

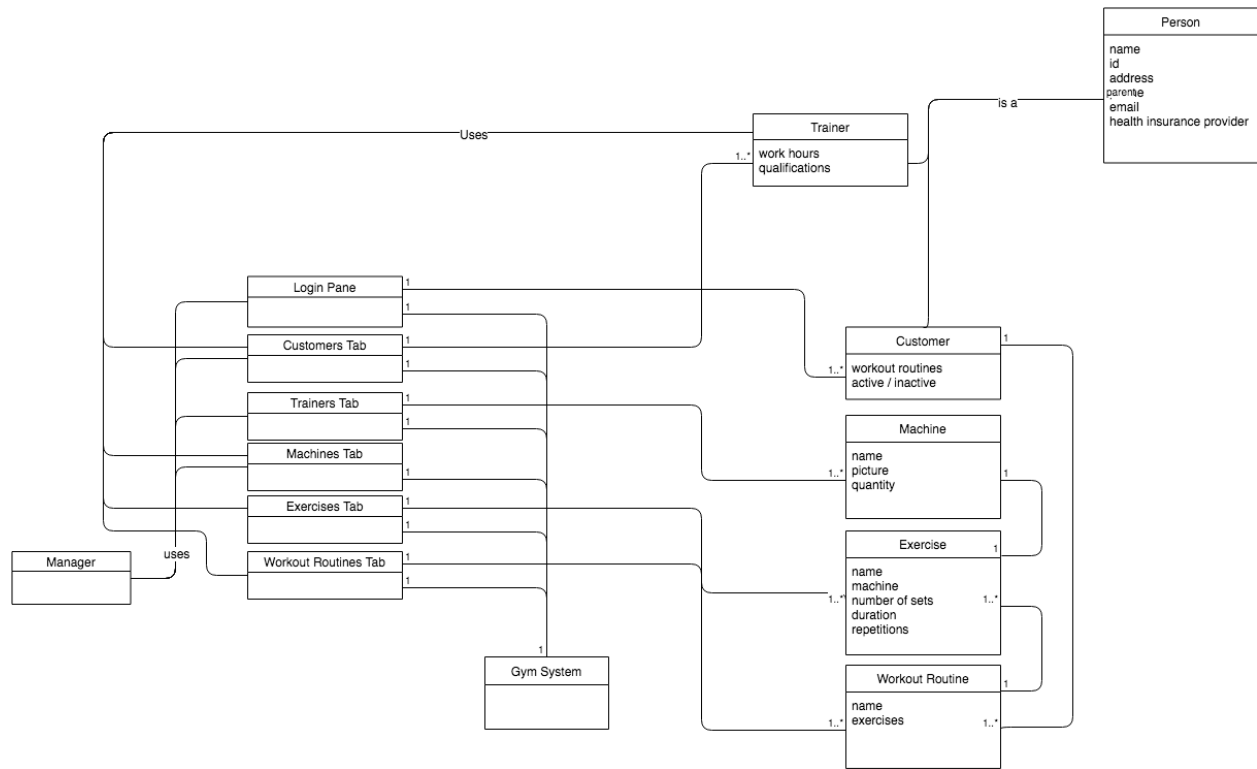
Gym Model: Domain Model Document

Team: Singleton

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Domain Model



Glossary

Person

There is only one use of generalization in this domain model. Since there are many attributes that are common to both a trainer and a customer, these were extracted into a general person concept.

Trainer

A trainer is a specialization of a person that contains additional work hours and qualifications attributes.

Trainer Tab

The trainer tab contains all known trainers within the system (1 to many). This tab has the ability to show a single trainer to the user for manipulation.

Customer

A customer is a specialization of a person that contains workout routines and the customer's activity status (inactive or active).

Customers Tab

The customers tab contains all known customers within the system (1 to many). This tab has the ability to show a single customer to the user for manipulation.

Workout Routine

The representation of a workout routine within the system. A workout routine is assigned to a customer and contains 1 to many different exercises.

Workout Routines Tab

The workout routines tab contains all known workout routines within the system (1 to many). This tab has the ability to show a single workout routine to the user for manipulation.

Exercises

The representation of an exercise within the system. Each exercise has a machine associated to it.

Exercises Tab

The exercises tab contains all known exercises within the system (1 to many). This tab has the ability to show a single exercise to the user for manipulation.

Machine

The representation of a machine within the system. The gym can contain 1 to many different machines to be used by customers and trainers in various exercises.

Machines Tab

The machines tab contains all known machines within the system (1 to many). This tab has the ability to show a single machine to the user for manipulation.

Login Pane

The login pane is responsible for taking the credentials of either a trainer or manager, authenticating them with the system, and allowing the manipulation of entities within their purview.

Gym System

The Gym System is the central mechanism for obtaining entities within the system and creating, updating and deleting them.