Development information

How to start with the project:

- Download the files from the git repository from https://github.com/Rofflarn/Gym-app
- Download and install Eclipse, the Android SDK and a Java Development Kit and install it properly.
- Open Eclipse, chose File -> Import -> Existing android project and choose the folder “actionbarsherlock/library” from the files that you downloaded from the git repository. Once the library is imported, right click on in and select Properties. Go to the “Android” tab and make sure the “is library” option is checked.
  Right click on the project again; select Android Tools -> Add support library.
- Import the complete folder from the git repo in the same way. Now select Properties and the Android tab again, make sure the path to the library is correct (should be actionbarsherlock/library.

Structure

This application is structured in different packages according with the MVC design pattern. Each package contains files and classes which is used by its module, (i.e. all activities in View module).

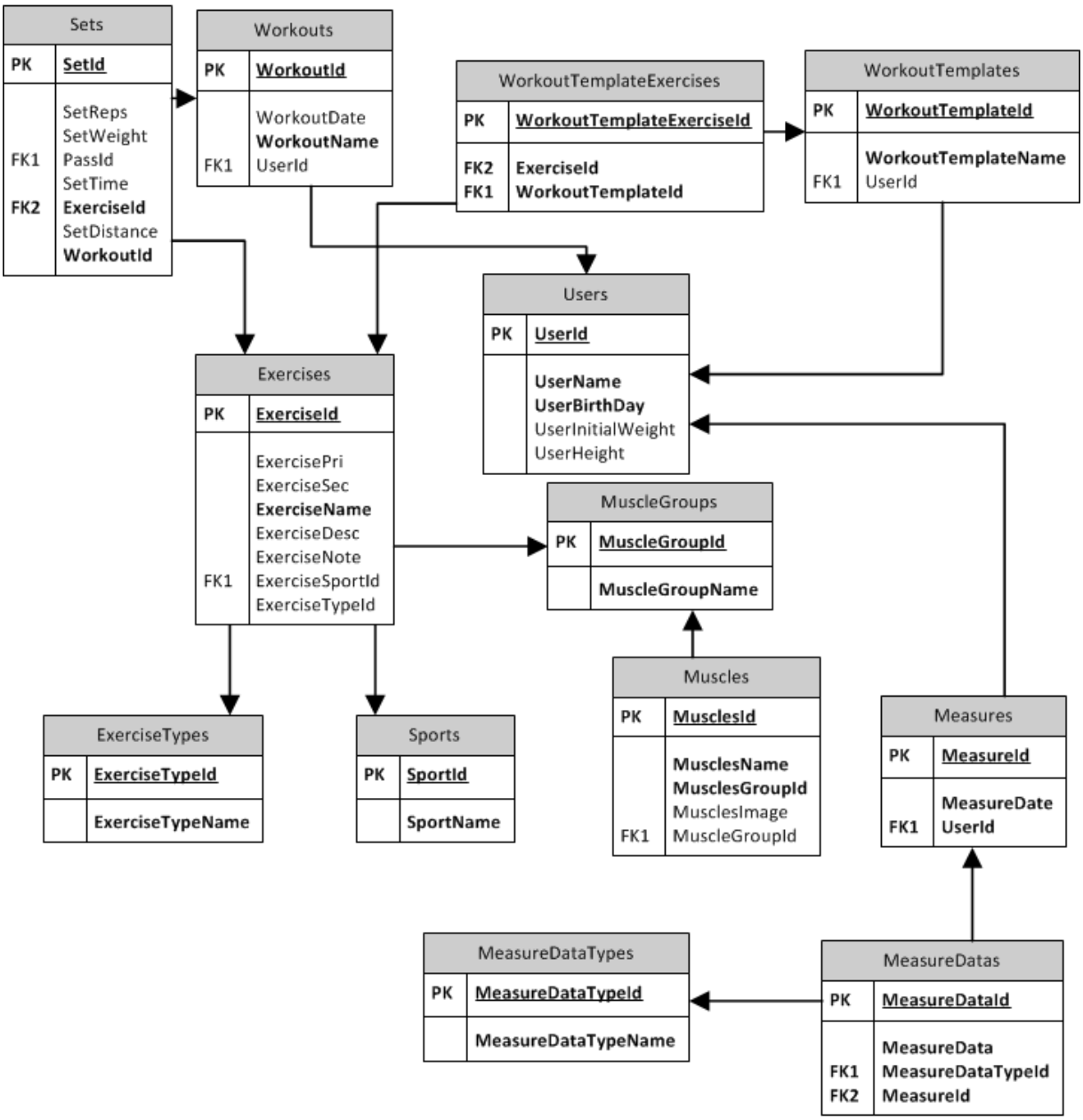
In order to trying to avoid having the view (or GUI) to “talk” directly with the model (our SQL database) we use the controller which will have methods that the GUI will use.

Packages

Model

The model we use in this project is the SQLite database which will store all information from the user. It will store all different workouts, all exercises that is available, all exercises in each workout, the weight and repetitions for performed exercises etc. The database is not on a central server, instead it is stored on the users phone.

The following schematic shows the database design.



View

This package contains all the classes that is used to present information to the user. The package is divided up in sub packages, one for each part of the application (workout, exercise, history etc.).
The view is the applications GUI and handles the input and output of essential information to

the user. All data that is required will be fetch and written to the database with the help of the controller.

Controller

The controller is the man in the middle between the database and the GUI of the application. It will fetch information from the database or write information to the database when asked so by the GUI.

Support libraries

ActionbarSherlock

Since the actionbar is introduced in Android API Level 11 (Android 3.0), earlier versions of android won't support this. By using this we can enable the actionbar on Android versions from 2.0 up to latest version. This gives us the great benefit of a uniform design of the application whatever android version the user have (android version < 2.0 is not supported by our application).