Gym # gym: Integer # pool: Boolean # lockerRoom: Boolean + hoursOfOpRec: String + hoursOfOpChestnut: String + hoursOfOpNorth: String + gym(int, boolean, boolean) + gymHours() + getGym() + setGym(int) + isLocker() + isPool() + toString():String + gymTime() + daySince();

Workout

sets: Integer # reps: Integer # weight: Integer # exercisesPull: ArrayList # exercisesPush: ArrayList

exercisesLeg: ArrayList

- + Workout(int, int, int)
- + addExercisePull(String): ArrayList<String>
- + addExercisePush(String):ArrayList<String>
- + addExerciseLeg(String):ArrayList<String>
- + pullList()
- + pushList()
- + legList()
- + maxRep(int, int): Double
- + proteinIn(double): Double
- + toString():String
- + getSets()
- + setSets(int)
- + getReps()
- + setReps(int)
- + getWeight()
- + setWeight(int)

Environment

music: Boolean # weather: String

- + Environment(boolean, String)
- + inOrOut()
- + whatWeather(int): String
- + musicSelector(int): String
- + getWeather(): String
- + setWeather(String): String
- + getMusic(): String
- + setMusic(): String

Jacob Igel CSE 271

I wanted to solve some simple problems when it comes to the gym. I made 3 classes - one for the actual physical gym itself, one for the work out, and one for the environemtn the user is working out in. The Gym class has the user selescting things like the amount of time its been since they have been to the gym or which gym they are going to. The Work Out class is all about the type of workout the user wants to do for the day with the amount of reps, sets, and weight they want to incorporate. The Environment class is all about seeing what music the user wants to listen to, what the weather is like that day, etc.