

springboot-gym-html-app-jenkins-windows

GitHub Repository: <https://github.com/anuragvasubharti/springboot-gym-html-app-jenkins-windows>

Project Overview

No description provided.

Technologies Used

- CSS
- Dockerfile
- HTML
- Java
- Machine Learning
- Spring Boot

Architecture Overview

The project typically uses a layered / service-oriented architecture with at least three conceptual layers:

- Client / Frontend – UI, mobile, or browser clients.
- Backend / Services – APIs, business logic, ML/AI services.
- Data & Infrastructure – Databases, storage, containers, and cloud.

See the generated **architecture.jpeg** diagram for a visual overview of how these components interact.

How to Use This Project

Clone the repository using:

```
git clone  
https://github.com/anuragvasubharti/springboot-gym-html-app-jenkins-windows
```

Then open the original repository README (if available) for detailed setup and run instructions.

Why This Project Is a Good Solution

- Uses widely-adopted, production-ready technologies.
- Can act as a template or reference implementation.
- Designed to be easy to extend and integrate with other systems.

This PDF was automatically generated by the **project_readme** tool.