

Flipkart



Project **FlipFit**

Flipkart



TEAM MEMBERS

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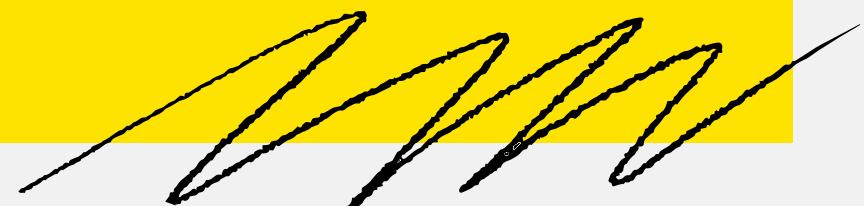
The Ask

Where we Started

Flipkart aims to enter the fitness space by partnering with gyms to provide a seamless slot-booking experience.

Objective

Develop a user-centric platform that seamlessly integrates gym slot viewing, booking, and cancellation, with comprehensive management tools for gyms, ensuring a scalable, secure, and engaging experience for all.





7-Day Training Framework

DAY 1

Requirements Analysis

Understand requirements and design the solution blueprint using UML Diagrams.

Version Control and Introduction to Java

Learn Git basics and set up Git for FlipFit project with its project structure.

DAY 3

Object Oriented Programming using Java

Develop in depth understanding of Java 17 and OOP principles.

Database Connection (MySQL)

Connect to MySQL, create database schema for FlipFit.

DAY 5

Project completion

Implement various layers such as DAO, exceptions, services to create a cohesive application.

Dropwizard & REST API

Transform the application to be web-compatible using Dropwizard framework for REST API.

DAY 2

DAY 4

DAY 6

DAY 7

Testing & Documentation

Conduct end-to-end testing and Document the code of project.

Stakeholders

1. Sponsors

- Flipkart Internet Private Limited

2. SME'S

- Amit Balyan

AGENDA

01. Project Goals and Vision
02. Engineering Practices
03. Tech Stack
04. Development Workflow
05. Challenges
06. Learnings
07. Demo



Goals

- Create an intuitive, accessible platform for seamless slot viewing, booking, and cancellation.
- Simplify the process for users with easy booking, cancellation, and automated notifications.
- Equip gyms with robust tools for slot and user management, reporting, and customisation.
- Design a scalable system that can grow with increasing user and gym needs.
- Automate routine tasks and provide support tools to streamline gym operations and reduce administrative burden.

VISION

Empowering Fitness with Seamless Digital Solutions

FlipFit empowers users to seamlessly book gym sessions, providing real-time availability while optimizing gym capacity and preventing overbooking for a hassle-free fitness experience.



Engineering Practices

01

CODE READABILITY & **CLEAN CODE:**

Ensure code is readable and maintainable with consistent formatting and clear naming conventions.

02

KISS, YAGNI, DRY, AND **SOLID**

Applied Keep It Simple Stupid (KISS), You Aren't Gonna Need It (YAGNI), Repeat Yourself (DRY) and Single Responsibility Principle (SOLID) to keep the codebase simple, focused, and robust.

03

CONTINUOUS **BEHAVIORAL-DRIVEN** MANUAL TESTING

Implement ongoing behavioral-driven testing to ensure the software meets user expectations through manual testing.

04

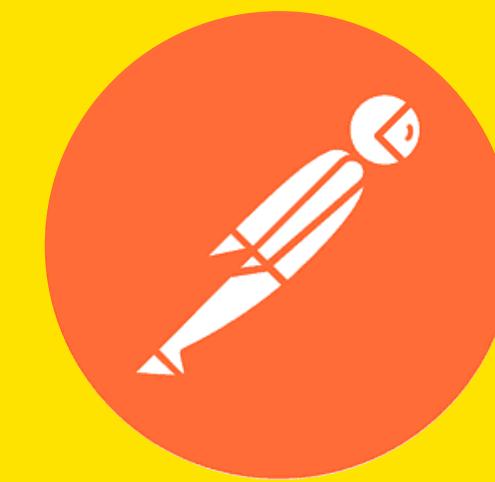
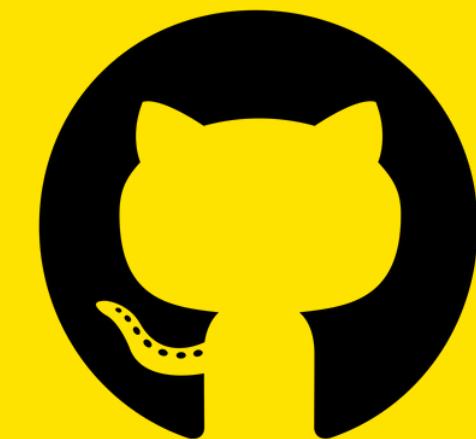
SOFTWARE ARCHITECTURE - MONOLITHS:

Utilize a monolithic architecture to streamline development and deployment within a single cohesive system.

Tech Stack



Maven™

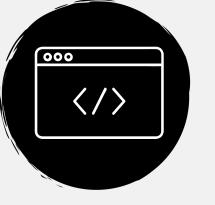


Development Workflow



Requirements Gathering

- Identify stakeholders' requirements.



Programming

- Bring the solution to life by programming and use of tools and framework that serve the purpose.



Deployment

- Deployed the app



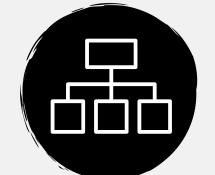
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Design

- Based on the requirements design a solution and represent it with the aid of UML diagrams



Testing

- Conducted unit, integration, and system testing to ensure functionality.

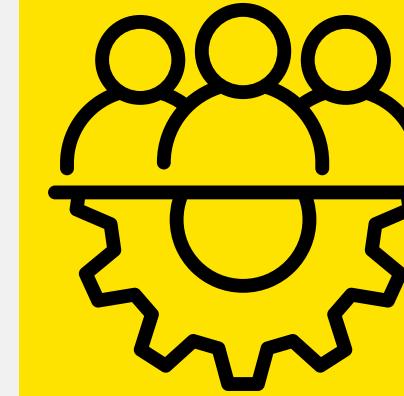


Challenges



Working with New Frameworks and Tools

Navigating the learning curve and integration complexities of new frameworks and tools.



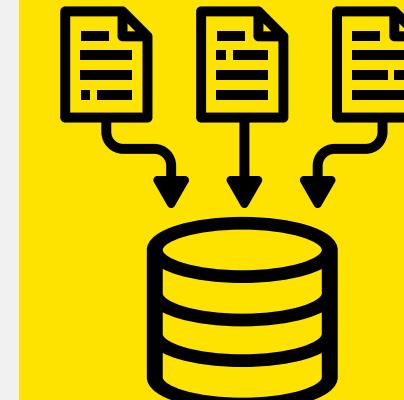
Database Design

Designing a scalable and efficient database schema that supports complex queries and high transaction volumes.



Collaborative working as a team

Streamline the communication to ensure the uniformity of project understanding and state of progress.



Efficient Slot & Booking Management

Develop a dynamic slot management system that automatically updates availability, prevents overbooking, and offers waitlisting.

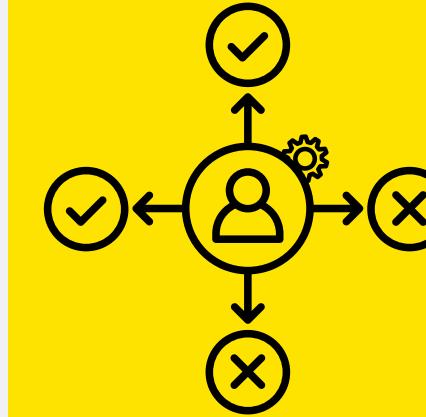


Learnings



Adapting to New Frameworks:

Break down the learning process and integrate new tools incrementally for smoother adoption along with indepth understanding of the tool to simplify the use.



Effective Team Communication

Foster clear and consistent communication to align team understanding and track progress effectively.



Modular Code Design

Design code in modular, reusable components to improve maintainability and ease future development.



Continuous Testing

Conduct continuous testing focused on user behaviors to ensure the software aligns with real-world expectations.



DEMO

 JEDI-Flipkart-Group-D-Flipfit Public

1 main · 15 branches · 0 Tags

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Shivya991 Documentation	6643644 · 1 hour ago	236 Commits
Jobs	Documentation	1 hour ago
JEDI-FlipKart-Flipfit-Documents	Documentation	1 hour ago
JEDI-Flipkart-FlipFit-DropWizard	added endpoint - getUserIdByEmail	2 hours ago
JEDI-Flipkart-Flipfit-UML-Artifacts	Minor modifications in variable names.	5 days ago
JEDI-Flipkart-Group-D-Flipfit-POS	Documentation	1 hour ago
.DS_Store	DateAndTime	yesterday
.gitignore	Server working	19 hours ago
JEDI-Flipkart-Group-D-Flipfit.lmi	Added use Case Diagrams	last week
README.md	Update README.md	last week

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Releases No releases published

Packages No packages published

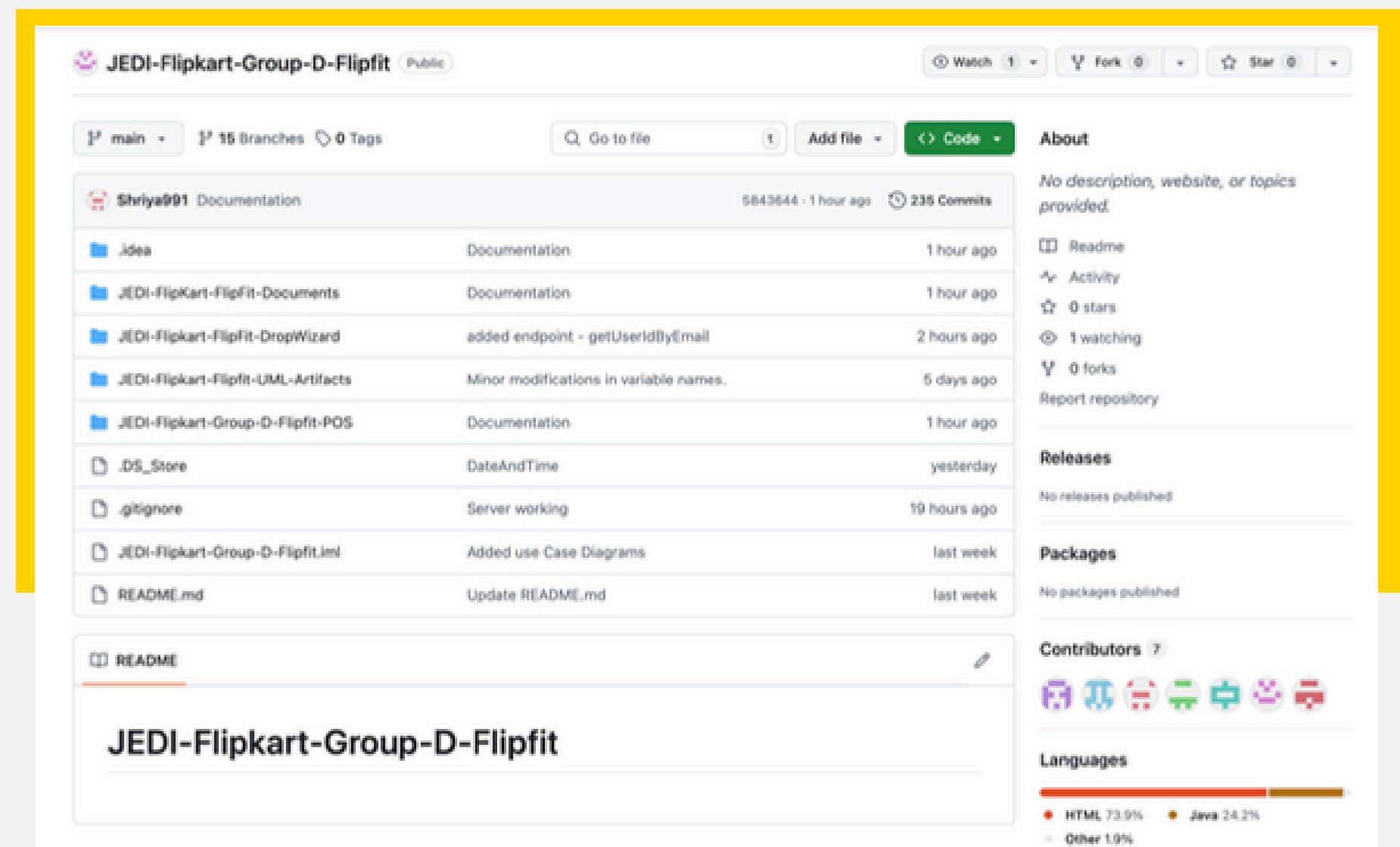
Contributors 7

Languages

HTML 73.0% Java 24.2% Other 1.9%

 README

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Q&A



THANK YOU