Object Sequence Diagram

FH Mobile Application

Version 1.0

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Introduction & Description

The following diagrams are the UML Sequence diagrams for the Fitness Health Mobile Application. The first one is a sequence diagram for the whole system. This describes all of the features and methods that are included in our system. After the system overview we provided diagrams that outline all of the different activities that happen inside our applications. All of the diagrams are labeled with the appropriate title for the function they are describing. In the diagrams we first start with the user logging into the system and then performing different actions. We also included the action of the facilitator logging in to validate a workout.

Figure Table

Figure Number	Name	Description
1.0	System Overview	This diagram describes all of the major elements and methods that are happening through-out the system anytime someone accesses it.
2.0	Log In	The log in diagram starts with the user logging into the system. Then it will connect the user to the server and the database.
3.0	Create New User	The new user will register with the client. After the client gets all of the information it will send it to the server to record it and add it to the database then the client will reply back to the user if it was a success or fail.
4.0	Change Password	The user will first login to the client and then will connect to the server. The server will then connect to the database and will receive a success or fail response. If it was a success the user will then be able to change their password and then it will be sent to the data base and then send a success or fail on the change. After that is completed the client will tell the user if the password was updated or not.
5.0	Create New Workout	Client will create a workout. The workout class will select an activity that the user wants to do and then will create the activity under the workout. The activity data is then sent to the server for processing and then when the user goes to

		disconnect the activity will be validated for review by the facilitator.
6.0	Validate Workout	In the validate work out, the user will login to the client. The client will get the workout to validate. The workout will get the list of workouts for the user and then it will also check for missed activities. After checking the server will send the workout information back to the workout and then it will validate the workout and then the client will confirm the workout for the user. Once it is confirmed it will send the information to the server to add to the users' session.
7.0	View Balance	The user will login to the client and then once the client sends the user information, the user information is sent to the server to get the balance. The information will be sent back to the client followed by a response to the user from the client.
8.0	View Workout	This diagram describes how a user will view a workout that they've entered. The user logs into the Client application, which causes the Client application to connect to the Server and return with user session information. The Client queries the Server for workouts associated with the user, and the Server responds with the workouts. The workouts are then displayed to the user.
9.0	Add Balance	This diagram describes how a user will add a balance to their user account. The user logs into the Client application, which causes the Client application to connect to the Server. The Server responds with session information. The user updates their profile with the balance they wish to add. The updated profile notifies the server to update the user's balance. The server responds with the updated balance. The profile notifies the Client application that the user profile information has changed, which is relayed back to the user.
10.0	Missing Activities	This is a scheduled activity that will be set to run by the system whether or not the user is logged in. This diagram displays the missed workout activities by the user. The server requests the database about the workout information and checks the missed activities, the result is sent back to the server. The server updates balance according to the missed activities, it can either add or deduct from the user's balance.