# PSDL-II MINI PROJECT PRESENTATION

# 1. Group Members Details:

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### 2. Problem Statement:

**Fitness Application** 

# 3. Technologies Selected and Used:

- ☐ Technology Used : Android
- ☐ IDE Used : Android Studio
- ☐ Programming Language Used : Java
- ☐ Database Used : SQLite DB

## 4. Details of Project :

We have Developed Android App through Android Technologies which provide User with Fitness Workouts with Effective Exercises.

## 5. Module with Scope:

#### We have divided our Project into 4 modules:

#### FrontEnd Module:

- ❖ Includes all the Frontend Libraries, Activities we have done in our Fitness Application.
- ❖ Interact with the Model Module to get access to the database.

#### Model Class Module:

- ❖ Includes all the data and attributes frontend activities want to access.
- ❖ Interact with another class to get DB access.

#### Database Module:

Contains the Actual Database Created for the Fitness Application.

#### **DatabaseHelper Class Module:**

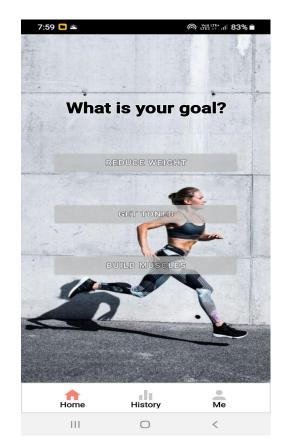
- ❖ Interact with the Database and implement the Sqlite DB
- Created a Database , Tables its attributes inside this
   Module

# 6. Sample Code

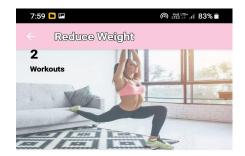
```
public class FBExe1 extends AppCompatActivity implements
                                                                 public void onClick(View v) {
View.OnClickListener {
                                                                 if (mTimerRunning) {
  private CountDownTimer mCountDownTimer;
                                                                 pauseTimer();
  private boolean mTimerRunning;
                                                                 Glide.with(this).load("https://www.spotebi.com/wp-content/uploads/
  public void onCreate(Bundle savedInstanceState) {
                                                                 2014/10/push-up-exercise-illustration.gif").into(imageView);
    super.onCreate(savedInstanceState);
                                                                  updateCountDownText();
    setContentView(R.layout.fbexe1);
    if (getSupportActionBar() != null) {
       getSupportActionBar().hide(); }
```

## 7. Outputs of the App:

#### Home Screen

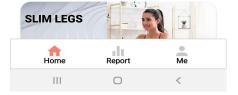


#### Reduce Weight Workouts

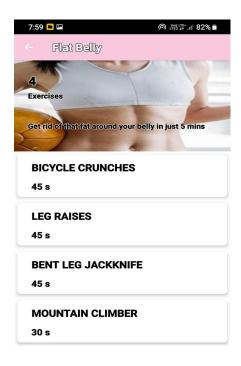


#### **WORKOUTS**





#### **Exercises**

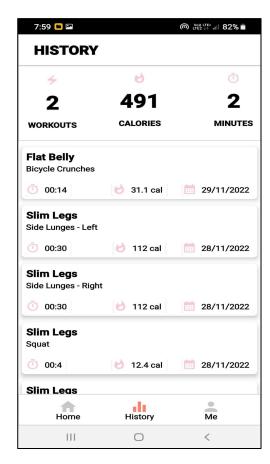




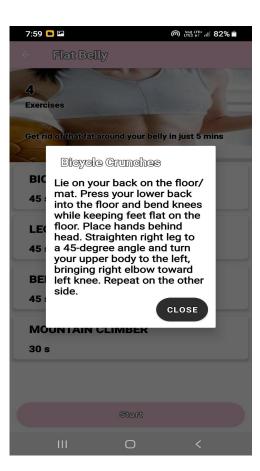
#### Start Exercise

# 7:59 🖿 🗷 (a) LTE2 +1 .1 82% $\leftarrow$ SPOTEBI.COM 43 **Bicycle Crunches** п 111 0

#### Workouts Done



#### Info of Exercises



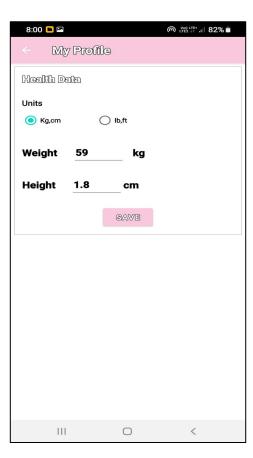
#### My Profile

#### 8:00 🖿 🗷 (a) V(a) LTE ... 82% □ ME WORKOUT Rest Set 70 **Countdown Timer** 148 SUPPORT US Rate Us Feedback Reset Progress **Privacy Policy** Version 1.1 LOCOUT History Me Home 111 $\bigcirc$ <

#### Reminder



#### Health Data



## 8. Conclusion:

We have Developed a Fitness Application by using Android Technologies.

## 8. References:

- 1) <u>https://developer.android.com/studio</u>
- 2) https://abhiandroid.com/

# THANK YOU