

Sculpture

INTRODUCTION:

The project entitled “Sculpture” is developed as a part of the VIII Semester project for the fulfilment of the B.Tech in CSE (Computer Science & Engineering) degree.

PROJECT:

‘Sculpture’ is a java-based application, which accurately measures health and fitness related parameters. It takes your physical-self to your absolute imagination. This application provides you with all the necessary calculated figures, on your day-to-day food consumption which is totally based on what and how much macros you should be consuming, along with the measured activities, which will calculate how much calories you are burning and how much you should be consuming as per the requirements. This application covers all the essential aspects one has to cover on the way through their fitness journey.

OBJECTIVE:

The main objective of this application is to automate the existing methods of putting entries in a fitness journal and most importantly give accurate measurements that one user looks up to and rely on.

SCOPE:

As the fitness journey of an individual itself is very difficult process to cope up with, Sculpture liberates you with one aspect of that journey which is the numbers and the measurements. Most people pay for this as they have very few knowledge about these things. But Sculpture comes in play with a simple user interface. And the best part about it is that one can be an absolute unschooled person in terms of fitness and still be able to use the application “Sculpture” and be certain about the fitness goals one desires and roadmap to achieve those goals.