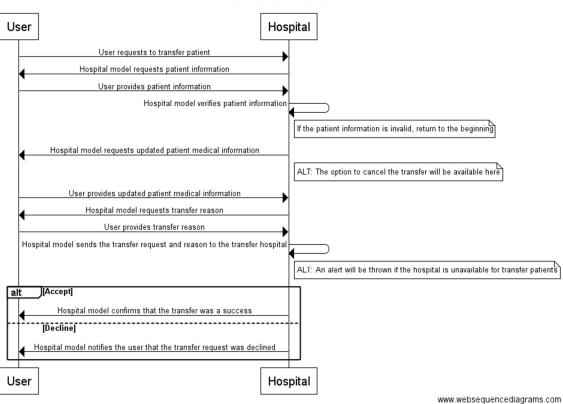
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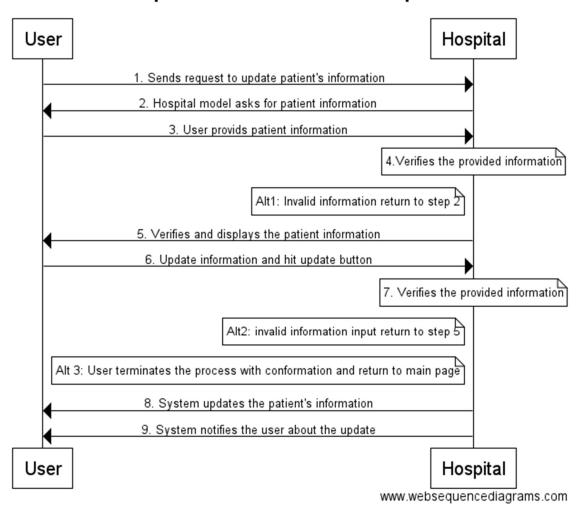


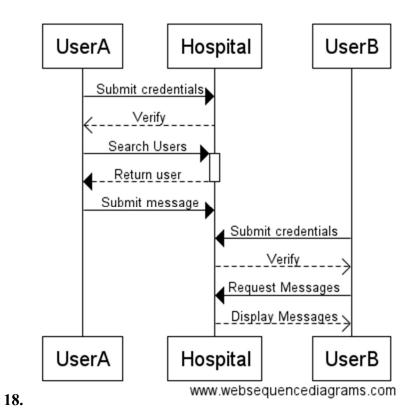
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#### 16. Patient Transfer



# 17. Update Patient Information Sequence





#### **Design Rationale**

The design of Health Net is meant to be modular, to encourage ease of development and minimize coupling and maximize cohesion, and have an user friendly UI that would be intuitive to even the least tech savvy people. Although the original design did not fully realize these goals, the design that was ultimately used in release 1 comes much closer to these goals.

In development for R1, functionality was placed in the forefront. Our goal was to deliver functional code that would meet the requirements of our customers, and lay the groundwork for the UI that would come in R2. The emphasis placed on functionality has helped us to keep in line of our goal to have a modular program that allows for quick development and rapid changes to either meet new requirements, or edit old ones. Keeping modularity allows easy development or changes to the code base. For that purpose, we focused on laying down foundations and fine tuning the basic structure of our program. We focused on establishing how our models would change the data inside of themselves and how the user would interface with that.

The plan for R2, as it always has been, is to polish the features we have(make them more robust) as well as add the remaining functional requirements that we have, and produce a UI that encourages ease of use. We have used the majority of R1 to establish the basics of what we would need to refine in R2. For R2, we are going to be working on a lot of front end functionality.