

**Mohd Akif Afzal Ansari\*<sup>1</sup>, Mohammad Hashir Siddiqui\*<sup>2</sup>, Shivani\*<sup>3</sup>***Department Of Computer Science & Engineering , United Institute Of Technology , Prayagraj, Uttar Pradesh*

-----\*\*\*-----

**ABSTRACT** : Rapid advances in communication technology have also influenced medicine. Smartphone technology, in particular, has made medical provisioning via mobile platforms a reality. Since mobile platforms have become more user-friendly, computationally capable, and inexpensive, innovations in mobile software applications have the potential to impact public health. The when the patient gets medical advice, diagnosis, and treatment from a doctor who is located in a faraway location. Smartphones have now made their way into every palm and every home.

**Key Words** : Get Cured Remotely.

## 1.INTRODUCTION

In today's world, Growing technology has impacted every individual in each and every aspect of life. Similarly, Technology has influenced lots of medical department in every single level. Technology has influenced the people are creating innovative things in order to reach the creativity level at higher place. Similarly , there is also an example of creativity in which an application which is related to medical practitioners are giving an idea of some innovative thinking. This is an application which is related to medical practitioners and it will take the growth in the medical field to the next level. After observing the situation of last of couple of years. this idea came into picture that. Why not there should be a software to enhance the quality of this field along with all the other aspect of life. In this application to provide the intelligency we have provided a chat-bot which is an AI chat-bot which will understand the situation of people likewise in a way by asking some query and by gaining the information from a user with the help of text mining (N gram) techniques. And it will also providing the remotely access of medicine with an application in which this chat-bot will going to an embed. So, All this the complete overview of the project and it will going to make the qualitative enhancement in this much important aspect of life.

## 2. Body of Paper

This App is an android app which is made on Android Studio. And it is related to medical practitioners and people who feels difficulties most of the time to get their treatment at a time. This

app consist of chat-bot through which user can ask query and get information about the hospitals and the pharmacy at remote places. And consult with a doctor. And the another part of the app is provided with a functionalities through which a newly visitor to a city or an urgent needy patients with zero knowledge of timing and all those stuff can easily get their medicines and also get treated well at proper time.

### Agile model

Here we have used Agile model to implement software development life cycle. Agile project management and software development is an iterative method that helps teams offer value to clients faster and with fewer difficulties.

### Phases of Agile

#### Project Initiation

The beginning of the agile software development life cycle. This initial stage, also known as the conception or envisage phase, focuses on addressing the project vision.

#### Planning

The Agile lifecycle takes shape for the team during this exploratory phase. Release planning is the process through which the team meets with their sponsor or product owner to determine exactly what they want.

#### Development

The real work begins when the requirements have been developed based on feedback from the product owners and stakeholders. In incremental phases, sprints, or iterations, agile product development produces highquality functional products.

#### Production

Your product has now been deployed and is being used by final end- users. It is important to closely monitor these early stages for bugs or defects missed in testing. A handover with relevant training should take place between the production and support teams.

#### Retirement

The Agile lifecycle's last step. The product has reached the end of its useful life and will be phased out of production and decommissioned.

**Agile Gantt Chart (One Year)**



### CONCLUSION AND FUTURE WORK :

The project entitled "Medico" has completed successfully. This project has been developed with great team works. It has now in the final retirement stage as per the SDLC model we have used and it is free of errors and at the same time it is efficient and less time consuming and satisfying the all need of the customers. The purpose of medico was to utilize the advantages provided by technology. It is necessary to have some glance of technology in the medical aspect. As we have managed all those stuffs regarding this field successfully along with the good care treatment possible. By keeping in our mind that everyone's life is important, to play with life can cause critical situation. Therefore, we have focused in all those things and finally we come to an end with that project. Hopefully, it will have a great impact and it will be very beneficial thing for the upcoming generation as well. This

### ACKNOWLEDGEMENT :

It gives us a great sense of pleasure to present the report of the B.Tech Project undertaken during B.Tech. Final Year. We owe special debt of gratitude to Assistant Professor Mr. Prafull Pandey, Department of Computer Science Engineering, United Institute of Technology, Naini, Prayagraj for his constant support and guidance throughout the course of our work. His sincerity, thoroughness and perseverance have been a constant source of inspiration for us. It is only his cognizant efforts that our endeavors have seen light of the day. We also take opportunity to acknowledge the contribution of Assistant Professor Mr. Abhishek Malviya, Head, of Department of Computer Science Engineering, United Institute of Technology, Naini, Prayagraj for his full support and assistance during the development of the project. We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind assistance and cooperation during the development of our project. Last but not the least, we acknowledge our friends Hasan, Altamash for their important help and technical suggestions.

### Reference :

- [1] Sanjana Taya and Shaveta Gupta, "Comparative Analysis of Software Development Life Cycle Models," IJCST Vol. 2.
- [2] Website of W3school"/<http://www.w3schools.com/>.
- [3] Website of geeksforgeeks"/<http://www.geeksforgeeks.org/>.
- [4] Website of tutorial point"/<http://www.tutorialspoint.com/>.
- [5] Udemy courses website"/<http://www.udemy.com/>.
- [6] Website of javatpoint"/<http://www.javatpoint.com/>.