

OOAD - UE20CS352 Mini Project

Health And Fitness Tracker

TEAM:

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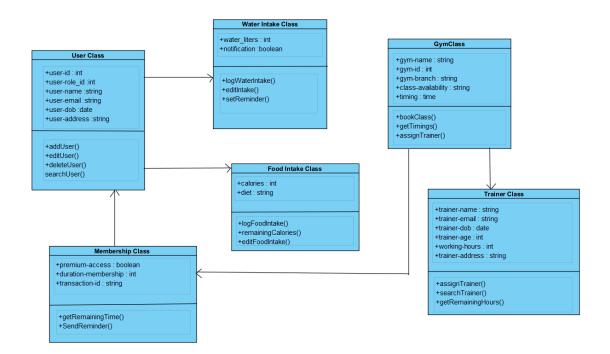
Problem Statement:

- Health and fitness tracker using SpringBoot.
 This project was made as a part of the 6th Semester course
 UE20CS352 -Object-Oriented Analysis and Design with Java.
- 2. Using this we can a user can make bookings for a particular session in the gym along with different features like logging in food intake and amount of water that needs to be consumed.
- 3. The user has an option to choose timings and the trainer they want as per their requirements.

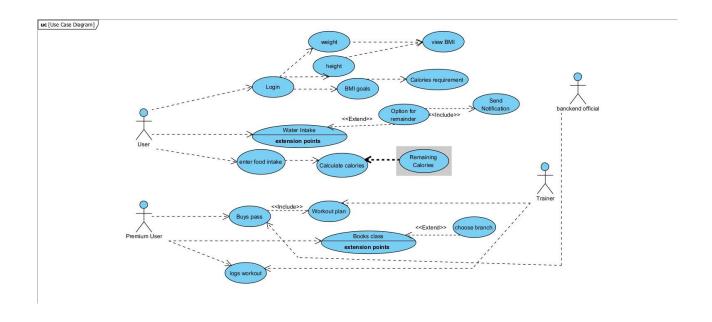


Models:

CLASS DIAGRAM



USE CASE DIAGRAM





GitHUB link to code base

https://github.com/Sharath377/OOAD-Mini-Project

Architecture Patterns:

Model-View-Controller (MVC) Pattern:

- The MVC pattern is a widely used architecture pattern for web applications that separates the application into three main components: Model, View, and Controller.
- This pattern promotes separation of concerns and helps manage complexity.
- The Model component represents the business logic and data, the View component represents the user interface, and the Controller component manages the interactions between the Model and View.

Design Principles:

• Single Responsibility Principle (SRP):

The SRP is a design principle that states that a class or module should have only one responsibility or reason to change.

In the context of a restaurant management system, this principle could be applied to ensure that each class or module responsible for a specific functionality, such as handling reservations or managing orders.



Open-Closed Principle (OCP):

- The OCP is a design principle that states that a class or module should be open for extension but closed for modification.
- This principle promotes code reuse and maintainability.
- In the context of a restaurant management system, you could design classes or modules that are easily extendable without requiring changes to the existing code.

Dependency Inversion Principle:

- The Dependency Inversion Principle (DIP) is a fundamental concept in object-oriented programming and software design.
- The DIP states that high-level modules or classes should depend on abstractions or interfaces. In other words, classes or modules should depend on abstract concepts, rather than specific implementations.
- This principle is based on the idea that high-level modules should be decoupled from low-level modules, which can lead to more flexibility, reusability, and easier maintenance.

Design Patterns:

Singleton Pattern:

The Singleton pattern is a design pattern that restricts the instantiation of a class to a single object. The Singleton pattern is useful in situations where it is important to have only one instance of a class. For example, in a system that needs to maintain a centralized configuration or log file, the Singleton pattern can ensure that there is only one instance of the configuration or log file object.

The Singleton pattern is typically implemented by defining a private constructor in the class and a static method that returns the single instance of the class.



The Protector Proxy pattern, also known as the Protection Proxy pattern, is a design pattern that controls access to an object by providing a surrogate or placeholder for it. The proxy acts as a middleman between the client and the real object and controls access to the real object.

The Protector Proxy pattern is useful when the real object is sensitive or requires controlled access. The proxy can provide additional security measures or access controls to prevent unauthorized access or modification of the real object. The Protector Proxy pattern is typically implemented by defining a proxy class that has the same interface as the real object. The proxy class then creates an instance of the real object and forwards method calls to it, while also enforcing additional access control rules.



INDIVIDUAL CONTRIBUTIONS

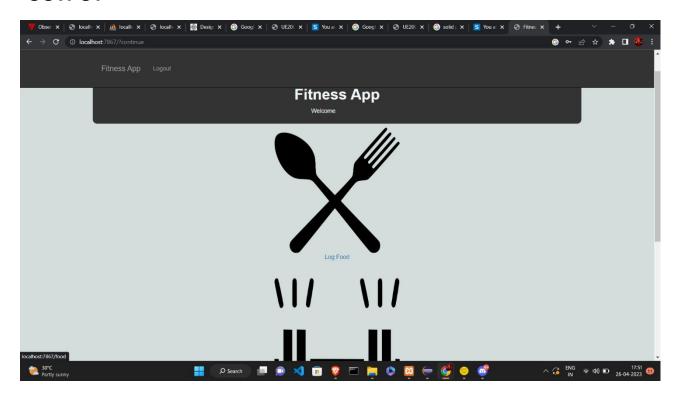
Sharath Krishna AH backend and water tracker part

Shivani Itagi Gowri front end and usecase and class diagrams

Shreyas Hiremath backend and food logging part
Shrinidhi K J front end and class booking part

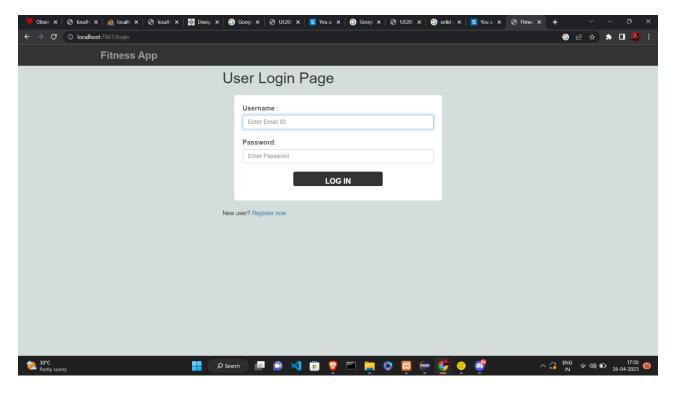


OUTPUT



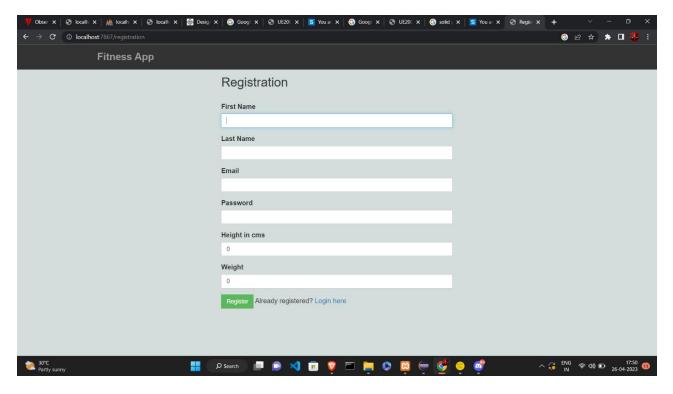
Intro page





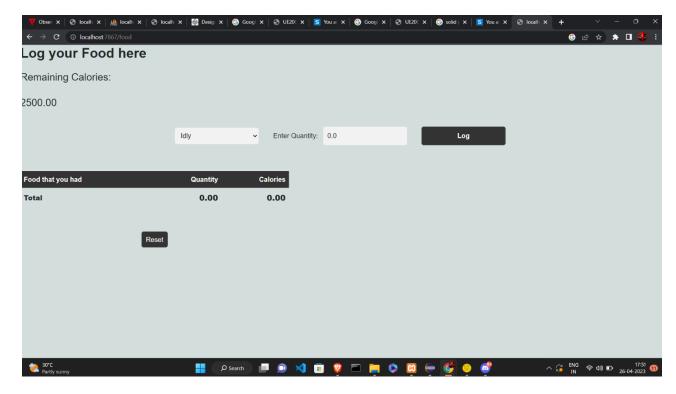
Login Page for user





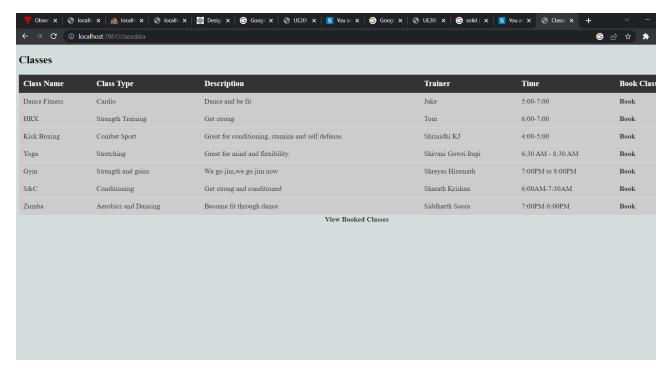
User can add details about themselves.





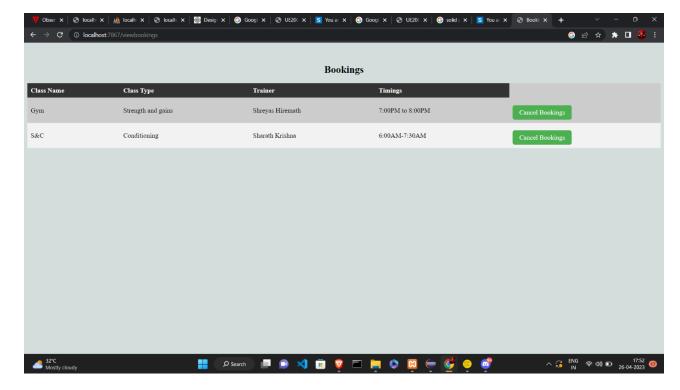
User can log the food intake.



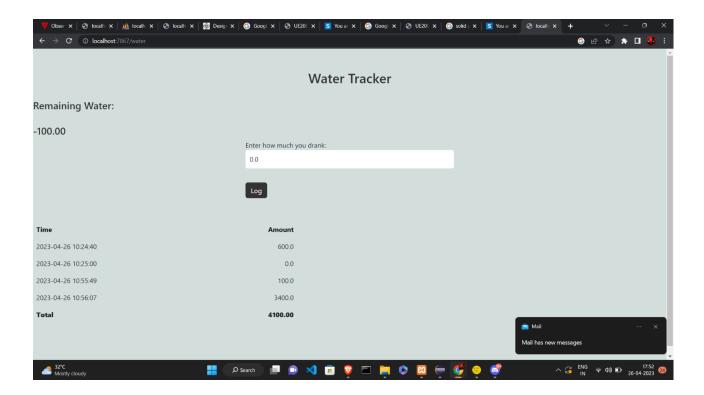


User can view the different classes and book what they want.





User can view bookings and cancel whichever if they want to.



User can log water intake in a day.