Main Loop / basic operation:

The file "ExerciseMgr.py" is executed and the app is started with the command "ExerciseMgrApp().run()". Kivy will start the application. It is important to note that kivy will automatically search for a .kv-file with the same name as the app in non-capital letters (here exercisemgr.kv) and execute it (and remember it to look up class layouts of classes that are instantiated later on). For more info about the kv-language read the section "the kv-language" or read in the kivy documentation. There it will execute the code at the very end (because all other code is assigned to classes) which gives the basic layout with the "FilterController" on the left, in the middle the "ExerciseLayout" and on the righthand side the "ExitLayout" . From there on everything is event driven and depends on the user action. To find the code behind each button I would recommend to determine the layout the button is in by taking a look at "overview_important_classes.pdf" (linked in readme) and search for the (layout-) class in either ExerciseMgr.py or utils_gui.py. All methods that are called by buttons start with "on_" so if you are looking for the "save"-button you will have to search for a method that starts with "on_save".