FITNESS TRACKER

- ## Group Member:
  1.) **Akash Ramanand Rajak (435)**
  2.) **Arun Kumar (444)**

- ## Tools & Technologies:
  1.) **Python**
  2.) **Pycharm**
  3.) **SDLC Model**
  4.) **Structural and Behavioural Diagram**

- ## Overview:

  A Fitness Tracker is an application developed to track the fitness of the particular person.

  Basically it calculates the fitness of a person on the basis of the following 5 points:
  1. Daily WorkOut
  2. BMI(Body Mass Index)
  3. Water Intake
  4. BMR(Basal Metabolic Rate)
  5. Approximately Calorie Burnt

- ## Inputs:

  Application requires various inputs like:
  1. Login Details
  2. Daily WorkOut and Exercise Details
  3. Height
  4. Weight
  5. Gender

Software Development:

Software is development maintaining the Software Development Life Cycle Model in mind. In this Software of Fitness Tracker, we basically implemented the Iterative Waterfall Model.

We implemented each of the steps of the Iterative waterfall Model, that includes

Feasibility Study
Requirement Analysis
Design
Coding & Implementation
Testing
Maintenance

In the Feasibility Study section, we did the study related to normal fitness tracker, and collected the points on which the fitness of a normal person of any age is being tracked.

In the requirement Analysis, we stated different details of users daily routine required.

In the Design section, we designed the process using structural diagram and behavioural diagram.

In Coding and Implementation Section, we implemented the model and its various functions using python language.

In Testing section, we tested the coding implementation for certain specific input, and there by showed the output and its corresponding results.

In Maintenance part, we stated the ways in which the software application can be maintained.

Result:

Thus after implementation, we tested the model and showed the result in the testing section. And the result we got were quite accurate.