**CPRE 388 Final Project:**

My final project is a workout application with an inbuilt music player. When the App is launched, the main activity has two buttons one of them fires an Timer Activity. The Timer Activity allows the user to add a timer to be reminded when they have to work out next. The application sends a reminder via notification. The second button fires an intent to launch the Workout Activity where the person can begin their workout by looping through workout images. Each image has the workout depicted, the number of reputations and number of sets listed. To move to the next workout, voice commands are enabled in the app. The user is required to press the mic button in the Workout Activity for a voice input. Saying “NEXT” will allow the application to move to the next workout and saying “PREVIOUS” allow the app to move to the previous workout. There’re also music keys at the bottom of the Workout Activity to allow the user to enjoy music while working out. The music player is pulling song files from the device’s storage. The intent behind this was to remove the effort of switching between apps to play music. Additionally, AdMob has been added to every activity in the project to enable monetization if the app is published in Google Play Store.