

Class FrontEnd

java.lang.Object
FrontEnd

```
public class FrontEnd
extends Object
```

This class is meant to facilitate a Gym Helper app. To do this, it makes strategic calls to methods from the StoreExercises, StrengthExercises, and OneRep classes.

Author:

grantrobinson

Constructor Summary

Constructors

Constructor	Description
FrontEnd()	

Method Summary

All Methods Static Methods Concrete Methods

Modifier and Type	Method	Description
static void	main (String [] args)	Method for running the app.
static void	mainMenu ()	This method is meant display a starting menu that prompts the user to run various aspects of the program.
static void	oneMenu ()	This method will help the user work through the one rep max section of this program.
static void	print ()	This method is for getting the user's data saved within the appropriate files.
static boolean	run (Scanner in)	This method is responsible for getting the user's input and running methods based on that.
static void	strengthMenu ()	This menu represents the front end for calling the StrengthExercises menu.

Methods inherited from class java.lang.Object

```
equals , getClass , hashCode , notify , notifyAll , toString , wait , wait , wait
```

Constructor Details

FrontEnd

```
public FrontEnd()
```

Method Details

main

```
public static void main(String [] args)
```

Method for running the app.

Parameters:

args - Arguments for the program.

mainMenu

```
public static void mainMenu()
```

This method is meant display a starting menu that prompts the user to run various aspects of the program.

run

```
public static boolean run(Scanner in)
```

This method is responsible for getting the user's input and running methods based on that. If the user enters a number between 1 and 4, a one of the object's methods will be ran.

Parameters:

in - A scanner object that will read the user's input.

Returns:

A boolean value that represents whether or not the menu loop should have another iteration or not.

print

```
public static void print()
```

This method is for getting the user's data saved within the appropriate files. It will also check if the user wants to save those things into their own file.

strengthMenu

```
public static void strengthMenu()
```

This menu represents the front end for calling the StrengthExercises menu.

oneMenu

```
public static void oneMenu()
```

This method will help the user work through the one rep max section of this program.