## Mobile App Final Project Report
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Project Goal: The purpose of this project was to create an application to address the problem of not having a set workout schedule. Some people are too busy in their lives to create a workout schedule and may not know what to do. The GetFit app alleviates this problem by creating a list of random workouts with random sets and reps assigned to each exercise for each weekday of the week.

Project Features: The GetFit app has a database containing many different workouts that can be organized into a list for each weekday. The app has a feature that creates a list of random workouts. Each workout can be selected and will redirect the user to a youtube video on how to perform the selected workout. Each workout also has a randomized amount of sets and reps.

Project Design:
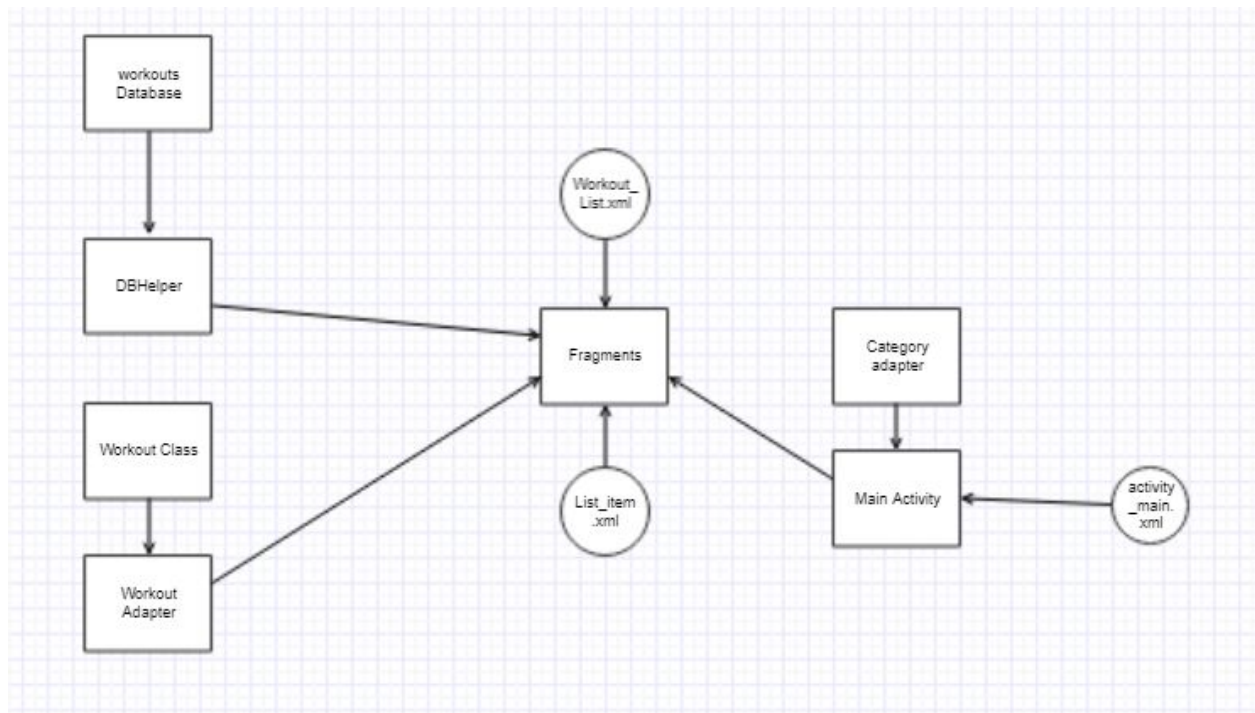
File Structure: The underlying code behind the app consists of eleven files, five of which are used to design the fragments for each day of the week. The fragment program files are: MondayFragment, TuesdayFragment, WednesdayFragment, ThursdayFragment, and FridayFragment. Each fragment has its own database querying code since they correspond to

different workouts, therefore they use different sets of data. The six files that aren't fragment files are: CategoryAdaper, DBHelper, MainActivity, SplashActivity, Workout, and WorkoutAdapter. Workout.java contains the workout class which is used to store data like the workout type, picture, sets/reps, etc. MainActivity.java has the code for the main screen that holds the fragments. SplashActivity.java is an activity that shows a splash screen when opening up the app. WorkoutAdapter.java is a custom arrayadapter that lets us show our workout info in an organized manner. CategoryAdapter.java is our custom FragmentPagerAdapter that manages the fragments. DBHelper is our custom SQLiteOpenHelper that helps our code access the database.

  We each wrote some code for each java file, but some of us were much more focused in some than in others. Joseph Rocaberte focused on the database classes and the database itself. He wrote the DBHelper, SplashActivity, and database files. Andrew Long focused on the fragments and general backend code, creating the five fragments Monday-Friday. Andrew Toufas focused on the code connecting the user interface to the backend code. He mainly programmed the Workout class and WorkoutAdapter. Gian was more spread out, helping out with the database and randomization feature in each fragment. Overall, work distribution was spread evenly.