**Object Oriented Programming 2 AL\_KCNCM\_9\_1: 2024 – 25**

**Assignment**

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AL\_KCNCM\_9

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# Introduction

For this assignment I decided to not refractor the assignment I don’t for object-oriented programming 1. I wanted to start with a fresh idea and from scratch as I believe it will make me a better Java programmer. In the sections below I will begin by giving a brief description of the project domain. I will then have the user-stories which will focus on the features rather than the project domain. I will also include a UML class diagram before I evaluate my assignment referring to the brief. Then finally I will give a conclusion.

# Project Overview

The fitness tracker allows users to log their workouts, set fitness goals, and track their progress over time. It includes features such as calorie tracking, workout categorisation, and progress reporting.

## User-Stories

## UML Diagrams

# Evaluation

# Conclusion

# References