Contents

CHAPTER 1

Introduction

Our Gym Management Software is a gym and health club membership management system. You can keep records on your members, their memberships, and have quick and easy communication between you and your members. Gym Management also includes a booking system, point of sale, banking, accounting, concessions and has a range of reports that help in the management of your club.

Our Gym Management Software is a complete gym and recreation facility system program which looks after all of your members, memberships and activities. It is designed for gyms, recreation centres, and health clubs.

Our Gym management Software provides lots of functions such data entry of customer, keeping records of all the things about customers fees, plan, and physical fitness which help to provide good quality of services to customer from Gym managers.

In this proposed system also provide the total information about machinery and data of coaches is also stored in it. Services provided by Gym are also handled by this system.

1.1 Aim of the project

The aim of the project is to develop a software for the effective management of gym information that will be able to achieve the following objectives

- To provide easily accessible of gym members information
- To provide easily accessible of payment status of customers
- To provide easily accessible of Trainers information
- To provide easily accessible of Package details

1.2 Software Requirements

1.Operating System: Windows 7 or Higher

2.Programming Language: SQL(MYSQL), PHP, HTML and CSS

3.Tools/Software: Notepad++(Editor), Xampp Server, Google Chrome

CHAPTER 2

Literature Survey

The main goal of gym management system is to manage all records and transaction within the inventory. Gym management System is a very effective tool for an organization on to be efficient in business management. The traditional way of managing gym and inventory Is performed by using a pen and a paper to write down the type and quantity of the stock. But cons in inventory records still exist even when the management uses IT systems and product data capturing technologies to improve the inventory systems. Inventory managers have to face inaccuracy of inventory records either at the store or at the warehouse level. In order to improve accuracy o inventory checking. people started using Auto ID technologies. In EPC global Report, Auto 1D techno logiest are defined as the host of techno logiest that are used to help machines to identify objects. It is about identifying items, capturing all information about the items, sending, and storing those data into a computer with minimal human intervention.

2.1 Theoretical Review:

Gym Management system is a web base system that works as a website to manage and functioning all medical store activities through a web server (Apache). A web page is what you see on the screen when you type in a web address, click on a link, or put a query in a search eng1ne. A web page can contain any type of information, and can include text, colour, graphics, animation and sound. When someone gives you their web address, it generally takes you to their website's home page, which should introduce you to what that site offers in terms of information or other services. From the home page. you can click on links to reach other sections of the site. A website can consist of one page. or of tens of thousands of pages, depending on what the site owner is trying to accomplish.

2.2 Empirical Review:

Over the past 40 years, information techno logy has had a major impact on the working lives of millions of people. Many industries have embraced computer technology because of the benefits of automated information processing. These include enabling routine, repetitive and monotonous tasks to be conducted with consistent accuracy; standardisation and consistent use of terminology and nomenclature; and mass customisation (the capacity

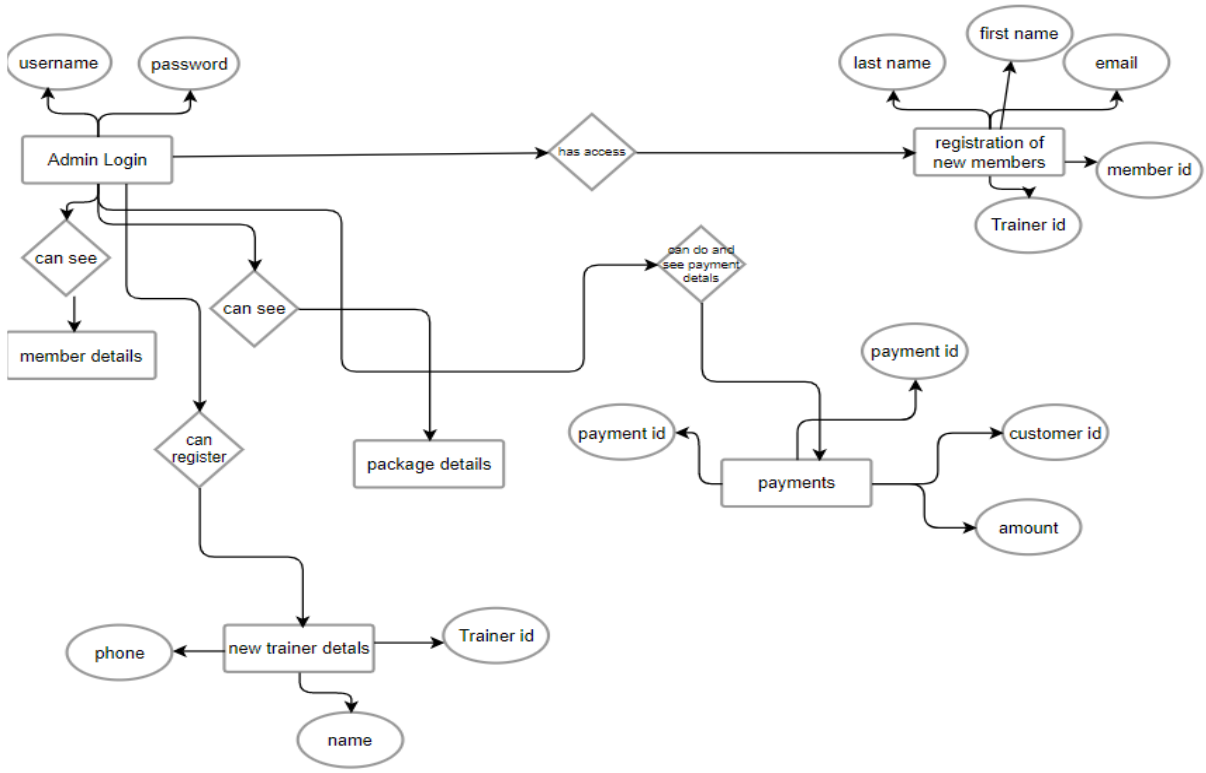
of information technology to provide services to a large population, yet in a way that can be customised to the individual). For gyms, IT can enable the storage of structured gym records, facilitate the electronic prescribing, customers and management of payments, automate the handling of payments in the supply chain and provide tools. IT can therefore improve gym management, enable professionals to provide high quality services and help to provide accuracy data through the system that will be able to handle all necessary activities in the gym

Chapter 3

Data flow diagram

- A data-flow diagram is a way of representing a flow of data through a process or a system . The DFD also provides information about the outputs and inputs of each entity and the process itself. A data-flow diagram has no control flow there are no decision rules and no loops. Specific operations based on the data can be represented by a flowchart.
- DFD is the abbreviation for Data Flow Diagram. The flow of data of a system or a process is represented by DFD. It also gives insight into the inputs and outputs of each entity and the process itself. DFD does not have control flow and no loops or decision rules are present. Specific operations depending on the type of data can be explained by a flowchart. Data Flow Diagram can be represented in several ways. The DFD belongs to structured-analysis modelling tools. Data Flow diagrams are very popular because they help us to visualize the major steps and data involved in software-system processes.
- There are rules for the construction of dataflow diagram:
- Arrows should not cross each other.
- Squares, circles, and files must wear names.
- Decomposed data flows must be balanced.
- No two data flows, squares or circles can be the same names.
- Draw all data flows around the outside of the diagram.
- Choose meaningful names for data flows, process & data stores.
- Control information such as record units, password and validation requirements are not penitent to a data flow diagram.
- An entity relationship diagram (ERD) shows the relationship of entity sets stored in a database.
- An entity in this context is an object, a component of data. An entity set is a collection of similar entities. These entities can have attributes that define its properties.
- The ER-Diagram is the represents the relation between different entities, the above ERD is of Hospital management system.
- In this ERD the underlined attributes represent the Primary key and foreign key.

3.1 ER diagram



- An entity relationship diagram (ERD) shows the relationships of entity sets stored in a database. An entity in this context is an object, a component of data. An entity set is a collection of similar entities. These entities can have attributes that define its properties.
- The ER-Diagram is the represents the relation between different entities, the above ERD is of Pharmacy management system.
- In this ERD the 'user' manages the other entities such as the category. inventories, sold/reports and add new item etc.
- In the figure the under lined attributes represents the Primary Key and Foreign Key.

CHAPTER 4

Methodology

A methodology is the combination of logically related methods and step by step techniques for successful planning, control and delivery of the project. It is a scientifically proven. Systematic and disciplined approach to project development and implementation. An approach that will be used in system development. In this project I have used system development life cycle (SDLC) is a traditional methodology for developing maintain and replacing information system. This methodology consists of different phases that describe the procedures for successful system development.

- Planning
- Analysis
- Design
- Implementation
- Maintenance

4.1 Planning:

In planning major activities like planning for schedule, keeping tracks on the processes and the estimation related to the project are done. Planning is even used to find the types of risks involved throughout the projects. Planning describes how technical tasks are going to take place and what resources are needed and how to use them. The analyst first discovered what the business is trying to do. Then the analyst was able to see whether some aspect of information systems application can help the business reach its objectives by addressing specific problems.

4.2 Analysis

All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document. It is the process of collecting factual data, understand the processes involved, identifying problems and recommending feasible suggestions for improving the system functioning. This involves studying the business processes, gathering operational data, understand the information flow, finding out bottlenecks and evolving solutions for overcoming the weaknesses of the system so as to achieve the organisational goals. System analysis also includes subdividing of complex process involving the entire system, identification of data store and manual processes.

4.3 Design:

It is the most crucial phase in the developments of a system. The logical system design arrived at as a result of systems analysis is converted into physical system design. Normally the design proceeds in two stages

- Preliminary or General Design:

  In this design the features of the new system are specified. The cost of implementing these features and the benefits to be delivered are estimated. If the project is still considered to be feasible.

- Structured or Detailed Design

  In the detailed design stage, computer-oriented work begins in earliest. At this stage, the of the system becomes more structured. Structure design is blue print of a computer system solution to a given problem having the same components and inter-relationships among the same components as the original problem.

4.4 Implementation:

After having the user acceptance of the new system which has developed, the implementation phase began. Implementation is the stage of a project during which theory is turned into practice.

The major steps involved in this phase are:

- **Coding**

  The system design needed to be implemented to make it a workable system. This demands the coding of design into computer understandable language example programming language. This is also called the programming phase in which the programmer converts the program specifications into computer instructions, which we refer to as programs. It is an important stage where the defined procedures are transformed into control specifications by the help of a computer language.

- **Testing**

  Before implementing the new system into operation, a test run of the system has done for removing the bugs, if any. It is an important phase of a successful system. After codifying the whole programs of the system, a test plan should be developed and ren on given set of test data. The output of the test run should match the expected results.

  Sometimes, system testing is using the test date following test run are carried out.

- **Program test**

  When the programs coded, compiled and brought to working conditions, it was individually tested with the prepared test data. Any undesirable happening has been noted and debugged.

- **System Test**

  After carrying out the program test for each of the programs of the system and errors removed, then system test has done. At this stage the test has been done on actual data. The completed system has been executed on the actual data. At each stage of the execution, the results or output of the system was analysed. During the result analysis, was found that the outputs are not matching the expected output of the system. In such case, the errors in the particular programs has identified and fixed and further tested for the expected output.

- **3.5 Maintenance**

  It is necessary to eliminate errors in the system during its working life and to tune the system to any variations in its working environments. It has been seen that there are always some errors found in the systems that has noted and corrected.

  It also means the review of the system from time to time. The review of the system is done for:

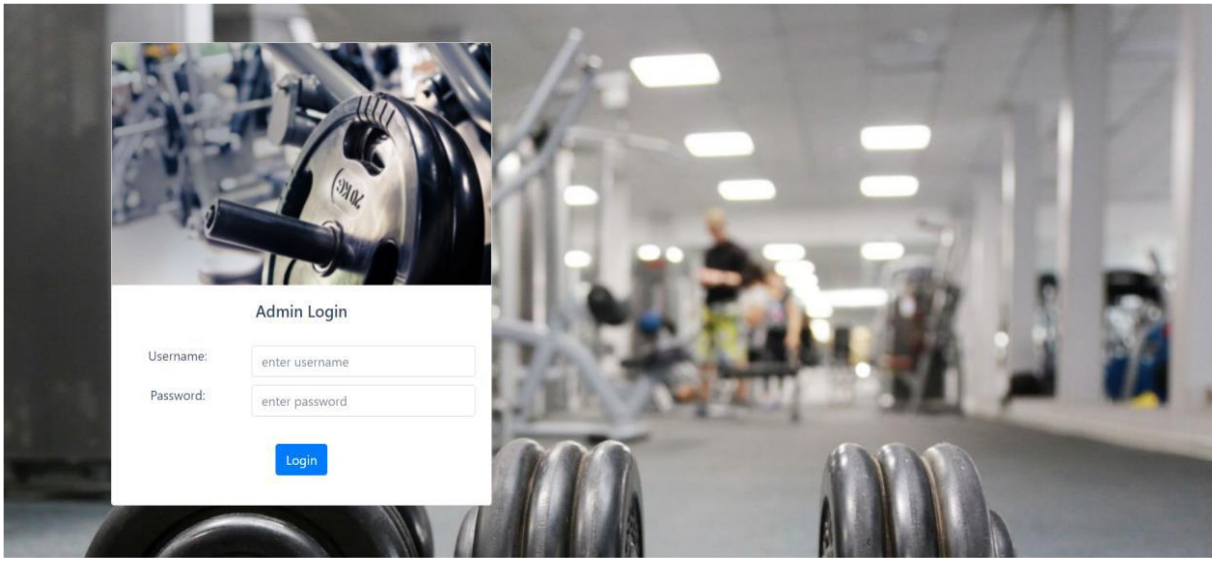
✓ Knowing the full capabilities of the system

✓ Knowing the required changes or the additional requirements

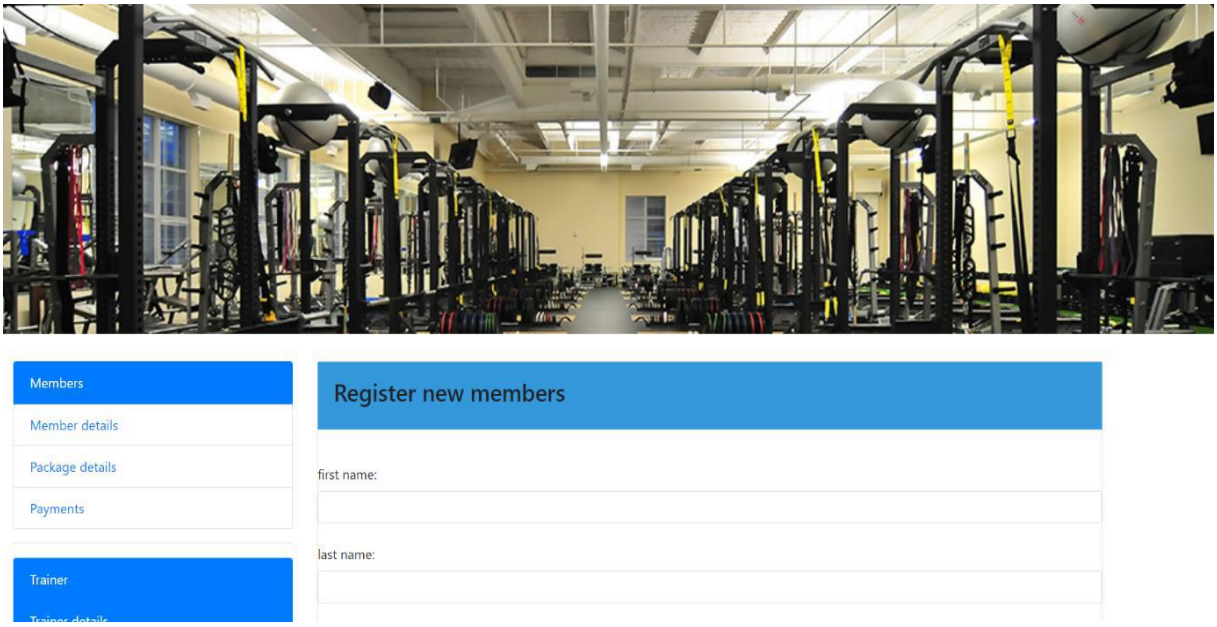
CHAPTER 5

Result

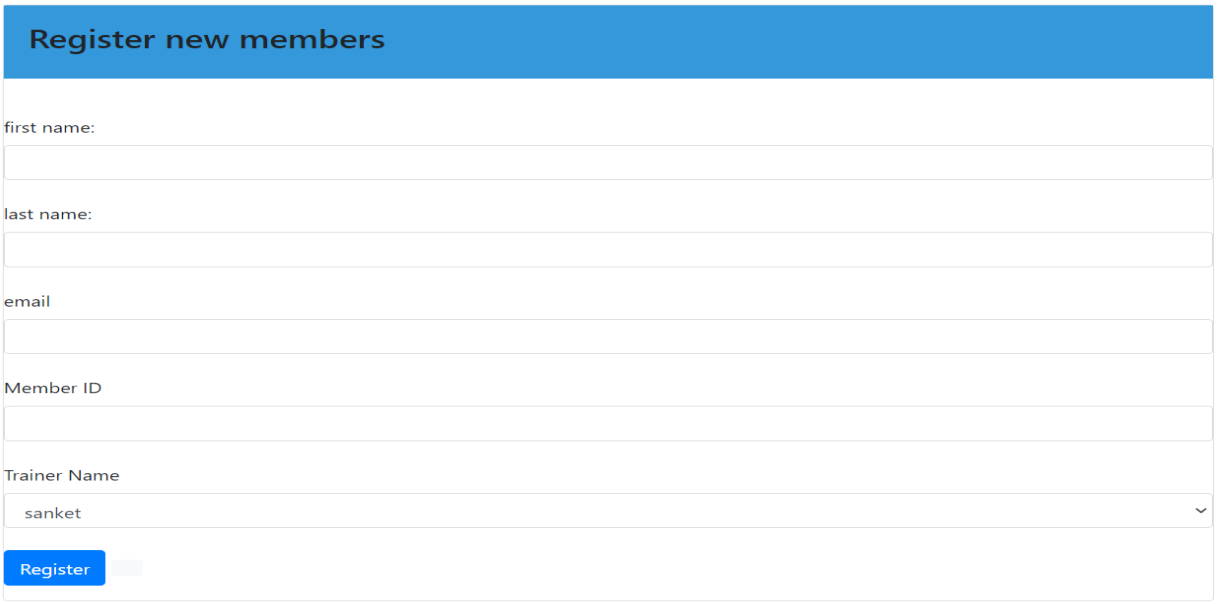
o LOGIN PAGE:



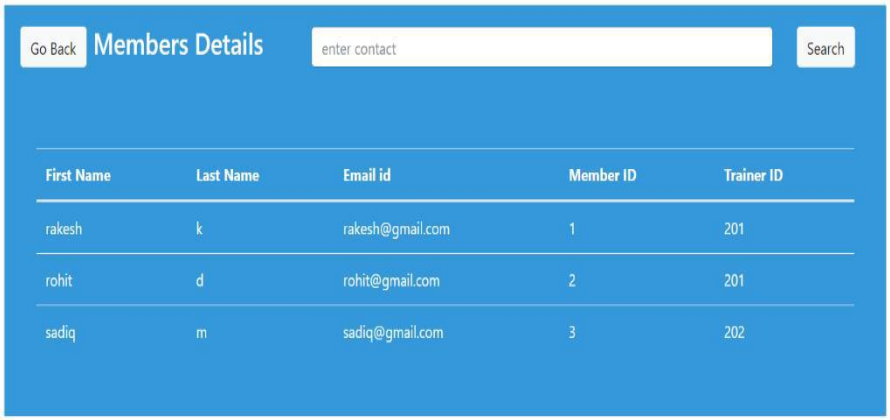
o HOME PAGE:



o ADD NEW MEMBER PAGE:



o MEMBER DETAILS PAGE:



o PACKAGE DETAILS PAGE:

Go Back **Package Details**

Package ID	Package Name	Amounts
111	preliminary	800
112	Wt. gain	1500
113	Wt.loss	1000

o PAYMENT DETAILS PAGE:

Go Back **Payment Details**

Payment ID	Amount	Payment Type	Customer ID
303	212	cash	003
306	500	cash	005

o **MAKE PAYMENT PAGE:**

o **TRAINER DETAILS PAGE:**

- **ADD TRAINER PAGE:**

Conclusion

While developing this project we have learnt a lot about HTML/CSS/JS/PHP/MYSQL and working with database management, we have also learnt how to make the application user friendly (easy to use and handle) by hiding the complicated parts of it from the users.

During the development process, we studied carefully and understood the criteria for making a software more demanding, we also realised the importance of maintaining a minimal margin for errors.

References

- Database system models, languages, design and application programming, Ramez Elmasri and Shamkant B. Navathe7th Edition.
- Wikipedia.com
- W3school.com
- Geeksforgeeks.com