

# List of Objects

**Project Title: Snappy Workout**

Team Name: Snappy

Team Members' Names:

Jianqiang Du  
Peter Bui  
Taylor Bui (leader)  
Trung Nguyen

## I. Entity Objects

1. User - a user of the application. A user has the following attributes: last name, first name, email, age, height, weight, and an associated password
2. WorkoutPlan- a daily or weekly task to be completed by a user with the following attributes: exercise, WorkoutPlanName, dayOfTheWeek, done. It is also updated and defined by the user.
3. Exercise - a task that can be inputted into WorkoutPlan. Exercise has the following attributes: exerciseName, description, and instruction.

## II. Boundary Objects

1. Signup Boundary - This window allows users to create an account on the portal. The email address will be the unique username and associated information is inserted into the database.
2. Login Boundary - This window allows users to access the portal system by entering email and password. The data will be verified with data stored in the database.
3. Settings Boundary - This window allows students to change basic information like email and password. On success, the data is updated to the database.
4. Calendar Boundary - This allows students to view their weekly workout schedule where the student can view it and update more information about the workout plan.
5. Workout List Boundary - This allows users to view just their workout plan.
6. Workout Plan Boundary - This allows the students to view the workout plan and mark them as complete. Users can modify the plan by adding or removing exercises, reps, and date.

7. Data Boundary - This allows users to view their progress by a weekly view. The data shown relates to their workout plans.

### III. Controller Objects

1. UserControl - This object controller adds, updates, removes Users information from the system.
2. AuthorizeControl - This controller authorizes users based on login credentials and requests a particular boundary object based on access level
3. PlanControl - This controller authorizes users to update and change WorkoutPlan object.
4. DataControl - This object controller fetches data of the user from the database.

