**Workout App Design Document**

**-Base Implementation Page:**

The base implementation of the 3 pages in the app every other page will use this existing widget (use this in the override build function) in their own page class

The implementation are as follow:list of item,button to add new item,the modal bottom page (will be shown once the button is pressed to take input of the new item),the other widget that use this widget(inheritance) will have their own custom-able widgets

**-Workout Page:**

-Item Widget:using a named card (workout name) and they will have modify button and delete button at the right side

-Bottom modal Page:Workout name input,added exercise list with repetition ,add exercise button at the bottom

-Add Exercise:go to new page to be able to search the created exercise by the user,once the user select the exercise they will be brought to the previous route and they will be able to customize the number of repetition,weight(Allow option for units) ,time

-modify button:go to a second page,this will enable the user edit an existing workout like add new exercise ,edit the repetition and ect

**-Schedule Page:**

-Item Widget:A card widget with workout name,time and date as its header and the user will be able to modify an existing schedule or delete it

-Bottom modal Page:Day name?,Choose the created workout by searching it (choose workout button)

-choose workout button:go to new page to be able to search the created Workout by the user,once the user select any workout they will be brought to the previous route with newly selected workout attached,choose a date and a time for the workout.

-modify button:go to a second page,this will enable the user edit an existing Schedule like the date and time of the exercise,they will also be able to edit the workout repetition count if not it will be set as default as to when they create the workout and specify the repetition count