**Client Application**

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| **Name** | *Client\_Application* |
| **Base Class** |  |
| **Purpose** | *The Purpose of the Client Application is it*  *helps the user login into the application.* |
| **States** | *Empty, full, or neither.*  *Inactive or Active* |
| **Constructors** | *Default: makes inactive mailbox* |
| **Operators Mutators**      **Accessors** | login()  resetPassword()  refreshBalancesFromServer()  createWorkout()  validateWorkout()  updateUserInformation()  getHelp() |
| **Fields** | *User\_information*  *createWorkout* |

**Client\_Method Description**

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| **User Information** | Client\_Application::login(User\_Information) |
| **Purpose** | *Helps the user login into the client application* |
| **Receives** | *The Login receives a string from the user.* |
| **Returns** | *The Login returns True if the login Id is true or False if the login Id is false.* |
| **Remarks** | *If Login ID matches it logins to the system.* |

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| **Reset Password** | Client\_Application::resetPassword(user:User\_Information) |
| **Purpose** | *The purpose of the reset password is if the user forgets the password, he can reset it.* |
| **Receives** | *The reset password receives the string from the user, in this the userid is the string.* |
| **Returns** | *True if the userid matches*  *False if the userid doesn’t match.* |
| **Remarks** | *Helps to reset the password* |

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| **Refresh Balance** | refreshBalancesFromServer() |
| **Purpose** | *The purpose of the Refresh balance is it updates the balance for the user* |
| **Receives** | *The Refresh Balance receives Integers from the Server.* |
| **Returns** | *It returns Balance as Integers.* |
| **Remarks** | *The Refresh Balance helps to check the balance for the user.* |

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| **Create Workout** | Client\_Application::createWorkout(user:User\_Information) |
| **Purpose** | *The Create Workout creates a new workout plan for the user* |
| **Receives** | *It receives the workout values as Integers.* |
| **Returns** | *void* |
| **Remarks** | *Creates a Workout plan for the User.* |

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| **Validate Workout** | Client\_Application::validate\_workout(User\_information,Workout: Integer,Activitiy : Integer) |
| **Purpose** | *The Purpose of the Validate workout is the trainer can validate the workouts for the user.* |
| **Receives** | *It receives validate workout as integers.* |
| **Returns** | *void* |
| **Remarks** | *Helps to validate the workouts* |

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| **Get Help** | getHelp() |
| **Purpose** | *The Purpose of the Get Help is it brings up the instructions on how to use the application.* |
| **Receives** | *void* |
| **Returns** | *text* |
| **Remarks** | *Brings up the instructions and how to use the app.* |

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| **Update User Information** | Cilent\_Application::updateUserInformation  *(User\_Information : Integer)* |
| **Purpose** | *If the User wants to change his information, he can click the update User information.* |
| **Receives** | *The Update user information receives the input as string* |
| **Returns** | *True if the update is successful*  *False if the update is successful.* |
| **Remarks** | *Helps to modify an already created User Information.* |