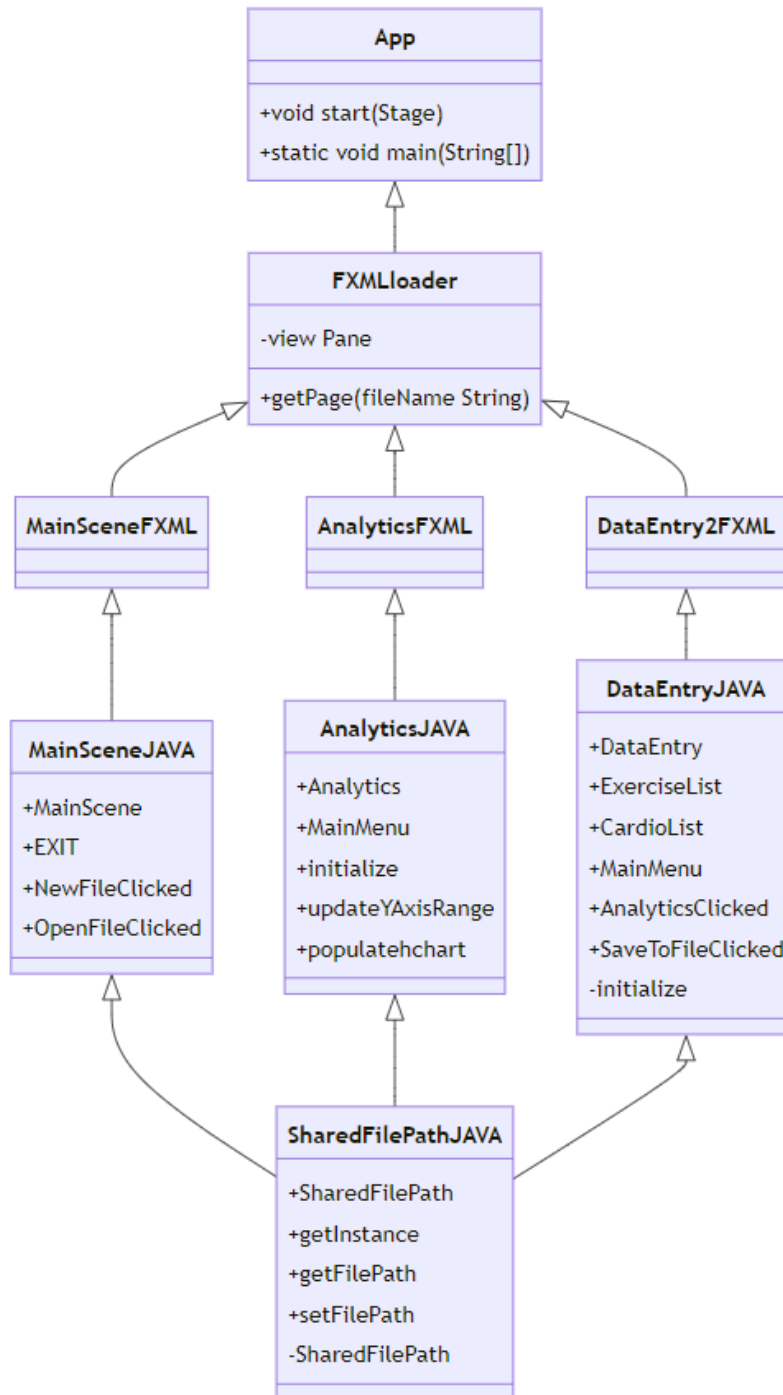


Workout Tracker implementation

UML



MY application uses java files to control scenes made with scene builder that are fxml type files. Each fxml file is linked with its controller java file that interfaces with it to give us a interactable GUI. My “data base” is excel files that are just written to. This is done from the DataEntry.java file or the controller for DataEntry2.fxml file which does all the background things. For example when the save data to file button is chosen, the method gets the data that is chosen in the choice boxes and typed into the text fields and writes them into an excel file with that path already pre-determined in the method.