JFrame

UserLogin

FRAME\_WIDTH: int 400

FRAME\_HEIGHT:int 200

ulogin = JButton

newUser=JButton

userN=JLabel

passWD=JLabel

txtuser=JTextField

pass=JPasswordField

UserLogin()

createComponent()

createPanel()

setSize(int, int)

setBackground(Color)

setDefaultCloseOperation(JFrame)

LoadingWindow

counter=int

nameU=String

LoadingWindow()

createGui()

userTEXT(String)

NewUser

Gender:String

isEmpty:Boolean

createGui()

Workout

st int

Iconstack Stack()

textStack Stack()

change int

txtArea JTextArea

tune String

counter int

timerLabel Jlabel

promptLabel JLabel

animationE Jlabel

btnStartWorkout Jbutton

createGui()

setSize(int,int)

setTitle(String)

setVisible(Boolean)

open()

music(String)

play()

run()

WorkOutSelection

WorkOutSelection()

setResizable(boolean)

setTitle(String)

setSize(int,int)

setDefaultCloseOperation()

EquipmentPanel()

CreatePanel()

ActionListener

event

actionPerformed(ActionEvent)

count =int

tc =TimeClass

timer= timer(1000)

Stpl

actionPerformed()

CreateListener

actionPerformed(ActionEvent)

bmiListener

actionPerformed(ActionEvent)

lgnListener

actionPerformed(ActionEvent)

userInfo

actionPerformed(ActionEvent)

=

genderLST2

actionPerformed(ActionEvent)

genderLST

actionPerformed(ActionEvent)

backL

exitListener

TimeClass

counter=int

TimeClass(int)

actionPerformed(ActionEvent)

Stackicon(int)

tStack(int)

Classes explained:

New User Class:

Class Attribute List:

JTextField name = new JTextField(15);

NewUser Class

Gender:String

isEmpty:Boolean

createGui()

JTextField weight = new JTextField(5);

JTextField height = new JTextField(5);

JTextField in = new JTextField(15);

JTextField username = new JTextField(15);

JPasswordField passWord = new JPasswordField(15);

JTextField bmi = new JTextField(15);

JLabel userL = new JLabel(" User Name:");

JLabel passL = new JLabel("Password:");

JLabel heightL = new JLabel("Hieght");

JLabel nameL = new JLabel("Name:");

JLabel ft = new JLabel("ft");

JLabel inl = new JLabel("in");

JLabel weightL = new JLabel("Weight:");

JLabel bmiL = new JLabel("Body mass index (BMI):");

JButton bmical = new JButton("BMI Calcator");

JButton create = new JButton("Create Account");

JRadioButton male = new JRadioButton("Male", false);

JRadioButton female = new JRadioButton("Female", false);

User Login Class:

UserLogin

FRAME\_WIDTH: int 400

FRAME\_HEIGHT:int 200

ulogin = JButton

newUser=JButton

userN=JLabel

passWD=JLabel

txtuser=JTextField

pass=JPasswordField

UserLogin()

createComponent()

createPanel()

setSize(int, int)

setBackground(Color)

setDefaultCloseOperation(JFrame)

Class Attribute List:

private static final int FRAME\_WIDTH = 400;

private static final int FRAME\_HEIGHT = 200;

private JButton ulogin,newUsr;

private JLabel userN,passWD,errorLabel;

private JTextField txtuser;

private JPasswordField pass;

JPanel panel = new JPanel();

private JLabel bcLabel;

Workout Class:

Workout

st int

Iconstack Stack()

textStack Stack()

change int

txtArea JTextArea

tune String

counter int

timerLabel Jlabel

promptLabel JLabel

animationE Jlabel

btnStartWorkout Jbutton

createGui()

setSize(int,int)

setTitle(String)

setVisible(Boolean)

open()

music(String)

play()

run()

Class Attribute List:

static int st=0;

Stack<String> Iconstack = new Stack<String>();

Stack<String> textstack = new Stack<String>();

int change = 0;

JTextArea txtArea;

static String tune = "resources/glutes\_music.wav";

int counter;

JLabel timerLabel,promptLabel,animationE;

JButton btnStartWorkout,Exit;

Timer timer;

String icon = "resources/squats.gif";

String stText= "";

String stIcon = "";

ImageIcon c = new ImageIcon(icon);

ImageIcon legIcon = new ImageIcon("resources/legs/leg.gif");

String legText = "This is your leg workout!!!";

ImageIcon armIcon = new ImageIcon("resources/arm.gif");

String armText = "This is your arm workout!!!";

ImageIcon cardioIcon = new ImageIcon("resources/cardio.gif");

String cardioText = "This is your cardio workout!!!";

ImageIcon coreIcon = new ImageIcon("resources/sitUP.gif");

String coreText = "This is your core workout!!!";

ImageIcon fullIcon = new ImageIcon("resources/Equipment/full\_pain.gif");

String fullText = "This is your full body workout!!!";

String fullText1 = "This is your full body workout...with EQUIPMENT!!!";

//with equipment

ImageIcon legIcon1 = new ImageIcon("resources/Equipment/legEquip.gif");

String legText1 = "This is your leg workout...with EQUIPMENT!!!";

ImageIcon armIcon1 = new ImageIcon("resources/Equipment/armEquip.gif");

String armText1 = "This is your arm workout...with EQUIPMENT!!!";

ImageIcon coreIcon1 = new ImageIcon("resources/Equipment/coreEquip.gif");

String coreText1 = "This is your core workout...with EQUIPMENT!!!";

ImageIcon cardioIcon1 = new ImageIcon("resources/Equipment/cardioEquip.gif");

String cardioText1 = "This is your cardio workout...with EQUIPMENT!!!";

Workout Selection Class:

Class Attribute List:

WorkOutSelection

WorkOutSelection()

setResizable(boolean)

setTitle(String)

setSize(int,int)

setDefaultCloseOperation()

EquipmentPanel()

CreatePanel()