

FITNESS APPLICATION

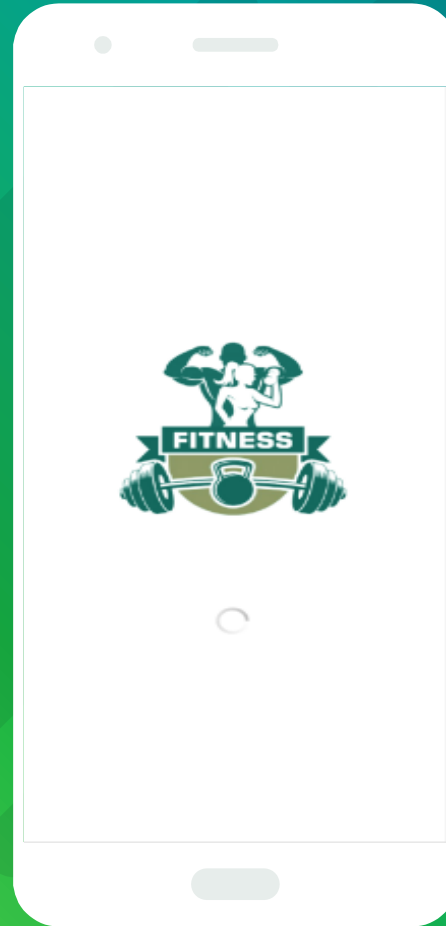
GROUP 5

Sevilla, Charisa C.
Cueto, Mary Joy P.
Garolacan, Algem C.
Guemo, Liezel A.
Plaza, Karla Marie M.

ABOUT

Fitness application is designed to help people who want to get in shape, keep themselves fit, and healthy to reach their fitness goals.

- ✓ User friendly
- ✓ Smooth navigation
- ✓ Visual representation



FEATURES:

1

Visual Representations

The 3 age group audiences for this application favors different methods of information delivery. The app uses gif graphics to explain the approaches for individual workouts, as well as instructions.

2

Background Music

The usage of background music will aid in capturing and maintaining the user's attention. This spice gives our application some soul.

3

User Personalization

This feature takes user's age information to provide training plans according to their age. The age groups for the training plans are kids, youths, and adults.

FEATURES:

4

Training and Workout

Workout plans are included in this Fitness application. This is made for an individual training plan for kids, young, and adults.

5

Workout Timer


This functionality is enabled in all of the application's exercises. The 60-second timer can be interrupted and restarted.

The background of the slide is a vibrant green with a complex, organic pattern of overlapping, rounded, and elongated shapes, resembling a stylized splash or a cluster of leaves. The colors range from a bright lime green to a slightly darker, more saturated green.

I. **User Interface**

Let's start with the application's content

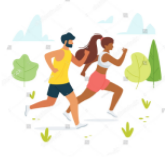
Application Content



Kids

Keep the kids active and healthy!


● ● ●



Young

Exercise benefits every part of the body, including the mind.

● ● ●




Adults


Exercise prevents health problems, builds strength, boosts energy, and can help reduce stress.

● ● ●


NEXT




●



WELCOME TO FITNESS APPLICATION!



GET STARTED




Enter your age


(Age Bracket)
6-12 = CHILDREN
13-17 = YOUNG
18 and above = ADULTS

CONTINUE


FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN



FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




WATER BREAK!
1:00 MIN




(18 Exercises per Set with 2 Rest Times)


FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN



FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




WATER BREAK!
1:00 MIN




(18 Exercises per Set with 2 Rest Times)


FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN




FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN



FLAT CHEST PRESSES
Repeat 2 times
1:00 MIN



WATER BREAK!
1:00 MIN



(18 Exercises per Set with 2 Rest Times)



1:00

START

How To Do This

1. Lying flat on bench, hold the dumbbells directly above chest, arms extended.
2. Lower dumbbells to chest in a controlled manner.
3. Press dumbbells back to starting position and repeat.
4. Avoid locking elbows

II.

Building the Application Using Java Language

Let's look at the codes

Java Language:

Visual Representations

1

```
//ViewPager2
```

```
implementation 'androidx.viewpager2:viewpager2:1.0.0'
```

```
//RoundImageView
```

```
implementation 'com.makeramen:roundedimageview:2.3.0'
```

```
//Gif Graphics
```

```
implementation 'pl.droidsonroids.gif:android-gif-drawable:1.2.23'
```


Java Language:

2 Background Music

```
mediaPlayer = MediaPlayer.create(Youngworkouts.this,  
R.raw.background_music);
```

```
mediaPlayer.setLooping(true);
```

```
mediaPlayer.start();
```

```
protected void onResume() { super.onResume();  
mediaPlayer.start();
```

```
}
```

```
protected void onPause() { super.onPause();  
mediaPlayer.pause();
```

```
}
```

```
protected void onDestroy() { super.onDestroy();  
mediaPlayer.stop(); mediaPlayer.release();
```

Java Language:

User Personalization

3

```
public void onClick(View view) {  
  
    String value = enterage.getText().toString();  
  
    int intValue = Integer.parseInt(value);  
  
    if (intValue <= 12) {  
  
        Intent int1 = new Intent(agebracket.this, kid_load_screen.class); startActivity(int1);  
  
    } else if (intValue <= 17){  
  
        Intent int2 = new Intent(agebracket.this, young_load_screen.class); startActivity(int2);  
  
    } else if (intValue >= 18){  
  
        Intent int3 = new Intent(agebracket.this, adult_load_screen.class); startActivity(int3);  
  
    } else{  
  
        btn.setEnabled(false);  
  
    }  
  
}
```

Java Language:

Training and Workout

4

```
protected void onCreate(Bundle savedInstanceState) {  
  
    super.onCreate(savedInstanceState);  
  
    setContentView(R.layout.activity_kidsexer);  
  
    newArray = new int[]{  
  
        R.id.downwardfacingdog_pose, R.id.warrior1_pose,  
        R.id.backlegbend_pose, R.id.resttime_pose, R.id.camel_pose, R.id.catcow_pose,  
        R.id.resttime2_pose, R.id.sidewardlegbend_pose, R.id.legup_pose,  
        R.id.extendedhandandleg_pose, R.id.warrior2_pose, R.id.resttime3_pose,  
        R.id.crow_pose, R.id.legbendup_pose, R.id.child_pose, R.id.resttime4_pose,  
        R.id.squatsidewardbend_pose, R.id.snake_pose, R.id.legtouchbackward_pose,  
  
    };  
}
```

Java Language:

Workout Timer

5

```
startBtn.setOnClickListener(new View.OnClickListener() { public void  
onClick(View view) {
```

```
    if (MTimeRunning) { stoptimer(); }
```

```
    else { startTimer(); }
```

```
}
```

```
private void stoptimer() { countdownTimer.cancel(); MTimeRunning=false;
```

```
    startBtn.setText("START");
```

```
}
```

```
private void startTimer() { final CharSequence value1 =  
mtextView.getText();
```

```
    String num1 = value1.toString(); String num2 = num1.substring(0,2);  
    String num3 = num1.substring(3,5);
```

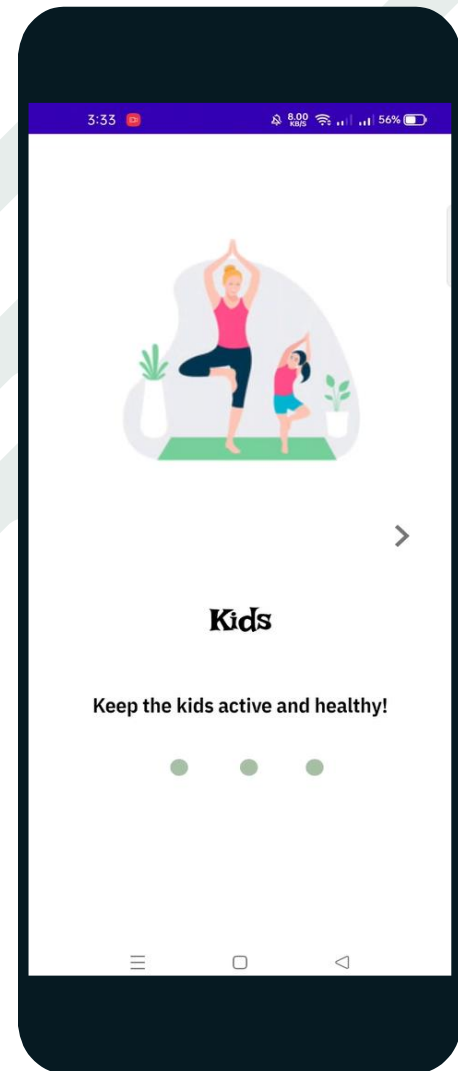
```
}
```

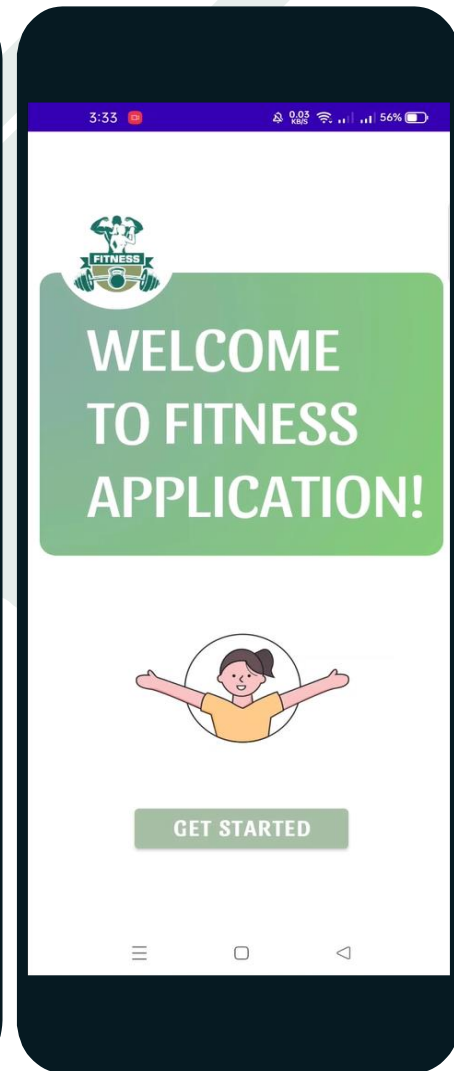
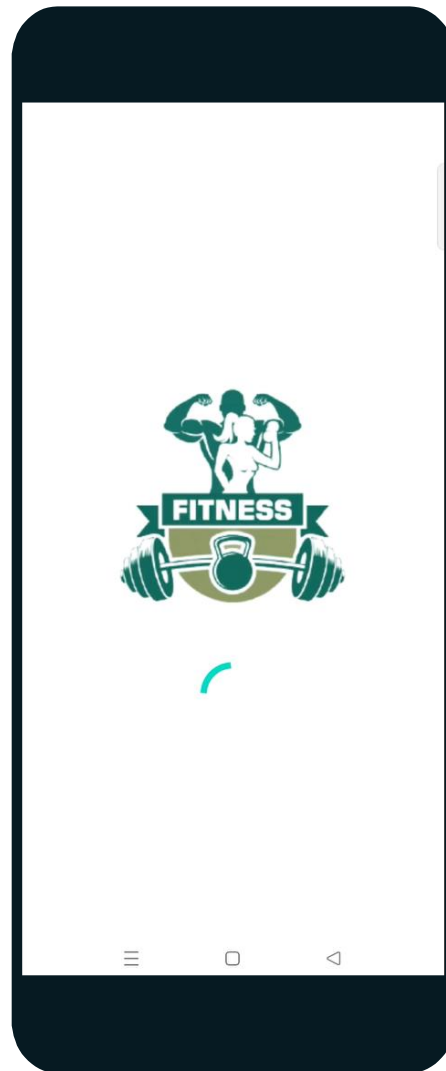
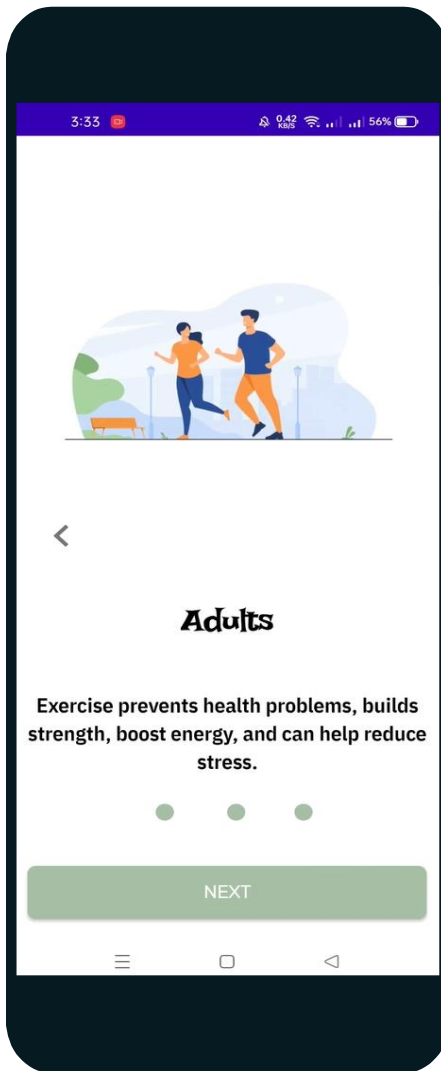
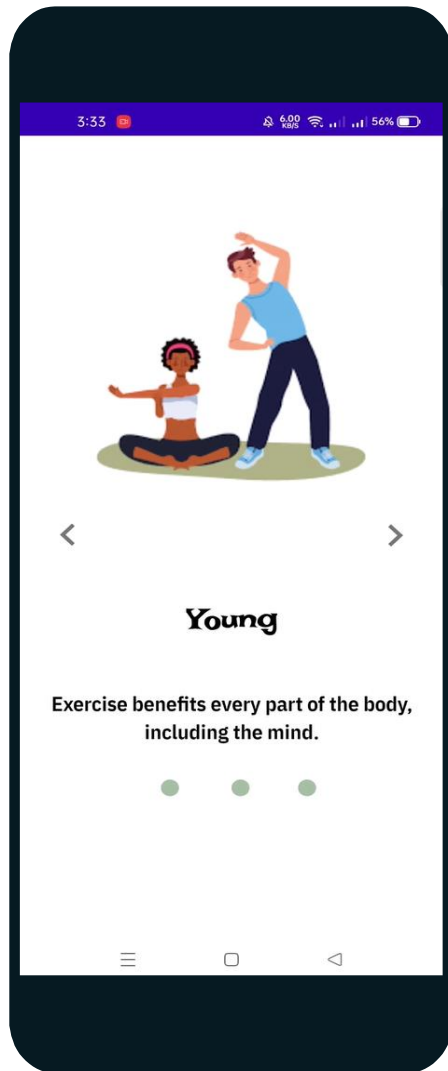
III. How to Use the Application

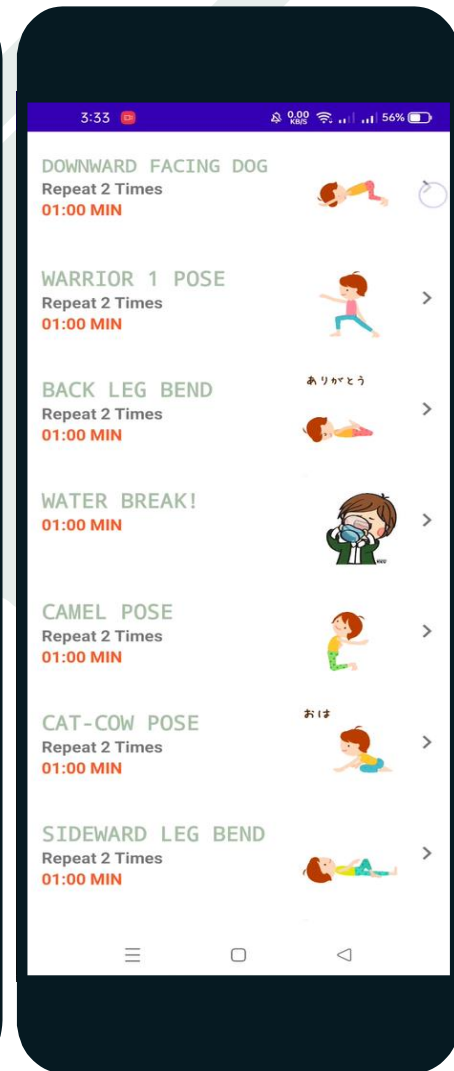
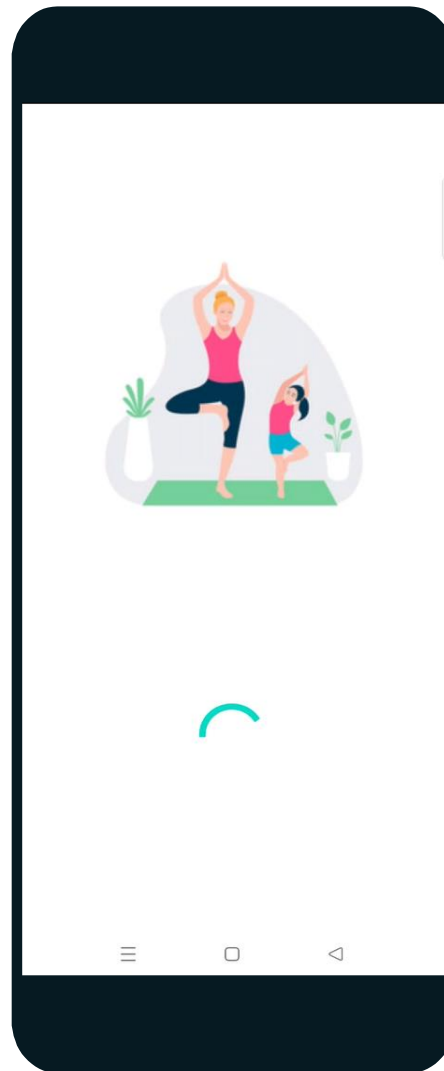
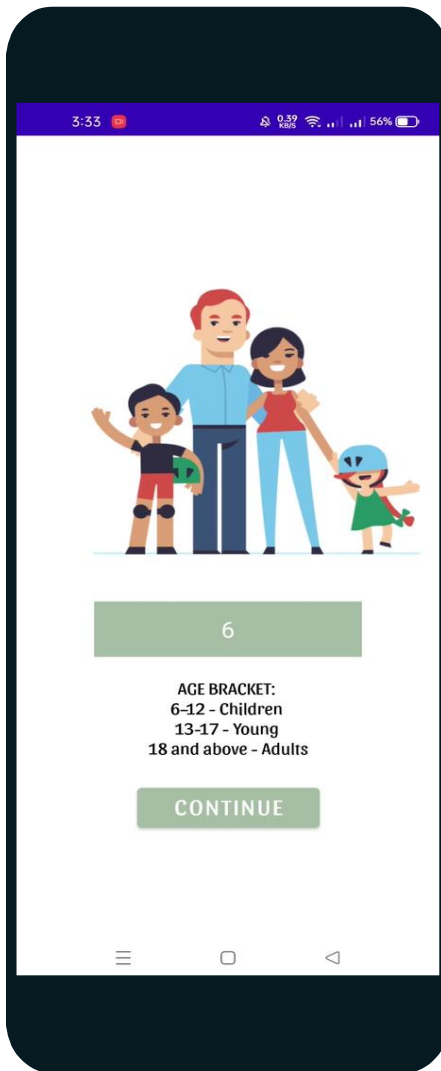
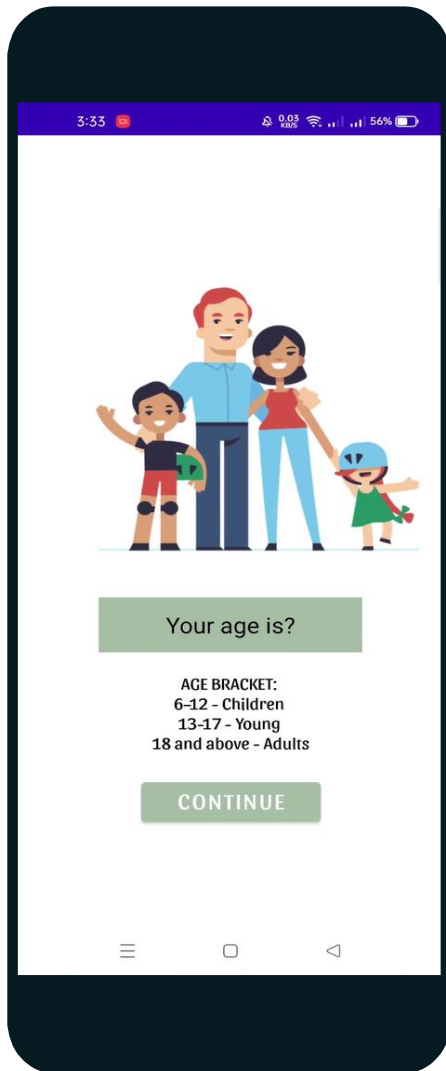
Application manual

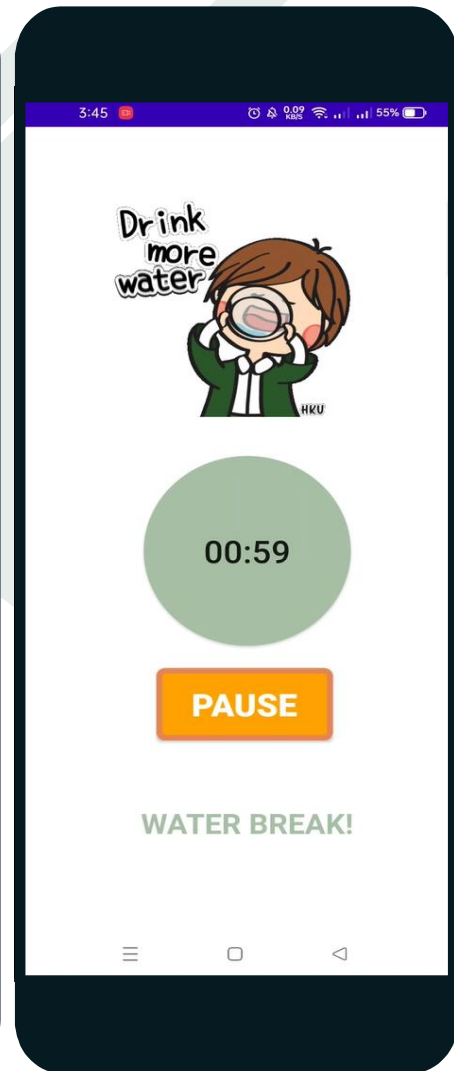
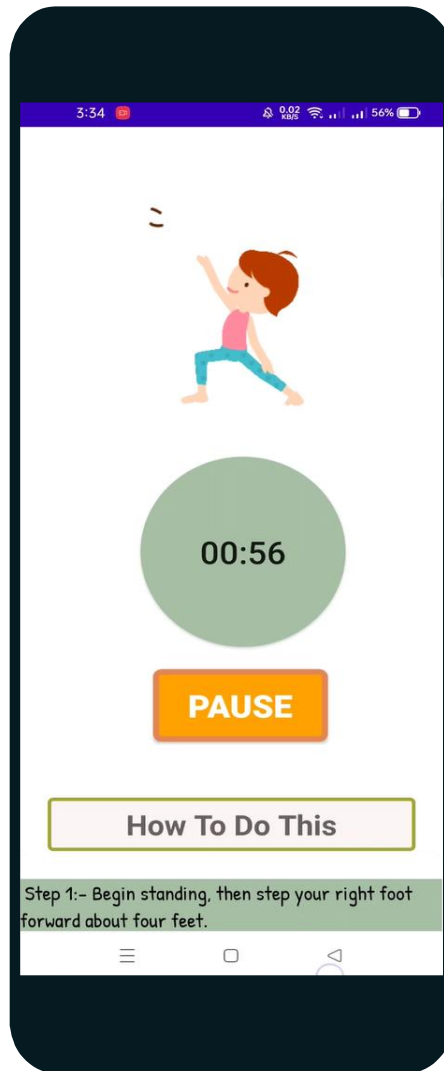
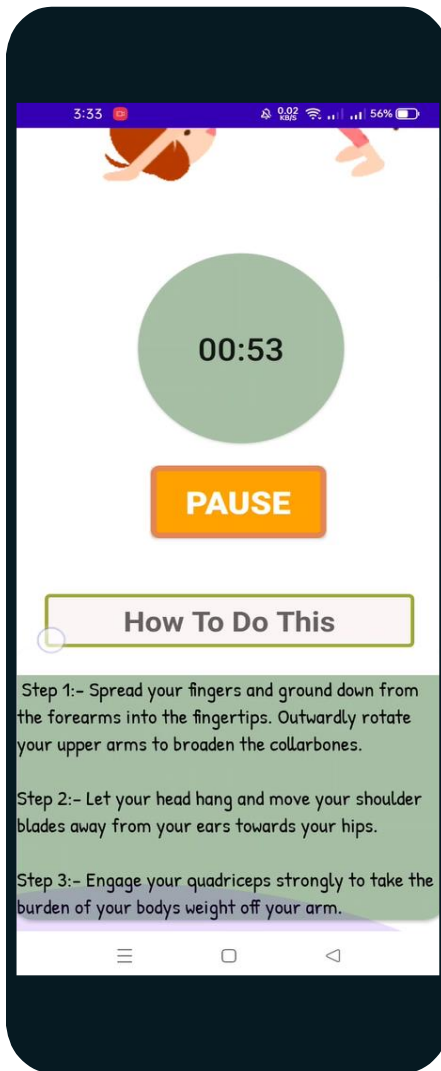
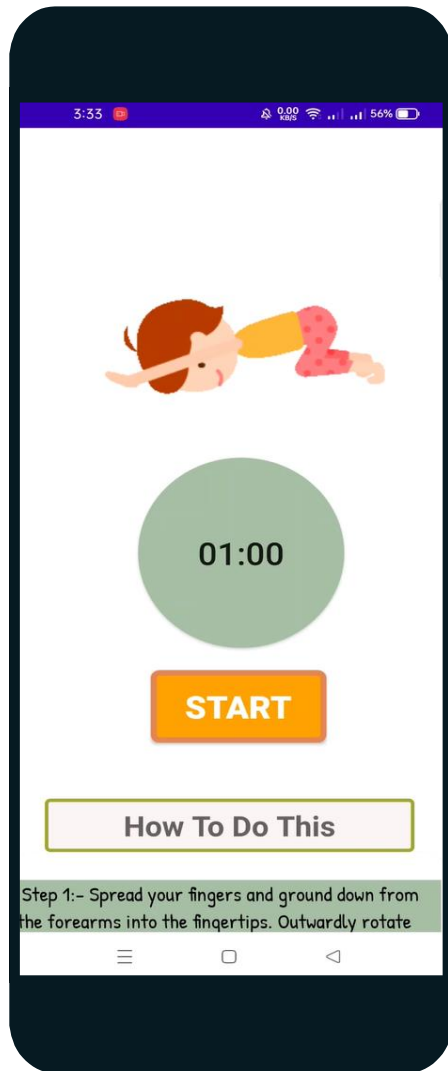
Application Manual

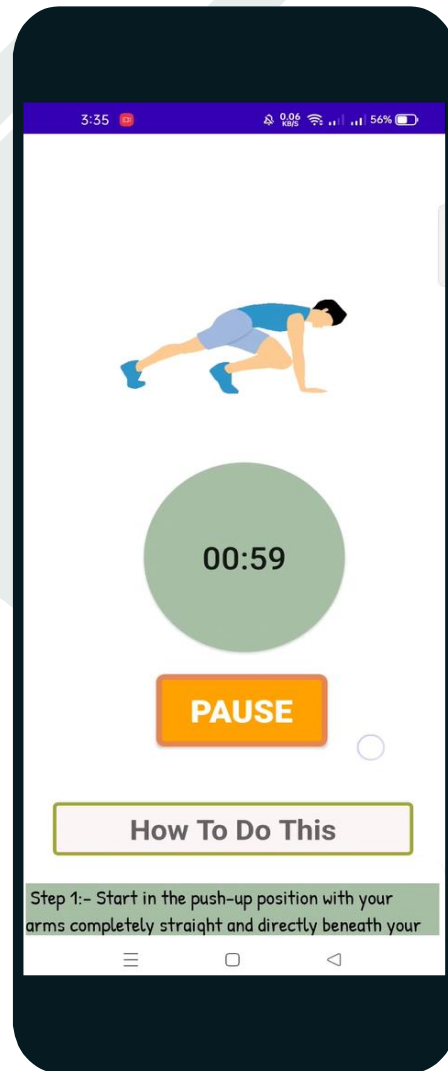
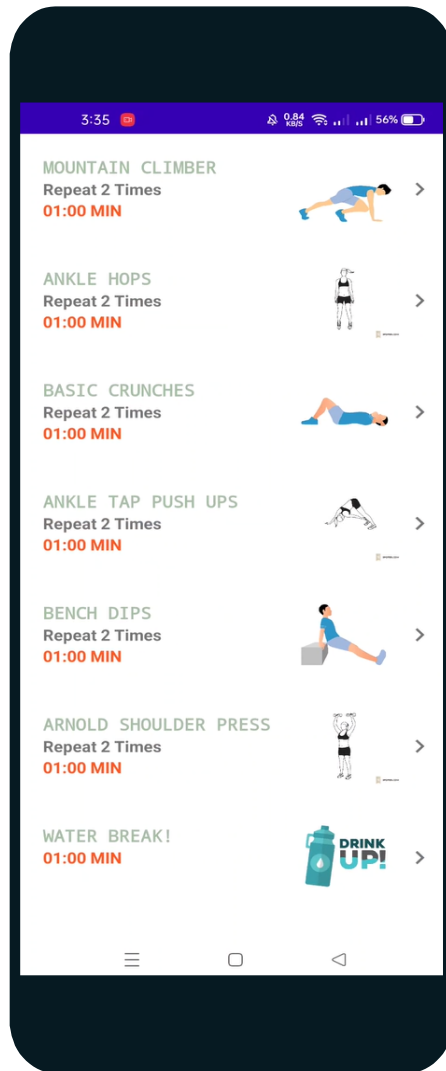
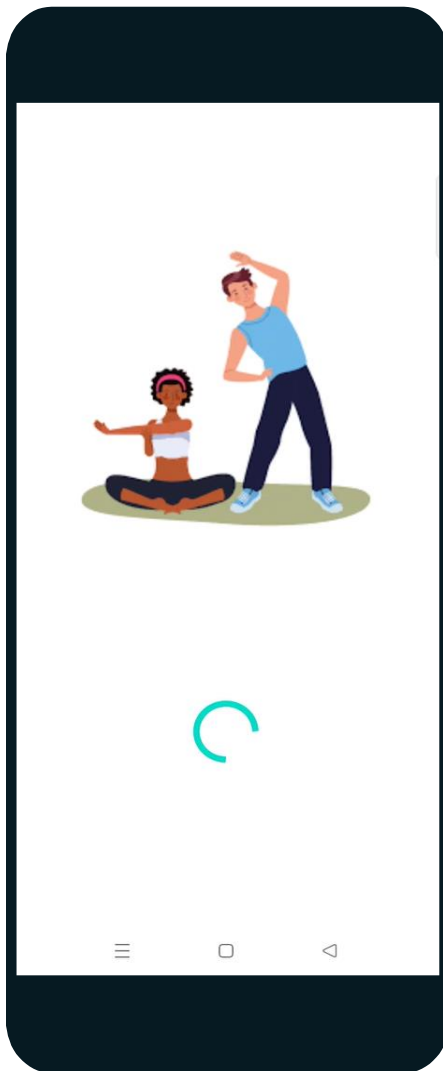
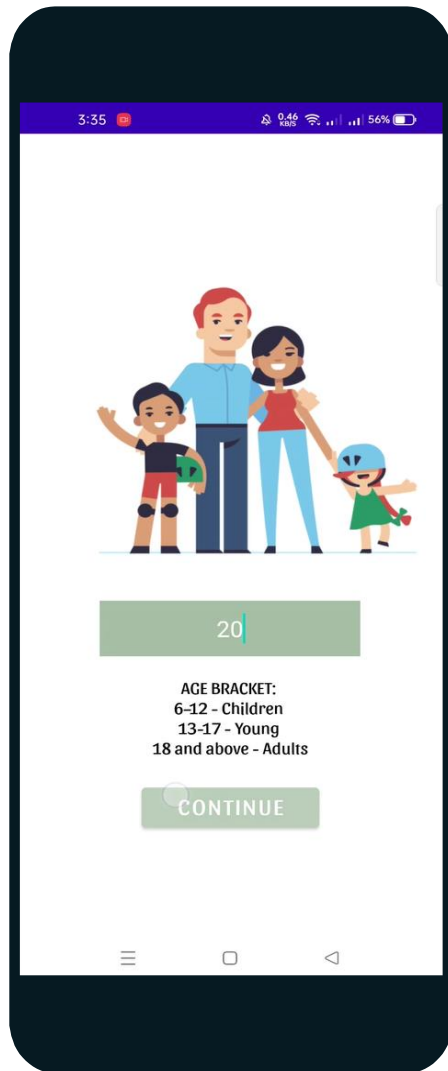
1. To use the app, swipe your screen to the right 2x then next.
2. Wait for the loading screen to Get Started with the app.
3. Input your age to provide training plans accordingly.
4. After the loading screen, the set of exercises for your age will appear.
5. There will be 18 exercises for the user to complete, each with a 60-second time limit. Depending on their capacity, the user will decide how many times they will repeat each exercises.

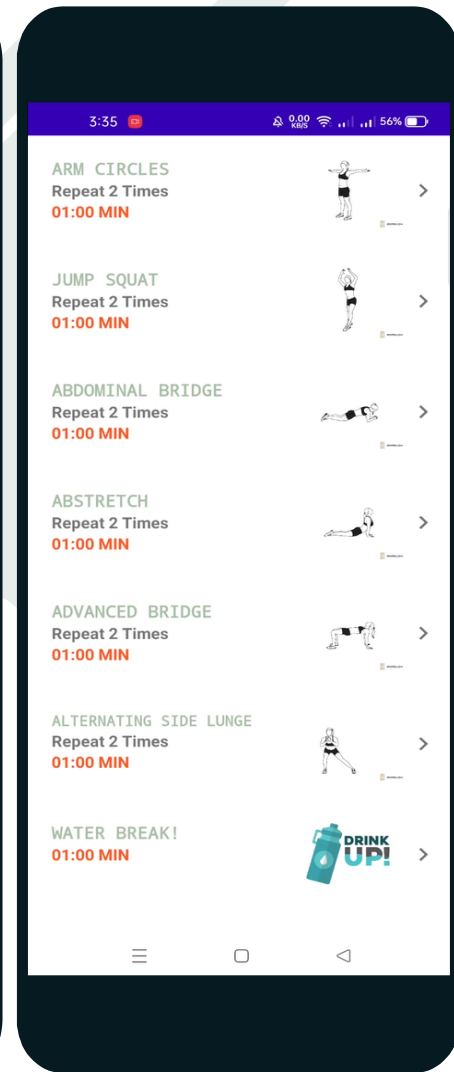
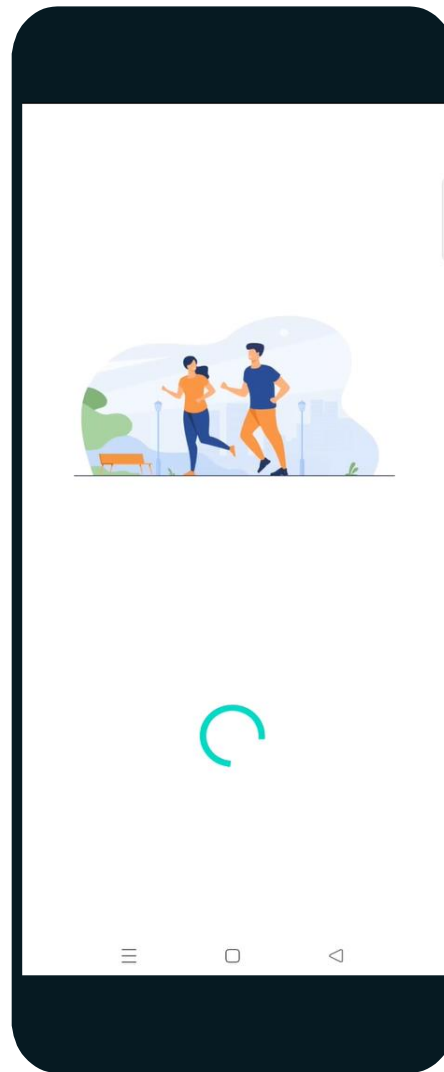
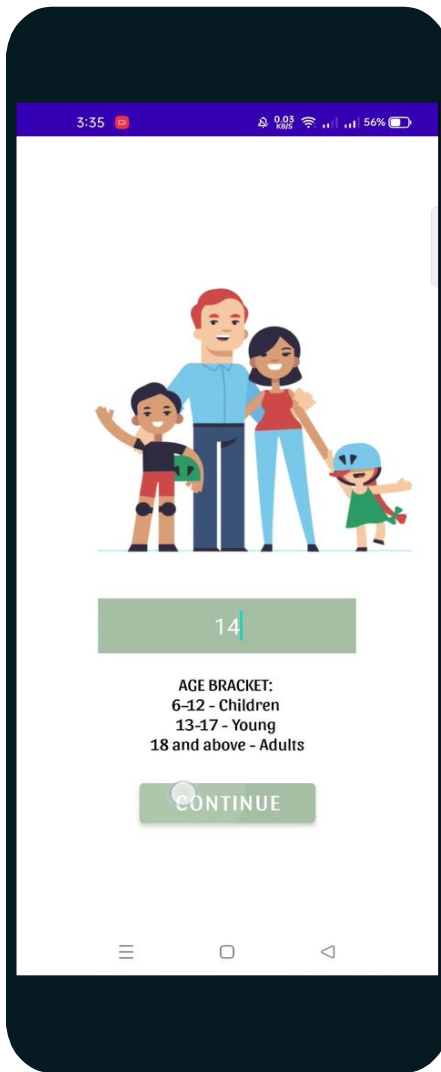
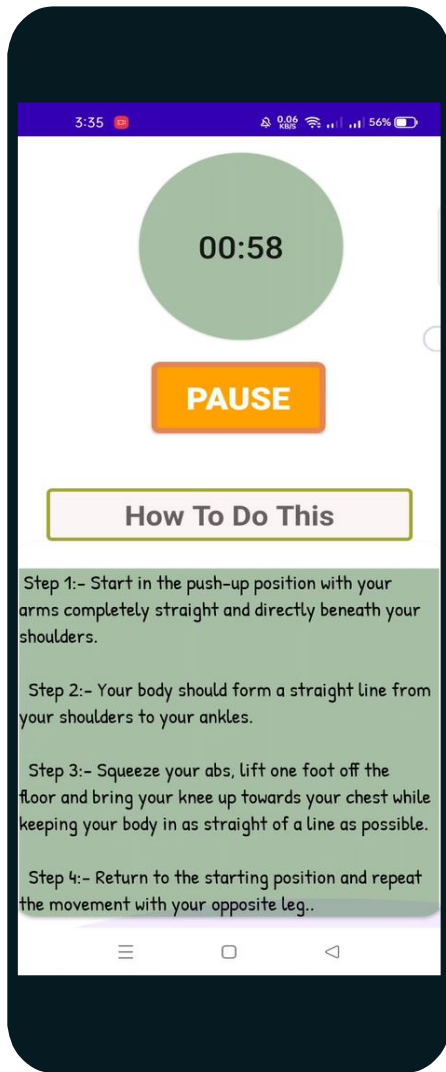


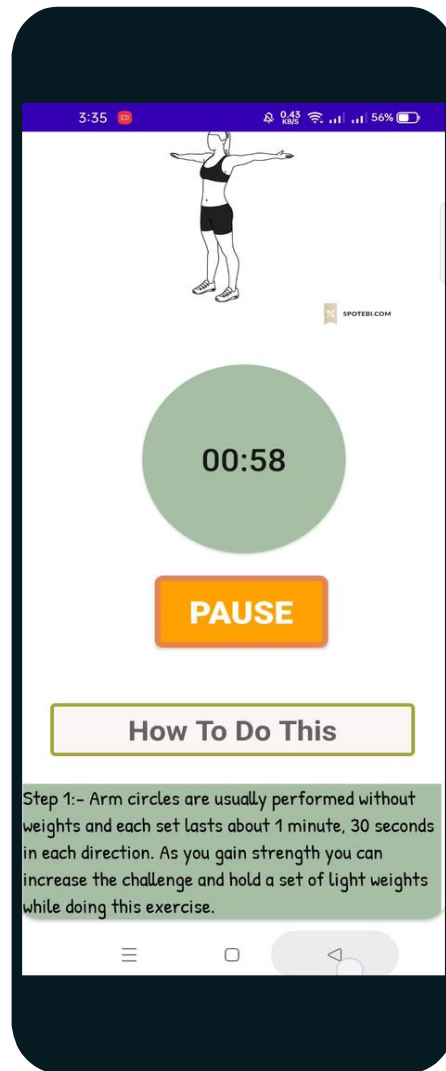
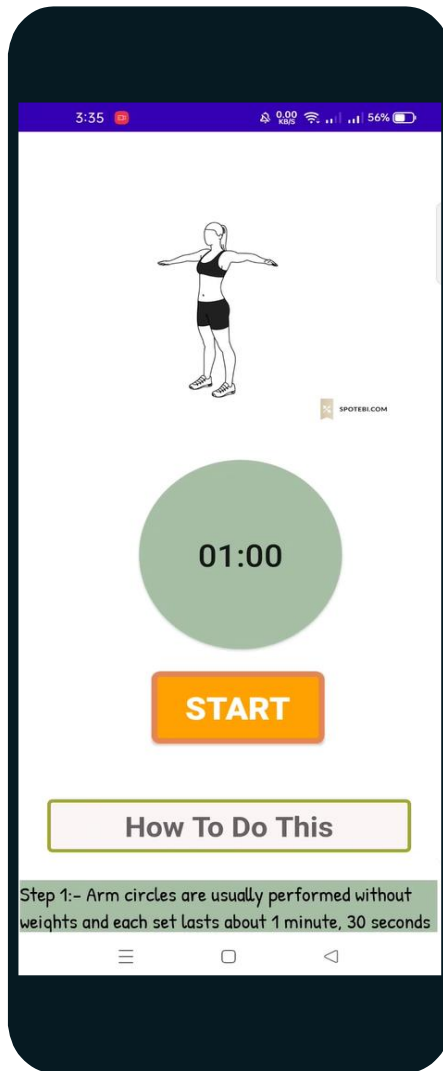














THANK YOU!

Cueto, Mary Joy P.
Garolacan, Algem C.
Guemo, Liezel A.
Plaza, Karla Marie M.
Sevilla, Charisa C.