## # onCreate(Bundle): void - cognome: EditText + getNomeUtente(DataBaseHelper): String # onCreate(Bundle): void - maschio: RadioButton + onKeyDown(int, KeyEvent): boolean + lingua(String): void - femmina: RadioButton + onKeyDown(int, KeyEvent): boolean - bitmap: Bitmap - btnlmmagine: ImageButton - CAN\_REQUEST: int - impostazioni: boolean Home **Fragments** # onCreate(Bundle): void - dataBaseHelper: DataBaseHelper + onDateSave(View): void nessun attributo drawerLayout: DrawerLayout + onDateRipristino(View): void actionBarDrawerToggle: ActionBarDrawerToggle + isMaschioFromDataUtente(Cursor): boolean - fragments: Fragments # onCreateView(LayoutInflater, ViewGroup, Bundel): void + encodeTobase64(Bitmap): String - visto: boolean + decodeBase64(String): Bitmap # onActivityResult(int, int, Intent): void # onCreate(Bundle): void + cambiaFoto(View): void + onCreateOptionsMenu(Menu): boolean + onKeyDown(int, KeyEvent): boolean + onOptionsItemSelected(MenuItem): boolean - controlloDati(String, String, String): boolean + onPostCreate(Bundle, PersistableBundle): void + lingua(String): void + onKeyDown(int, KeyEvent): boolean + messaggioUscita(): void Riconoscimenti **Impostazioni** + getDatiUtenteFromDataBase(int): String nessun attributo + onClickAddominali(View): void - nomeUtente: String + onClickFlessioni(View): void - cognomeUtente: String + onClickSquat(View): void # onCreate(Bundle): void - etaUtente: String + onClickPlaylist(View): void - lingua: String + bloccaBottoni(boolean): void immagineUtenteStringa: String - sessoUtente: boolean dataBaseHelper: DataBaseHelper # onCreate(Bundle): void + onClickCambiaNomeUtente(View): void **Statistiche** + onClickCambiaLingua(View): void - isMaschioFromDataUtente(Cursor): boolean dataBaseHelper: DataBaseHelper decodeBase64(String): Bitmap # onCreate(Bundle): void - conta(String, Cursor): int - prendiEsercizio(String): int + onKeyDown(int, KeyEvent): boolean Valutaci nessun attributo # onCreate(Bundle): void + onKeyDown(int, KeyEvent): boolean

**SceltaLingua** 

- lingua: String

- impostazioni: boolean

- TABLE\_NAME\_PLAYLIST: String TABLE\_NAME\_DATI: String COL\_1: String COL\_2: String COL\_3: String - COL 4: String COL\_5: String - COL 6: String COL\_2P: String - COL\_3P: String - COL 4P: String - COL 5P: String - COL\_6P: String - COL\_7P: String - COL\_8P: String COL\_2D: String COL\_3D: String COL\_4D: String COL\_5D: String COL\_6D: String COL\_7D: String

**DataBaseHelper** 

DATABASE\_NAME: StringTABLE\_NAME: String

**Paginalniziale** 

- nomeUtente: String

+ getEsercizio(String): Cursor
+ getTuttiEsertcizi(): Cursor
+ inserisciPlaylist(int, int, int, int, int, String): boolean
+ getPlaylist(String): Cursor
+ getTuttePlaylisyt(): Cursor

+ inserisciEsercizio(String, String, String, String, String): boolean

+ modificaDatoUtente(String, String): boolean+ getDatiUtente(): Cursor

+ inserisciDatiUtente(String, String, int, boolean, String, String): boolean

+ modificaDatiUtente(String, String, int, boolean, String, String): boolean

- controlloNomePlaylist(String): boolean

Storico

# onCreate(SQLiteDataBase): void

+ eliminaPlaylist(String): boolean

+ onUpgrade(SQLiteDataBase, int, int): void

## # onCreate(Bundle): void - inizializzaListView(): void + getElemento(String): String + showMessage(String, String): void + onKeyDown(int, KeyEvent): boolean

Serie - tipoAllenamento: String - addominali: String - flessioni: String squat: String - sharedPreferencesAddominali: SharedPreferences - sharedPreferencesFlessioni: SharedPreferences - sharedPreferencesSquat: SharedPreferences - editorAddominali: SharedPreferences.Editor - editorFlessioni: SharedPreferences.Editor editorSquat: SharedPreferences.Editor - fragments: Fragments - visto: boolean # onCreate(Bundle): void + onCreateOptionsMenu(Menu): boolean + onOptionsItemSelected(MenuItem): boolean - inizializzaListView(SheredPreferences, String): void - prendiEsercizio(String): int[]

- inserimentoSerieDefault(Arraylist<HashMap<String, String>>): void

- impostaSfondo(String): void

- bloccaBottoni(boolean): void

+ onKeyDown(int, KeyEvent): boolean

InserimentoDati

- lingua: String

nome: EditTexteta: EditText

Playlist

- eliminazione: boolean
- fragments: Fragments

# onCreate(Bundle): void
+ onCreateOptionsMenu(Menu): boolean
+ onOptionsItemSelected(MenuItem): boolean
- inizializzaList(): void
+ getElemento(String): void
+ showMessage(String, String): void
- prendiEsercizio(String, int[], int[]): void
- bloccaBottoni(boolean): void
+ onKeyDown(int, KeyEvent): boolean

**Svolgimento**  FORMAT\_SERIE: string - playlist: int[] - bPlaylist: boolean serieTotali: int - ripTotali: int - serieFatte: int - ripFatte: int tipoAllenamento: String prossimeFlessioni: int[] · prossimiSquat: int[] lastAcc: float - accInZ: float - partito: boolean sdraiato: boolean - cambioEsercizio: boolean - mSensorManager: SensorManager - mAccelerometer: Sensor - parziali: double[] - btnHome: Buttom - btnPartenza: Buttom - btnAbbandona: Buttom btnEseerzio: Buttom - chronometer: Chronometer - chronoUltimaPausa: long - txtCountdown: TextView txtDialogo1: TextView countDownTimer: CountDownTimer - animationBlink: Animation - animationMix: Animation - animationZoomOut: Animation - fragments: Fragments - bundle: Bundle - visto: boolean # onCreate(Bundle): void prendiDati(): void + onSensorChanged(SensorEvent): void + onAccuracyChamged(Sensor, int): void - sdraiato(float): boolean - seduto(float): boolean - countdown(): void - countdownCambio(): void - countdownSerie(): void - countdownFine(): void - chronoStart(): void - chronoPause(): void contaAddominali(SensorEvent): void contaSquat(SensorEvent): void # onResume(): void # onPause(): void - getSecondi(String): int

messaggioUscita(): voidbloccaBottoni(boolean): void

+ onKeyDown(int, KeyEvent): boolean