

Computer Science 160: User Interface Design

Project 1: Crunch Time



<https://youtu.be/8tLEULrYzys>



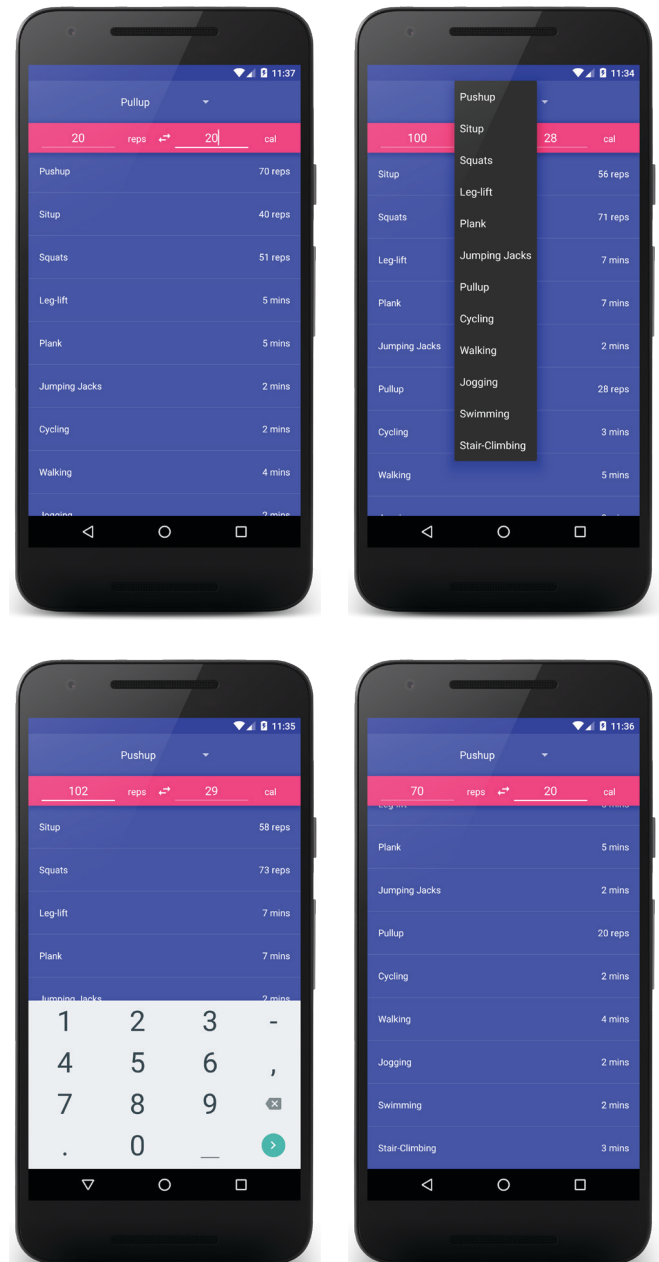
<https://github.com/cs160-sp16/prog-01-crunch-time-erchpito>

Crunch Time converts the number of repetitions or the duration of an exercise to the amount of calories burned by doing that activity, and vice versa; at the same time, the app will also display the approximate repetition / duration of other exercises needed to achieve the same calorie goal.

The following exercises are supported:

- Pushup
- Situp
- Squats
- Leg-lift
- Plank
- Jumping Jacks
- Pullup
- Cycling
- Walking
- Jogging
- Swimming
- Stair-Climbing

The user begins with the main activity (top left), in which “100 reps of pushup to 28 cal” is already set. The user can update either the repetition / duration field or the calorie field (bottom left), and the app will automatically update all the displayed information to the typed amount. The user can also change the exercise (top right) to probe other exercises. By scrolling the list, the user can see the corresponding amount of reps / mins the user would have to do with other exercises in order to reach the same calorie goal (bottom right).



top left: editing the calorie field; top right: selecting the exercise
bottom left: entering the exercise amount; bottom right: scrolling through the conversions