## **Body Boost**



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### **Final Approval**

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#### **Declaration**

We hereby declare that this document "**BodyBoost**" neither as a whole nor as a part has been copied out from any source. It is further declared that we have done this project with the accompanied report entirely on the basis of our personal efforts, under the proficient guidance of our teachers especially our supervisor **Mr. Muhammad Usman Karim**. If any part of the system is proved to be copied out from any source or found to be reproduction of any project from anywhere else, we shall stand by the consequences.

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### **Dedication**

To the kindest person, Mother, and especially the dearest person, Father who was always our support and whose prayers brought us up to this level and our supervisor; the kindest dedicated person that it would have been impossible for us to complete or accomplish our goals of the project if he wasn't there for us.

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#### **Abstract**

The global health and fitness industry is continuously growing, with an increasing number of people looking for convenient ways to stay fit and healthy. After COVID 19 People become app oriented, they don't want to go in gym rather they want to do exercises in home on their free time. They want to have good diet plan and do proper exercise to keep themselves fit, Problem occurs when some people who aren't mentally stable or in stress when they start eating nutrients what aren't good for their health. Our app can tap into this expanding market Provide users with personalized workout and diet plans tailored to their emotional states, contributing to holistic well-being. By integrating social media textual data, the system captures real-time sentiments, enabling personalized workout and diet plans aligned with users' emotional states expressed.

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### Chapter 1

#### INTRODUCTION

#### 1.1 **INTRODUCTION**

Physical activity can help people maintain a healthy weight and lower their chance of developing a variety of chronic conditions and many diseases. Despite this information, adults and children in many nations, countries do not engage in physical activity on a regular basis or any physical games. Researchers have never-before-seen chances to learn and adopt more about the health advantages of physical activity thanks to recent advancements in physical activity monitoring

#### 1.2 OPPORTUNITY AND STAKEHOLDER

Research indicates that technology has played a role in the rise in sitting down and decline in physical activity. On the other hand, it has additionally inspired a number of creative physical activity-focused therapies. One such innovation is through the use of mobile fitness apps and the sharing of one's workout through a social network. This paper will focus on the collection of self-reported fitness data through a mobile fitness app that is then shared with one's social network via Twitter. The dataset of these tweets along with other connected datasets of demographic information allows for a number of analyses, including but not limited to the potential influence of such tweets and the sentiment of these tweets. By combining the digital traces as people interact through mobile phones and emerging technology may now provide novel methods to assess a range of factors objectively and with minimal expense and burden to participants. This paper will review both the potential online influence and the sentiment of the shared fitness tweets.

The way societies have been exposed to information has changed as a result of social media like Facebook, tweeter etc. Twitter has developed into a more beneficial tool for the general population to express their opinions, ideas, and thoughts. Twitter is one of the most used applications worldwide. It is a free social networking site that is utilized by both people and companies to share their ideas and business.

The mission of Twitter is to "give everyone the power to create and share ideas and information instantly, without barriers". With 328 million active monthly users, more than 1 billion unique visitors each month to sites with embedded tweets. Twitter users can rapidly and directly share with and respond to a massive audience, using messages of 140 characters or less. With the creation and introduction of newly developing technologies such as Twitter, new opportunities to obtain global health data that may circumvent the limitations of traditional data sources used in population health and physical activity research are now available.

**1.2.1 Health and Fitness Industry Growth**: The global health and fitness industry is continuously growing, with an increasing number of people looking for convenient ways to stay fit and healthy. Our app can tap into this expanding market.

#### 1.1.2 Stakeholders

- **1.1.2.1 Fitness Trainers:** The individuals who will use the app to improve their fitness and overall health.
- **1.1.2.2 Admin:** Admin will manage user, workout, diet plans and checking the effectiveness of sentiment analysis feature app.

#### 1.3 MOTIVES AND CHALLENGES

The main motive in our mind is to develop a fitness app so that it will facilitate user and nutritionist both. Our App will provide users with personalized workout and diet plans tailored to their emotional states, contributing to holistic well-being. To give good diet and exercise but looking at his mental state, the detection will be performed using Machine learning models.

In our fast-paced lives, we often struggle to stay healthy while dealing with different emotions like stress or happiness. The problem is current fitness apps don't really understand our feelings. They give us the same exercises and diet plans, no matter how we're feeling. This disconnect means we miss out on personalized advice that matches our emotions. The motivation for a new solution is clear. We need a smart system that understands our feelings in real-time. Using this system, we can create personalized workouts and diets that match our feelings, making it much easier to stay healthy and happy.

#### 1.4 GOALS AND OBJECTIVES

We want to create a smart system that understands how you're feeling, like if you're stressed or happy. Our fitness app's objectives include encouraging overall wellbeing through the integration of sentiment analysis and BMI calculations for an integrated strategy to health. Our goal is to customize fitness experiences by making nutrition and exercise suggestions based on individual body metrics and social media-derived emotional states. Our goals are to: apply precise BMI computations; incorporate a dependable sentiment analysis module; create an adaptive recommendation engine; guarantee user-friendly profile management; give app security and privacy first priority; create mechanisms for continuous improvement; and develop a pleasant and easy-to-use user experience. By implementing these aims and objectives, we hope to provide a motivating and encouraging fitness platform that takes into factors related to mental and physical health and fosters long-term user engagement.

#### 1.5 **SOLUTION OVERVIEW**

Our app can tap into this expanding market Provide users with personalized workout and diet plans tailored to their emotional states, contributing to holistic well-being. By integrating social media textual data, the system captures real-time sentiments, enabling personalized workout and diet plans aligned with users' emotional states expressed.

## 1.6 CONCLUSION

We want to create a smart system that understands how you're feeling, like if you're stressed or happy. This system will use that info to give you personalized workout and diet plans. It's similar to having a fitness buddy fitness partner. It will be easy to use and understand, so you won't need to be a mobile application expert and genius. Our goal is to help you manage your physical and mental state, deal with your emotions, and find your path to health and fitness. We want to convert the way you manage your health by customizing your fitness journey to fit your specific needs and emotional state. The goal is to grow a happier, healthier version of yourself by making good food and training choices every step of t

he way.

#### 1.7 **REPORT OUTLINE**

Our project involves the implementation of a fitness app through sentiment analysis algorithms. It will process user-input sentiments, extracting emotional cues such as stress or happiness, forming the foundation for personalized recommendations. The Data will be Collected gather from user-input data, which may include text-based input or responses to emotion-related prompts. This could be collected directly within the application or through integrated social media platforms.

### Chapter 2

### LITERATURE/MARKET SURVEY

#### 2.1 INTRODUCTION

In this chapter, we have discussed our background and problem elaboration in detail. In detailed literature review, we have mentioned that how previous studies showed that a variety of researchers from across the globe are working on sentimental analysis and health and fitness.

Our focus is around the intersection of emotional assessment, fitness, and nutrition. Through a comprehensive literature review, we find research has been conducted on sentiment analysis in health-related forums and social media platforms. Studies explore how sentiment analysis can be applied to understand user emotions and attitudes towards health issues, the literature on personalized fitness applications has focused on algorithms for tailoring workout plans based on user characteristics such as fitness level, preferences, and goals. [See table 2.1]

Existing fitness applications often provide generic workout and diet plans, lacking the finesse of tailoring recommendations based on users' emotional states. Our research seeks to bridge this gap by integrating sentiment analysis algorithms to discern users' emotional states and preferences, subsequently offering bespoke workout routines and dietary guidance. We have also explained existing apps that can facilitate user regarding their health issues and fitness goals i.e. (Nike training club, My Fitness Pal) and how they work.

#### 2.2 BACKGROUND AND PROBLEM ELABORATION

In today's world, lots of people want personalized fitness help from their phones. But the apps we have now mostly miss out on understanding how our feelings affect our health choices. Our project, it wants to create a new kind of app that listens to your emotions and gives you fitness and diet plans that really fit you. With everyone using smartphones, this is the perfect time to make an app that really understands how we feel about our health.

The problem is, the current fitness apps are a bit basic. They give everyone the same exercises and diets, ignoring that we all feel different. This one-size-fits-all method doesn't work for everyone. Our research shows that there's no app that truly gets how

person feelings, our ups and downs, affect our health choices. We want to make an app that not only knows the exercises and foods you need but also understands how you feel, making your health journey more personal and enjoyable. The app which uses social media post like tweets to detect mental state. Through our project, we aim to fill this gap and make a fitness and nutrition app that's as unique as you are.

#### 2.3 DETAILED LITERATURE REVIEWER

Previous studies showed that a variety of researchers from across the globe are working on sentimental analysis, health and fitness but very little work has been done on fitness app which takes user mental health and suggest workout plan and diet.

#### 2.3.1 Existing Solutions for BodyBoost

Several existing mobile applications and platforms address the needs of fitness apps. Some notable examples include:

#### 2.3.1.1 Fitbit

Offers activity tracking and give exercise and calculate the mass of our body.

#### 2.3.1.2 MyFitnessPal

Provides a similar service with comprehensive meal tracking and dedicated workout.

#### 2.3.1.3 Nike Training Club

Gives customized workout plans.

#### 2.3.1.4 7 Minute Workout

Gives a quick and focused workout.

#### 2.3.2 Strengths:

- These application gives a wide range of trackers that monitors various activities.
- Some of the apps provides valuable insights into user and helping them make informed choices.
- App often include variety of workouts and catering to different fitness level.

#### 2.3.3 Weaknesses:

- Users find this app difficult to use, especially new member.
- Some advance features behind a premium feature, which may deter budget conscious user.

• Lack of information of the user mental health led it to the lack of wellbeing of the user.

#### 2.4 RELATED RESEARCH WORK

Previous studies showed that a variety of researchers from across the globe are working on sentimental analysis, health and fitness but very little work has been done on fitness app which takes user mental health and suggest workout plan and diet.

[1] Facebook Al developed RoBERTa (short for "Robustly Optimized BERT Approach") which is the variant of BERT (Bidirectional Encoder Representations from Transformers) model. it is transformer-based language model. In BERT, the system learns by predicting intentionally hidden parts of sentences in unannotated language examples. There was two key change in Roberta. It removes BERT's next-sentence pretraining objective (NSP). And RoBERTa was trained on a much larger dataset.

The training data includes existing unannotated NLP datasets and a new set called CC-News, derived from public news articles. The model achieves an overall score of 88.5 on the GLUE benchmark, which stands for General Language Understanding Evaluation. This benchmark consists of multiple NLP tasks. The GLUE leaderboard refers to the ranking system for models participating in the General Language Understanding Evaluation (GLUE) benchmark. It is designed to evaluate the general language understanding capabilities of models. We also match state-of-the-art results on SQuAD. SQuAD stands for the "Stanford Question Answering Dataset." SQuAD is designed to evaluate the ability of computer systems to understand and answer questions posed by humans based on a given passage of text.

[2] Sunir Gohil, Sabine Vuik and Ara Darzi paper sets out with the primary objective of understanding the tools available for sentiment analysis in health care research on Twitter. The second objective was to determine which method would work best in the health care settings, by analyzing how the methods were used to answer specific health care questions, their production, and how their accuracy was analyzed. The study found that people use different methods to figure out the feelings in tweets, from simple ways to expensive tools. It says we need better tools that are trained specifically on health-related tweets. The study looked at 12 papers published between 2011 and 2016, and in about 46% of health tweets, people express either positive or negative feelings. The

researchers suggest that it's crucial to have accurate tools that understand the unique way people talk about health on Twitter.

[3] Muhammet Sinan Başarslan, Fatih Kayaalp This study explores how social media, particularly Twitter, is a significant part of our daily lives. The research specifically investigates how different ways of representing text affect the accuracy of sentiment analysis. Two datasets were used of 4500 Twitter records of IMDB Movies & health-related twitter data one with user reviews about movies from IMDB and another with Twitter tweets about health in English from 2019. The study implemented classification models using Naïve Bayes, Support Vector Machines, and Artificial Neural Networks in Python. The results showed that Artificial Neural Networks performed the best in terms of accuracy for both datasets with score of 0.85. The NB gave the worst performance among others in both datasets.

Table 2.1 Summary table of research paper

No.	Author Name	Language	Year	Methods	Data Description	Performance
<u>1</u> .	Facebook AL &	English	2019	RoBERTa and BERT	160GB of text	SQuAD 94.6/89.4 88.5 on the GLUE benchmark
<u>2</u> .	Sunir Gohil, Sabine Vuik and Ara Darzi	English	2018	SVM , SVM, NB & k-NN	12 papers were compared	46% (92/2) of health-based tweets contain some form of positive or negative sentiment.
<u>3.</u>	Muhammet Sinan Başarslan, Fatih Kayaalp	English	2020	NB, SVM & ANN	4500 Twitter records of IMDB Movies & health- related twitter data	0.85Accuracy

#### 2.5 THE SURVEY

For this project, we used the survey technique for requirements elicitation. Surveys serve as a direct channel to engage with prospective users, understanding their needs, preferences and expectations. Through targeted survey questions, we can collect valuable insights on the desired features and gets a complete understanding of the project on which we are working on.

The following portion of this section describes the Survey process, here are some survey questions designed to gather insights from both potential users and drivers.



Figure 1Architectural Design

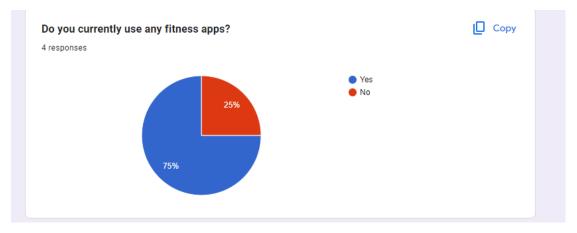


Figure 2.2 Architectural Design

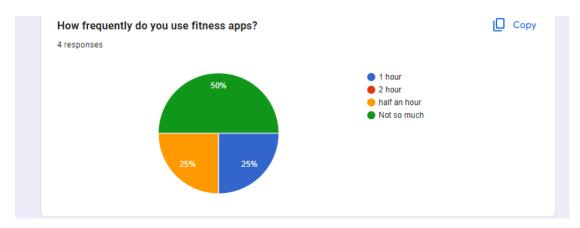


Figure 2.3 Architectural Design

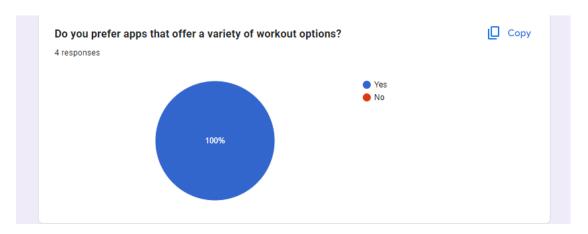


Figure 2.4 Architectural Design

#### 2.6 SUMMARY

In this chapter we gathered various research paper related and had done survey to sentimental analysis and about fitness apps which uses machine learning and have a different accuracy rate. Roberto model have excellent accuracy and wide range of different feature like hate speech detection, irony detection which can be very helpful for sentimental analysis. We also discussed different apps which have different strength and weakness. Every app has different purpose like 7 Minute Workout have only quick work out and have no feature for diet plan or sentimental analysis. We have also discussed there is increase in demand of personalized fitness assistance since Covid. Existing apps does not have option for understanding the emotional aspect of health. This application aims to fill this gap by creating an app that considers user emotions by using textual data and provides custom work out and diet plans.

### Chapter 3

## **REQUIREMENT ANALYSIS**

#### 3.1 INTRODUCTION

In this chapter we have developed our functional requirements for our actors i.e. (user, admin). We have also developed functional requirements here we discuss those factors which may not be direct features of our designed system but are important to consider during our system's development. We purposed our methodology in which we aim to develop a fitness app that will facilitate the user, main motive in our mind is to develop a fitness app so that it will facilitate user and nutritionist both. Our App will provide users with personalized workout and diet plans tailored to their emotional states, contributing to holistic well-being. To give good diet and exercise but looking at his mental state, the detection will be performed using Machine learning models.

#### 3.2 PROBLEM SCENARIO

#### **3.2.1** Context

In a fitness world people are often face challenges that an app should not only addresses physical health but emotional health too. there's a growing need for a fitness app that provides personalized workout routines and diet plans and also integrates emotional well-being.

#### **3.2.2 Problem:**

Due to limited emotional support many fitness apps mainly focus on physical exercises and diet plan but lack features addressing user's emotional state. Users might feel a gap in the support provided, especially during challenging times after Covid.

Maintaining consistent user interaction can be a difficult task for fitness apps. Users may lose interest or motivation over time due to workout provided was not according to their state of mind. Exercises and diet plan cannot be same for depress person and active person which leading to reduced app utilization and potentially hindering their fitness progress.

#### **3.2.3** Goals

The primary goal is to create a fitness app that continuously integrates physical and emotional well-being every day. This includes providing workout routines and diet plans a which are designed according to the emotional state of the person that are on users' social media sentiment analysis.

To enhanced user engagement, we are offering customizable workout plans, diet recommendations, and emotional support features. which uses your social media post, or captions to check sentimental analysis. Social media is place where people express themselves. it can be good source for user emotions detection. If users show signs of stress or low mood, provide appropriate exercise recommendations to help ease stress and enhance their emotional well-being.

### 3.3 FUNCTIONAL REQUIREMENTS

#### **User Table 3.1**

ID	Requirements
FR 1.1	User shall be able to register an account.
FR 1.2	User shall be able to login to their account.
FR 1.3	User shall be able to view and edit his profile.
FR 1.4	User shall be able to do sentimental analysis.
FR 1.5	User shall be able to track progress.
FR 1.6	User shall be able to access exercises.
FR 1.7	User shall be able to calculate BMI.
FR 1.8	User shall be able to access diet plan.
FR 1.9	User shall be able to view his schedule.
FR 2.0	User shall be able to give feedback.

#### **Admin Table 3.2**

ID	Requirements
FR 3.1	Admin shall be able to login to their account.
FR 3.2	Admin shall be able to view and edit his profile.
FR 3.3	Admin shall be able manage users.

FR 3.4	Admin shall be able to manage diet plan.	
FR 3.5	Admin shall be able to track progress of users.	
FR 3.6	Admin shall be able to manage all workouts.	
FR 3.7	Admin shall be able to manage Notification.	

#### 3.3.1 Non-Functional Requirements

Non-functional requirements are the capabilities, constraints and specifications which help enhance the system and its usage. Unlike functional requirements here we discuss those factors which may not be direct features of our designed system but are important to consider during our system's development.

#### **3.3.1.1** Accuracy

The system should be accurately the mood sentiments.

#### 3.3.1.2 **Speed**

The system should process data in real-time to quickly detect mood of the user.

#### 3.3.2 Hardware and software Requirement

#### 3.3.2.1 Hardware Requirement

- Phone
- Server
- Storage

#### 3.3.2.2 Software Requirement

- Database
- Programming Languages
- Framework
- Development Tools
- Version Control

#### 3.4 SYSTEM ARCHITECTURE

The architectural design incorporates distinct use cases for both users and administrators in our fitness app. (See figure 3.1) Users can register, log in securely, access personalized exercise and diet plans, and utilize features like BMI. For detailed design (See figure 3.2). Administrators, on the other hand, have functionalities for secure login, user management, and oversight of exercise and diet plan databases, along

with the crucial task of system monitoring for optimal performance and security. This ensures a well-defined and secure interaction between users and administrators within the app's framework. For detailed design (See figure 3.3)

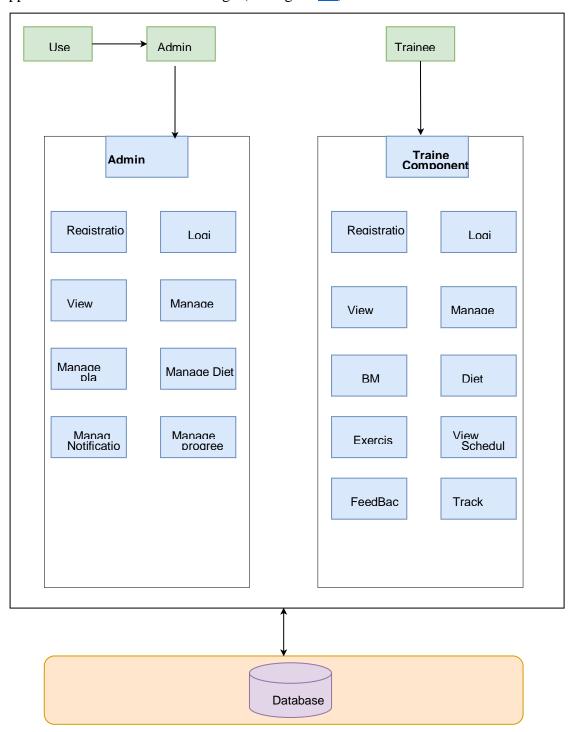


Figure 3.1 Architectural Design

## 3.5 USE CASES

#### **3.5.1** Trainee

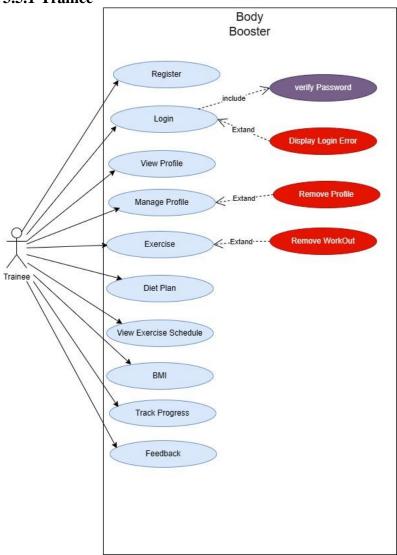


Figure 3.2 Use Case Diagram

#### 3.5.2 Admin

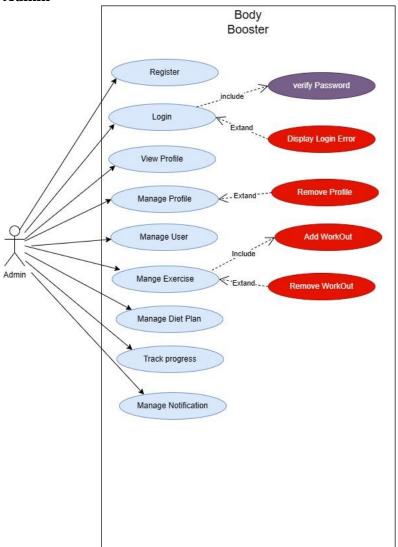


Figure 3.3 Use Case Diagram

## 3.6 FULLY DRESSED USE CASES

Table 3.1 Register

ID	UC-001
Name	Register
Actors	Admin, Trainee
Summary	The actor shall provide their email and password on the registration form and
	after successful verification, redirect now the user to the login page.
Pre-	Actor must have access to register form
Conditions	
Post-	Actor has successfully registered an account

Con	ditions					
Spec	cial	None				
Requ	uirement					
s						
Basi	c Flow					
Acto	or Action		Sys	etem Response		
1 Actor enters name, email, and password, information on registration form  2 Actor clicks on the submit Button		3 System displays success  Message if everything goes accordingly  4 System saves signup information under a newAccount Id				
Alte	Alternative Flow					
6	Email alr	eady exists.	7	System displays an error message		
			8	System restarts use case from step 1		

## Table 3.2 login

ID	UC-002		
Name	Login		
Actors	Admin, Trainee		
Summary	The actor shall provide their e	email and password on the login form and after	
	successful verification, redire	ct the user to the home page.	
Pre-	Actor has already registered a	n account	
Conditions	Actor must have access to the	e login forum	
Post-	Actor has successfully logged into their account.		
Conditions			
Special	None		
Requirement			
s			
Basic Flow	,		
Actor Action		System Response	

1	Actor enters email and		
	password.		
2	Actor clicks on the submit	3	System verifies credentials.
	Button.		
		4	System displays the home page.
		5	System gives access topage to main page,
			exercise, diet plan, running, feedback.
		6	System gives access to profile page if
			he/she is a user or give access to admin
			dashboard too if he/she is admin
A 7.			
Alte	rnative Flow		
7	Actor ends login session	8	System displays an error message
			System restarts use case from step 1
		9	

## Table 3.3 View profile

ID	UC-003			
Name	View Profile			
Actors	Admin, Trainee			
Summary Actor select view profile, system displays view posts section				
	actor click on profile; system displays a profile			
Pre-	Actor must be logged in			
Conditions	Actor must select view profile section			
Post-	Actor has viewed profile			
Conditions				
Special	None			
Requirement				
s				
Basic Flow	Basic Flow			

Actor Action		System Response	
1	Actor selects view profile	2	
			System displays view profile section
3	Actor click on the profile		System displays profile
		4	
Alternative Flow			
5	System displays an error		Not displayed if network error

## **Table 3.4 Manage Profile**

Name Actors Summary Pre- Conditions	Manage Profile  Trainee, Admin  The user updates their profile  The user is logged into the plant of the user's profile information	latfo			
Summary Pre-	The user updates their profile  The user is logged into the pl	latfo			
Pre-	The user is logged into the pl	latfo			
	2		rm		
Conditions	The user's profile information				
	The user's profile information				
Post-	1	n is u	updated with the changes.		
Conditions					
Special	None				
Requirement					
S	s				
Basic Flow					
Actor Action Sy			tem Response		
1 The user clicks on the "Edit Profile"		2	The system displays the editable profile		
button.			form with the user's current information		
3 The u	ser modifies the desired	4	The system validates the input and		
informa	tion on the form		updates the user's profile with the		
			changes.		
Alternative I	Alternative Flow				
5 System	displays an error		Not redirected if network error		

Table 3.5 Manage users

ID		UC-005				
Nan	ne	Manage Users				
Actors		Admin				
Sum	mary	The admin selects, system dis	splay	s a Manage Users section		
		Admin selects Add and delete Users, and system will save changes				
		accordingly.				
Pre-		Admin must be logged in				
Con	ditions	Admin must be in Manage U	sers	section		
Post	. <del>-</del>	Admin has managed (Add an	d de	lete) Users		
Con	ditions					
Spec	cial	None				
Requ	uirements					
Basic Flow						
Actor Action System Response			tem Response			
1	Admin se	elects Manage Users.	2	System displays the manage (Add and		
				delete) Manage Users section.		
3	Admin se	elects Add Users	4	System will save changes accordingly.		
	Admin se	elects delete Users				
			5	System will remove the User from database		
				if Admin selects delete User		
6	6 Admin clicks on submit button					
Alte	rnative Fl	ow				
7	Error wi	ll display while adding and	8	Not edit ((Add and delete) if network error		
	deleting U	User				
4						

4

**Table 3.6 Mange Exercise** 

ID	UC-006
Name	Manage Exercise

Acto	ors	Admin				
Summary The actor selects Exercise is		n home page, system display Exercise section				
		Actor edit exercise. If exercise	se is	valid system saves it in DB and displays in		
		specific section				
Pre-		Admin must be logged in				
Conditions						
Post	-	Admin has edited exercise				
Con	ditions					
Spec	cial	None				
Requirement						
s						
Basic Flow						
Actor Action		Sys	tem Response			
1	Admin selects Manage Exercise		2	System displays the Exercise		
-						
3	Admin se	elects edit Exercise		System displays edit Exercise section		
			4			
5	5 Admin edit the Exercise			If Exercise is valid system saves it in DB		
				and displays in specific section		
6 Admin clicks on submit button						
Alte	rnative Fl	ow				
7	Error w	ill display while editing	8	If Exercise is not valid system will not		
	Exercise			saves it in DB		

## **Table 3.7 Exercise**

ID	UC-007
Name	Exercise
Actors	Trainee
Summary	The actor selects Exercise in home page, system display sentimental analysis
	trainee does his sentimental analysis. System will show exercise according to
	sentimental analysis. system saves it in DB and displays in specific section
Pre-	Trainee must be logged in

Con	ditions					
Post-		Trainee has will see the exercise section.				
Conditions						
Special None						
Requirement						
s						
Basi	c Flow					
Actor Action			Sys	tem Response		
1	Trainee selects Exercise.		2	System displays the sentimental		
				analysis.		
3	Trainee does sentimental analysis.			System displays sentiments.		
			4			
5	Trainee does sentimental analysis.			If sentimental analysis is valid according		
				to model system saves it in DB and		
				displays in Exercise section.		
6	Trainee clicks on submit button					
Alte	rnative Fl	ow				
7	Error w	ill display while editing	8	If Exercise or sentimental analysis is not		
	Exercise			valid according to model system saves it		
				in DB		

## **Table 3.8 View workout schedule**

ID	UC-008
Name	View workout schedule
Actors	Trainee
Summary	Trainee select view workout schedule; system displays view workout schedule section Trainee click on workout schedule; system displays a selected workout
Pre-	Trainee must be logged in
Conditions	Trainee must select view workout schedule section
Post-	Trainee has viewed workout schedule
Conditions	

Spec	cial	None				
Requirement						
s	S					
Basi	c Flow					
Acto	Actor Action			System Response		
1	Trainee schedule	selects view workout	2	System displays view workout schedule section		
3	3 Trainee click on the workout schedule			System displays workout schedule		
Alte	Alternative Flow					
5 System displays an error			Not displayed if network error			

## Table 3.9 Create diet plan

)	UC-009				
Name Create Diet Plan					
Actors Admin					
Summary The admin creates the diet plan within the platform.					
	Admin must be logged in				
litions	Admin must be in diet sectio	n			
-	Admin has added the diet pla	ın			
litions					
Special None					
Requirement					
s					
Basic Flow					
Actor Action		System Response			
1 Admin selects Diet		2	System displays the diet section		
3 Admin select Add diet		4	The system Add the diet plan accordingly.		
Admin clicks submit button		6	System displays a popup of diet plan		
			created successfully.		
	mary  ditions  ditions  ditions  ial  irement  Flow  Admin se	Admin mary The admin creates the diet plantations Admin must be logged in Admin must be in diet section Admin has added the diet plantations Admin has added the diet plantations Admin selects Diet  Admin selects Add diet	The admin creates the diet plan we have a distinct Admin must be logged in Admin must be in diet section Admin has added the diet plan distinct Admin has added the diet plan distinct Admin selects Diet System Admin select Add diet 4		

Alte	rnative Flow	
7	Error will display while Creating diet	Not created if network error
	plan	

## **Table 3.10 Track progress**

ID		UC-010					
Name		Track progress					
Actors		Admin, Trainee					
Summar	y	The Actor accesses and revie	ews t	track progress generated by the platform to			
		gain insights into their fatness practices and Health.					
Pre-		Actor must be logged in					
Conditio	ns	Actor must be in track progre	ess se	ection			
Post-		Actor has viewed the track pr	ogre	ess			
Conditio	ns						
Special		Reports should be generated	regu	larly and updated with new data.			
Requirer	nent						
s							
Basic Flo	OW	L					
Actor Ac	ction		Sys	tem Response			
1 Act	tor sel	ects track progress	2	System displays the track progress			
				section			
5 Act	tor cli	cks submit button	6	System displays a popup of track			
				viewed successfully			
Alternat	Alternative Flow						
7 Error will display while showing				Not view if network error			
tra	ack pr	ogress.					
				I			

### **Table 3.11 Notification**

ID	UC-011
Name	Notification

Acto	ors	Admin					
Summary The admin creates and sends		notification to users based on specific criteria.					
Pre-		User must be logged in					
Con	Conditions User must be in Notification section.						
Post	-	Users receive timely and re	eleva	nt notifications about potential threats or			
Con	ditions	important information related	d to t	heir workout.			
Spec	cial	None					
Requ	uirement						
s							
Basi	c Flow						
Actor Action System			tem Response				
1	user selec	cts Notification	2	System displays the Notification			
				section			
3 User select send Notification			4	The system sends the Notification			
				accordingly.			
5	5 User clicks submit button			System generates a popup of send			
				notification successfully			

## **Table 3.12 Feedback**

ID	UC-012
Name	Feedback
Actors	Trainee
Summary	The user provides feedback on the platform's features and functionalities.
Pre-	The user is logged into the platform and has encountered an issue or has
Conditions	suggestions for improvement.
Post-	The feedback is communicated to the admin for review and consideration.
Conditions	
Special	Feedback form.
Requirement	
S	
Basic Flow	•

Actor Action		System Response				
1	The user opens the "Feedback"	2 Describe the issue or suggestion in				
	section.		detail. Attach screenshots or relevant			
			media for clarity. The system sends the			
			feedback to the admin for review.			
3	Submits the feedback.	4	System acknowledges the feedback.			
Alte	rnative Flow	I				
5	If the feedback form submission fails		Not send if network error			
	due to technical issues, the system					
	displays a message informing the					
	trainee about the problem and					
	advises them to try again later.					

#### 3.6 METHODOLOGY DIAGRAM

In this section we represent methodology in which user provides their login credentials, and the system verifies them. Once verified, the user is redirected to the main screen (Index Screen), which offers functionalities like BMI, Exercise, and Diet Plan. The user can access various features through the main screen, including functionalities like Workout Schedule and Workout Tracking (Manage Functionalities), as well as Admin Functionalities such as Manage Profile, Manage Notification, and Setting of Notification. In the context of above diagram, these points cover the major features and functionalities of the system. (See diagram 3.4)

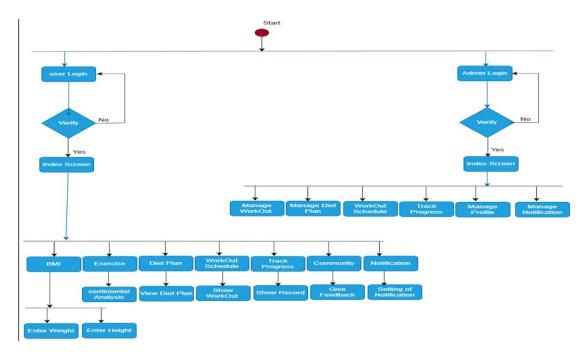


Figure 4.4: Methodology Diagram

## **Chapter 4**

## **IMPLEMENTATION AND TEST CASES**

#### 4.1 INTRODUCTION

In this chapter, we aim to present a comprehensive collection of design diagrams, including architectural, use case and activity designs for our project "BodyBoost." Through these diagrams, our goal is to represent visually, both the system's workflow and its technical design.

#### 4.2 TEST CASE DESIGN AND DESCRIPTION

#### **4.2.1** Test Case Number 1

BodyBoost							
Technique: Functional 7	Technique: Functional Testing						
Reference=N/A							
Test Case ID:	001	Test Date:	28-04-2024				
Test case Version:	Register-TC-	Use Case	UC-Register-001				
	1.0	Reference(s):					
Revision History:	Nill		,				
Objective	To verify that	the registration process	on the platform is working				
	accurately and p	accurately and permit users to create new accounts successfully.					
Product/Ver/Module:	. Nill						
Environment:	It should have the necessary software requirements for the platform to						
	run smoothly						
Assumptions:	The platform has been completed thoroughly, tested, and is						
	steady.						
	• The platform provides the necessary user interface and						
	functionality for user registration.						
Pre-Requisite:	The registration system works properly and is usable by users.						
	The user's email address is active and usable for registration						
	purposes.						
	The user hasn't signed up for the platform before						
Step No. Execution of	lescription	Procedure resu	lt				

- All required fields, including username, email address, and password, are filled out with accurate and distinct information.
- The registration form is submitted by clicking the "Register" or "Sign Up" button.
- A success message or confirmation stating that the registration was successful is returned by the system.

- If every step is followed exactly as directed and the registration is finished without any mistakes, the outcome gets recorded as "Registration successful."
- If there are any problems with any of the steps, the result is marked as "Registration unsuccessful" or "Registration failed," and the particular problem is highlighted.

#### Comments:

- To assure proper error handling and user feedback, it is recommended to test the registration process with various scenarios, including invalid inputs.
- To ensure reliability and consistent behavior, the registration process needs to be tested across a variety of browsers and devices.

#### 4.2.2 Test Case Number 2

BodyBoost								
Technique: Functional T	Technique: Functional Testing							
Reference=N/A								
Test Case ID:	001	Test Date:	28_04_2024					
Test case Version:	Login-TC-2.0	Use Case	UC-Login-002					
		Reference(s):						
Revision History:	Nill							
Objective	To ensure that users can access the system using correct							
	credentials and log in successfully.							
Product/Ver/Module:	Nill							
Environment:	App-based platform							
Assumptions:	The login option has been put in place and is working.							
	The user's username and password must be correct.							
	The database securely stores the login information.							

Pre-Requisite:	The platform is	s accessible.				
	• The user is 1	ogged in with valid credentials from a				
	registered acco	registered account.				
Step No. Execution	n description	Expected result				
• To appear and according to the control of the con	ne login feature has been oppropriately integrated and is prepared for testing, according to the test case. To properly log in, the user tust have a working tername and password. The test assumes that the gin information is safely wed in the database and	<ul> <li>There should be no issues with the login page loading.</li> <li>The username and password fields should be working and accessible.</li> <li>There should be a clickable button for login.</li> <li>The system should check the credentials after the user clicks the login button and then continue to log the user in.</li> </ul>				
it.	at the system can verify	<ul> <li>The user should be sent to the relevant page after successfully logging in.</li> <li>The personal data of the user should be appropriately shown.</li> <li>The user should be successfully logged out after logging out, and all session or cookie data should be erased.</li> </ul>				

## Comments:

• To properly log in, the user must have a working username and password

## **Chapter 5**

## **EXPERIMENTAL RESULTS AND ANALYSIS**

### 5.1 INTRODUCTION

The implementation of our system was thoroughly covered in this chapter, along with descriptions of the datasets, the development of the models, and the tools we employed.

#### 5.2 EXPERIMENT 1

Experiment-1 is about the making of Naïve Baye model and checking the working and accuracy of this model.

Well this model gives us the following results:

Accuracy: 0.74

	precision		recall f1-score			port
0	0.74	4 0.9	94 0	0.83	946	
1	0.69	9 0.9	97 0	0.80	1021	
2	0.92	2 0.1	16 0	0.28	296	
3	0.90	0.5	56 0	0.69	427	
4	0.83	5 0.5	50 0	0.63	397	
5	5 1.00		)4 0	0.07	113	
accur	acy		(	).74	3200	
macro	avg	0.85	0.53	0.5	5	3200
weighte	d avg	0.78	0.7	4 0.	70	3200

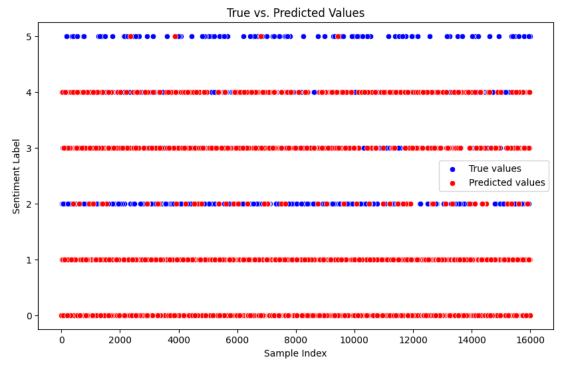


Figure 5.1 Naïve Baye Model Results

**R2 Score:** 0.16

Validation Score (K=3): 0.73

Validation Score (K=5): 0.74

Validation Score (K=10): 0.75

#### 5.3 EXPERIMENT 2

Experiment-2 is about the using a pertained model named Roberta model, that is made by Facebook, checking its results and working of the model Well this model gives us the following results:

	MNLI	QNLI	QQP	RTE	SST	MRPC	CoLA	STS WNL	.I Avg
Single-task single models on dev									
$BERT_{\text{LARGE}}$	86.6/-	92.3	91.3	70.4	93.2	88.0	60.6	90.0 -	-
$XLNet_{LARGE}$	89.8/-	93.9	91.8	83.8	95.6	89.2	63.6	91.8 -	-
RoBERTa	90.2/90.2	94.7	92.2	86.6	96.4	90.9	68.0	92.4 91.3	-
Ensembles or	Ensembles on test (from leaderboard as of July 25, 2019)								
ALICE	88.2/87.9	95.7	90.7	83.5	95.2	92.6	68.6	91.1 80.8	86.3
MT-DNN	87.9/87.4	96.0	89.9	86.3	96.5	92.7	68.4	91.1 89.0	87.6
XLNet	90.2/89.8	98.6	90.3	86.3	96.8	93.0	67.8	91.6 90.4	88.4

88.5

Results on GLUE. All results are based on a 24-layer architecture. BERT<sub>LARGE</sub> and XLNet<sub>LARGE</sub> results are from Devlin et al. (2019) and Yang et al. (2019), respectively. RoBERTa results on the development set are a median over five runs. RoBERTa results on the test set are ensembles of *single-task* models. For RTE, STS and MRPC we fine tune starting from the MNLI model instead of the baseline pre trained model. Averages are obtained from the GLUE leaderboard. APIs.

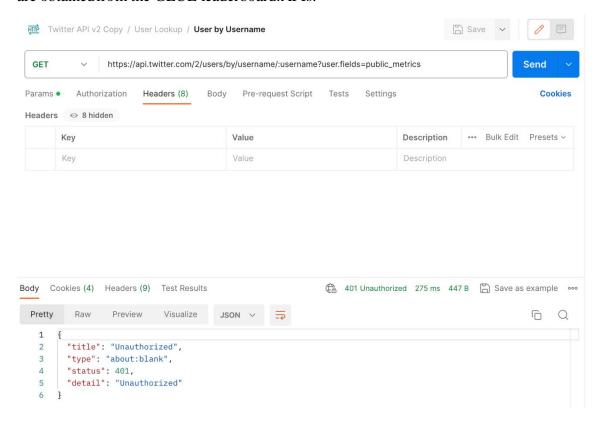


Figure 5.2 Testing twitter API in Post Man

#### 5.4 PROBLEM OCCUR

The only problem occurs while using this model or any other model is that now Tweeter API won't work, whenever we call the Tweeter API it simply doesn't connect us to Tweeter due to some privacy issues.

When we start working on our project where we are on our initial stage where we are doing our research from different resources all we find is that we can connect API to our project and there were no privacy issues related to it, even when we are making our

Naïve Bayie Model and working on our pertained model we do use Tweeter API to connect it with our model its works so fine but within last 3 to 4 months this issues occur

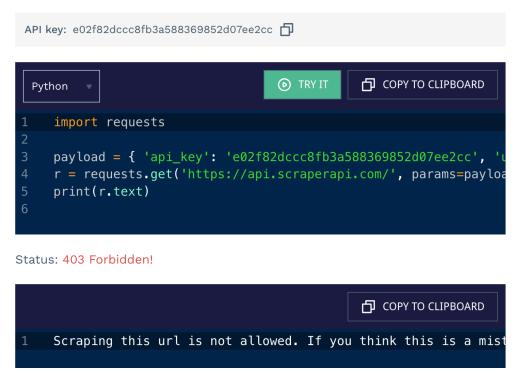


Figure 5.3 shows that we are unable to enter twitter URL

We also tried to used Facebook, Instagram, Threads and other social media platform API, but all of them gives the same result.

### Chapter 6

#### CONCLUSION AND FUTURE DIRECTIONS

#### 6.1 CONCLUSION

The goal was to develop a fitness app that works individually and more important see the mental health of other person. The mental state of a person is done by the Naïve Bayes model. Dictionary was created to further preprocess the dataset. A Naïve Bayes model was trained on the mental health where the textual data was fetch from tweeter samples, initially achieving an accuracy of 87%. However, by fine-tuning the model and incorporating weights from a Roberta model, the accuracy improved to 98%. Additionally, a functional frontend for the Fitness app, called "BodyBoost," was developed using Flutter. A MySQL database was built for the project. Then the focus shifted to developing a more robust model for detecting more information about the mental health of the person. A different machine learning model architecture called Roberta was trained using advanced techniques like transfer learning and fine-tuning, resulting in an accuracy of 93%. The development of the "BodyBoost" platform was completed with the same frontend and backend frameworks, along with the integration of the model. Version control systems such as GitHub were used for project development. The entire system, including the model and the fully functional platform, was successfully integrated and working together.

#### **6.2 FUTURE DIRECTIONS**

- 1 Increasing our dataset vocabulary and size, increasing the stop words dictionary by adding more vocabulary to it.
- 2 Make a benchmark dataset for mo1od detection and publish it.
- 3 Try transformers and explore more transfer learning techniques.

#### 6.3 RECOMMENDATIONS FOR FUTURE WORK

If someone wants to work on this in future, then he/she can further improve the techniques we used and can enhance the overall performances we achieved. The use of different Transformers and advanced machine learning and feature engineering techniques can be used for the creation of robust prediction models. Fine tuning their

respective model and increasing the vocab and size of the dataset can also help them achieve their benchmarks.

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