**Transactions:**

1. Add members

It will update the “Members” entity.

1. Add Trainers

It will update the “Trainers” entity.

1. Subscriptions

The members will choose the package and this will update the “Subscription” entity.

1. Ratings

The rating of the trainers by the members will update the “Trainer\_rating” entity

**User Interface:**

(Using C# Windows Form App)

1. The membership form for member’s registration.
2. The package details form.
3. The Admin log-in form. (The admin has access to the entire database).
4. The admin updates the “Trainers” entity so a form of Trainer information to add the details.
5. The “Subscription” form displays all subscription details to the admin.
6. The “Members” form displays all members’ information to the admin.
7. The “Trainers” form displays all Trainers’ information to the admin.
8. The trainer rating form for the members to rate.
9. The gym class details form.