

MINI PROJECT

(2021-22)

“KICKIN”

Project Report



Institute of Engineering & Technology

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Declaration

We hereby declare that the work which is being presented in the Bachelor of technology. Project “**KICKIN**”, in partial fulfilment of the requirements for the award of the ***Bachelor of Technology*** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of our own work carried under the supervision of **Ms. Ruchi Gupta, Technical Trainer, Dept. of CEA, GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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CERTIFICATE

This is to certify that the project entitled “**KICKIN**”, carried out in Mini Project Lab, is a Bonafede work by Nikhil Agarwal is submitted in partial fulfilment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

Name of Supervisor: Ms. Ruchi Gupta

Date: 25-05-2022



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ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor **Mrs. Ruchi Gupta**, our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last, but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

Sign: Nikhil Agarwal

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ABSTRACT

The "**KICKIN**" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner. The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Gym Website, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources. Every organization, whether big or small, has challenges to overcome and managing the information of Trainer, Gym, Facility, Time Slot. Different Gym needs, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.

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CHAPTER-1 INTRODUCTION

1.1 CONTEXT

This Web Application “**KICKIN**” has been submitted in partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering at GLA University, Mathura supervised by Ms. Ruchi Gupta. This project has been completed approximately one month and has been executed in modules, meetings have been organized to check the progress of the work and for instructions and guidelines.

1.1 MOTIVATION

The primary motivation behind this venture is to computerize an exercise centre or a wellness community and all records can be put in **gym facility management software**. It is an easy to understand application. It aids the Gym public to keep up with the track of different things like Members of the gym.

1.2 OBJECTIVE

Objectives of the project shall enable the user to add members to a gym and manage the fee payment of the gym user. It is a very simple interface developed using Html5, CSS, JavaScript and Firebase. The tool shall add all the necessary details like name, admission date, contact details into the system. This project shall also monitor the timings for the member. It shall allow the user to make fee payments. This tool shall hold all the details of gym members. It shall enable the user to make payments monthly, quarterly or annually.

1.4 EXISTING SYSTEM

The existing Gym Management System did not have a user-friendly interface. The details regarding gym members were manually written and recorded. There was no system of paying fees online. The gym members were not notified regarding the fee payment that were outstanding.

1.5 SOURCES

The source of our project (including all the project work, documentations and presentations) is available at the following link- <https://github.com/NikhilAgrawal-07/KICKIN>
Live Page <https://nikhilagrawal-07.github.io/KICKIN/>

CHAPTER -2 SOFTWARE REQUIREMENT ANALYSIS

2.1 HARDWARE AND SOFTWARE

REQUIREMENTS

Hardware Requirement

- Processor: Core i3
- Operating System: Windows 7/XP
- RAM: 4GB
- Hardware Devices: Laptop/PC
- Hard Disk: 1TB
- Display: Min. 720p

Software Requirement

- Technology Implemented: Full Stack Web Technologies
- Language Used: HTML, CSS, JavaScript , Firebase
- User Interface Design: Figma
- Web Browser: Google Chrome, Mozilla Firefox

2.2 MODULES AND FUNCTIONALITIES

Member: This module shall have all the details pertaining to the member such as name, contact number, gender, address, date of birth, admission date etc.

Reports: This module includes the report data. It notifies about the pending fee payment for different members. And also prints reports of fee payments.

2.3 FEASIBILITY OF PROJECT

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer for see the future of the project and the usefulness. A feasibility study of a system proposal is according to its work ability, which is the impact on the organization, ability to meet their user needs and effective use of resources.

Thus, when a new application is proposed it normally goes through a feasibility study. The document provides the feasibility of the project that is being designed and lists various as that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibilities.

2.4 USE OF PROJECT

Every gym needs a website, however not all websites are created equally. In fact, a gym website is only as good as its ability to **help you reach new customers, connect with your existing members and improve your gym management efforts**. Achieving these goals can be made easier with these important gym website features.

BASIC TERMINOLOGY

1. Agile

A is for agile, a major buzzword across the entire tech industry right now. Agile web development essentially refers to a particular way of working, and you'll often hear this term in the start-up world. In an agile team, web developers will work according to weekly or biweekly sprints. A sprint usually consists of five phases: design, develop, test, deploy and review. You can learn more about agile web development in this article.

2. Algorithm

An algorithm is basically a set of steps for carrying out certain tasks. In computer programming, algorithms are a key part of problem-solving. When creating an algorithm, developers will document all the necessary steps it took to arrive at a solution to a problem, and what each step involved.

3. Adaptive design

The way in which a website is built determines how it appears on different devices. Adaptive design creates a website in several different layouts, each suited for different screen sizes. Depending on what device is being used to access the website, the website will adapt and deliver the appropriate layout. See also: responsive design and mobile-first.

4. Bootstrap

Bootstrap is a free, open-source frontend framework for designing websites and web apps. It was developed by Mark Otto and Jacob Thornton at Twitter in order to encourage consistency across internal tools. Bootstrap includes HTML and CSS-based design templates for typography, forms, buttons, tables, navigation, modals and more, plus JavaScript plugins. Check out this beginner's guide to Bootstrap to get you started. See also: frameworks and frontend.

5. Backend

Backend development essentially refers to everything that goes on behind the scenes. What happens at the backend—or server-side—powers what happens at the frontend, i.e., what the user sees and interacts with. Backend development can be broken down into four main components of a software stack: the server, the database, the operating system, and the software.

6. Browser

A web browser is the software used to access the internet and display web pages. When you type a web address or URL into the browser, you are effectively sending out a series of requests. The browser will gather all the different elements that make up that particular webpage, such as images, ads and content, from wherever they are stored (i.e., different directories or servers) in order to display the page that you see. The most common browsers include Microsoft Internet Explorer, Google Chrome, Mozilla Firefox, Safari for Apple, and Opera.

7. Code

Of course, you can't call yourself a web developer until you know what code is! Code is essentially what web developers write using programming languages (scroll down to languages in this glossary!). To see exactly what code looks like, right-click on your internet browser window and click "view page source". You'll then be able to see the code that's behind this particular website.

8. CSS

CSS stands for Cascading Style Sheets. It is a markup language responsible for the visual elements of a website. HTML (another markup language) is used to determine the structure and content of the webpage. Web developers will then use CSS to style this content; in other words, CSS tells the browser how the HTML elements should be displayed. CSS is used to apply colours and to determine font, text size and alignment, to name just a few. Interested in learning more about it?

CHAPTER-4 TECHNOLOGY USED

4.1 WEB DEVELOPMENT

Web development is the work involved in developing a Web site for the Internet (World Wide Web) or an intranet (a private network).^[1] Web development can range from developing a simple single static page of plain text to complex web applications, electronic businesses, and social network services. A more comprehensive list of tasks to which Web development commonly refers, may include Web engineering, Web design, Web content development, client liaison, client-side/server-side scripting, Web server and network security configuration, and e-commerce development.

Among Web professionals, "Web development" usually refers to the main non-design aspects of building Web sites: writing markup and coding. Web development may use content management systems (CMS) to make content changes easier and available with basic technical skills.

For larger organizations and businesses, Web development teams can consist of hundreds of people (Web developers) and follow standard methods like Agile methodologies while developing Web sites. Smaller organizations may only require a single permanent or contracting developer, or secondary assignment to related job positions such as a graphic designer or information systems technician. Web development may be a collaborative effort between departments rather than the domain of a designated department. There are three kinds of Web developer specialization: front-end developer, back-end developer, and full-stack developer. Front-end developers are responsible for behaviour and visuals that run in the user browser, while back-end developers deal with the servers.

But first it would be great to see the two different types of Web Development: -

- **Front-end:** Suppose you want to create a website for your art gallery. So how should the website look? Well, artsy of course!!! And while looking artsy, it should also have all the relevant information about your gallery such as its address, details about your art-pieces, their prices, etc. Are you getting where this is going? Front End web development basically deals with making your website look like it should! This includes all the details of your website that the users will see and communicate with. All those artsy images, live animations, navigation menus, etc. that you add to your website are a part of Front-End web development. So, the better your frontend is, the higher the chances of good user experience (And also of all your paintings selling out!!!) The main technologies required for Front End development are HTML5, CSS3, and JavaScript.

- **Back-end:** Your website about art gallery is doing great and you are getting lots of footfall! Now, what if you also want to sell your artwork on your website rather than just advertising your art gallery? That's not possible using just front-end development as it deals with mostly how a website looks to the users. And this is where comes in to save the day!!!Back-End Web Developmentdeals with the “back-end” of the website that is hidden from the users. It handles all the complex grimy tasks like data organization and storage and communicates with the front-end to make sure that the site is running smoothly. If any user fills a form in your website or purchases an artwork, the browse basically requests the server-side to process and return the relevant information that is then displayed on the screen using frontend code. There are multiple languages that are used in Back End Development such as Java, Python, PHP, Node JS, etc. While every developer claim that their favorite language is the best, all of these languages have a market demand for suitable projects.

4.3 TOOLS AND LANGUAGES

Tools used to build the Android App are: -

- **VS Code:** VS Code is a source-code editor developed by Microsoft for Windows, Linux and MacOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded git.

Languages used in building a Web Application are classified as per the Front End and Back End. For designing the Front End of an application, we have used Html, CSS, JavaScript. and for designing the Back End we have used React.

- **HTML:** HTML Hypertext Markup Language is an algorithmic language used to create pages on a computer that can be viewed by viewers / viewers.

- **CSS:** CSS is the language we use to style an HTML document. CSS describes how HTML elements should be displayed. This tutorial will teach you CSS from basic to advanced.
- **JavaScript:** JavaScript is a prototype-based programming language. This programming language came and went on the user's computer.
- **Firebase:** Google Firebase is a **Google-backed application development software that enables developers to develop iOS, Android and Web apps**. Firebase provides tools for tracking analytics, reporting and fixing app crashes, creating marketing and product experiment.

Screenshots













