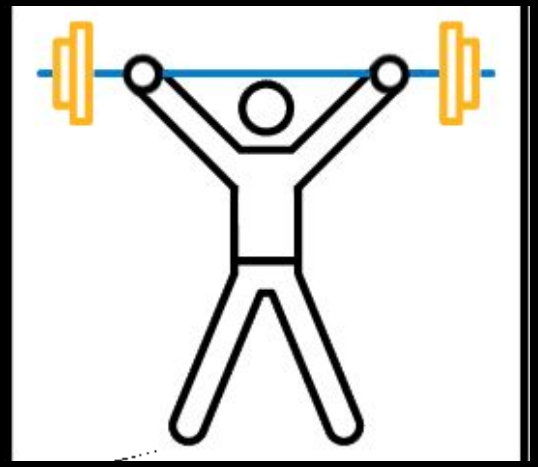
JEDI 2.0-Development-GROUP-D-FLIPKART-PROJECT-2024

FlipFit



THE ONLINE GYM BOOKING PORTAL

EMPOWERING FITNESS ENTHUSIASTS!!

Agenda

01 Our Team

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03 Project Goals

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05 Development

06 work progress

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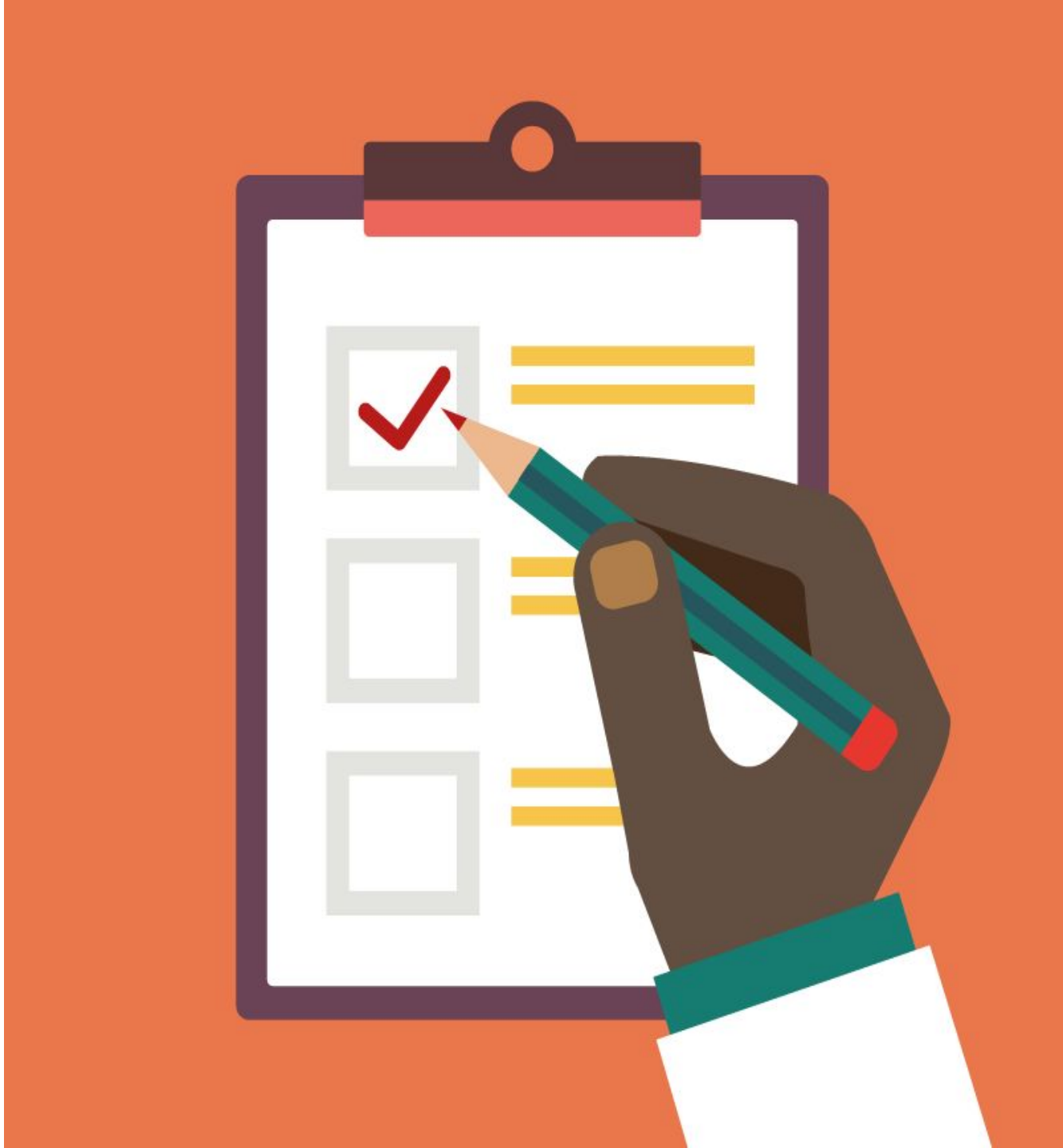


Our Team

POORVI
(Team leader)

MAHESWARI

AMAN

AYUSH

SAKETH

VARSHITH

VAIBHAV

Stakeholders

Flipkart

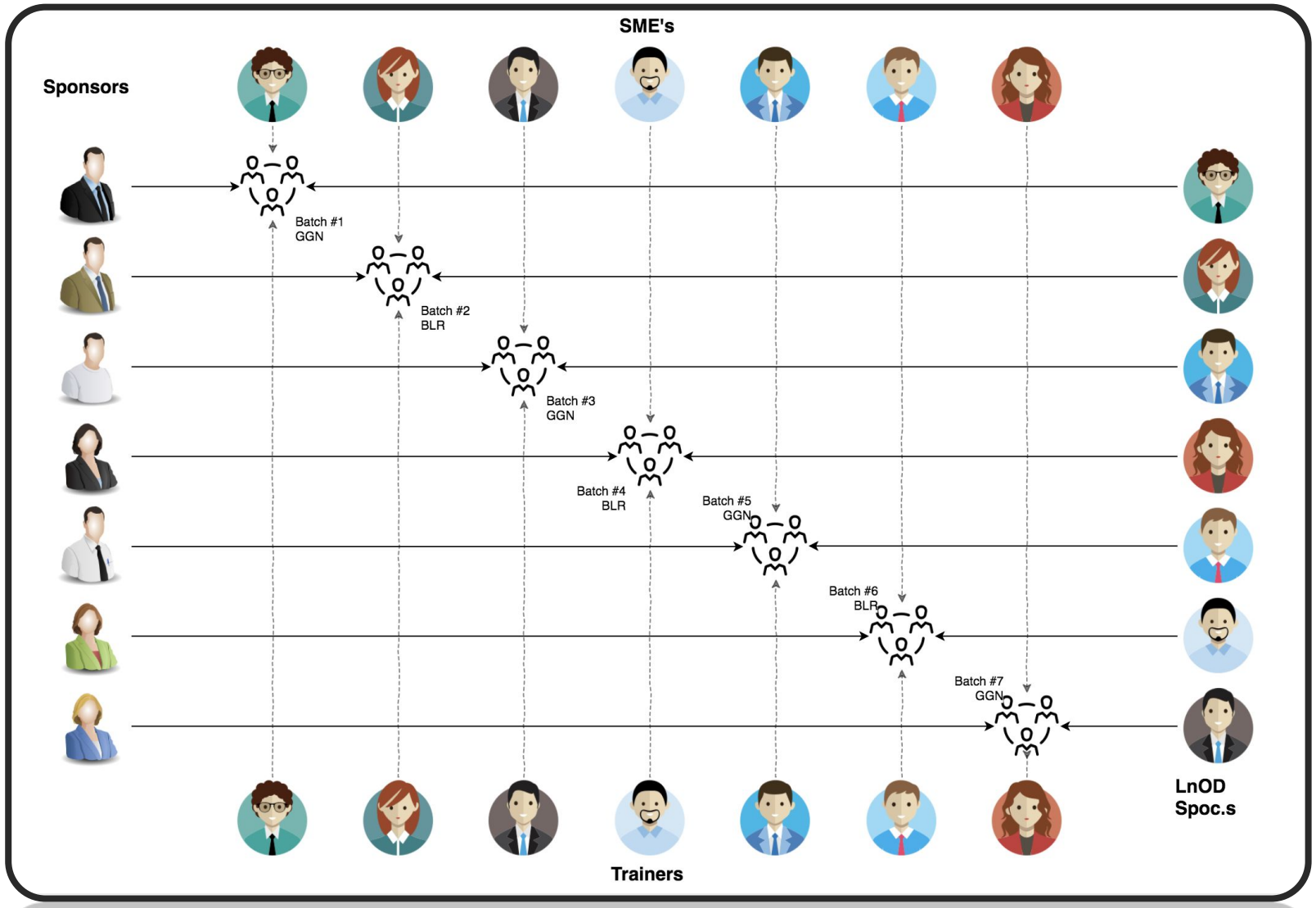
SPONSORS

Amit Kumar Balyan

SME’s

Raksha
Anushka

Cordinators

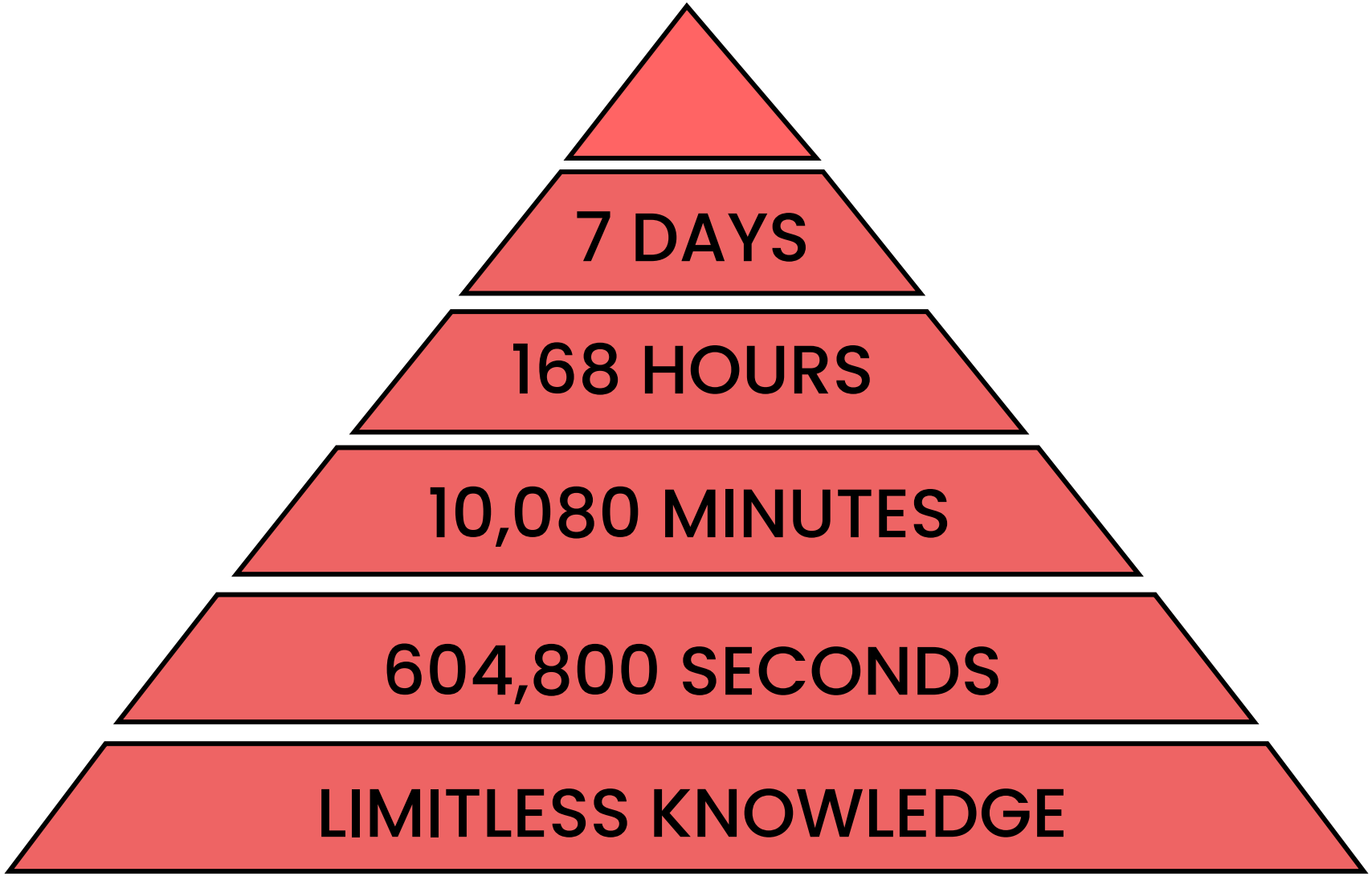


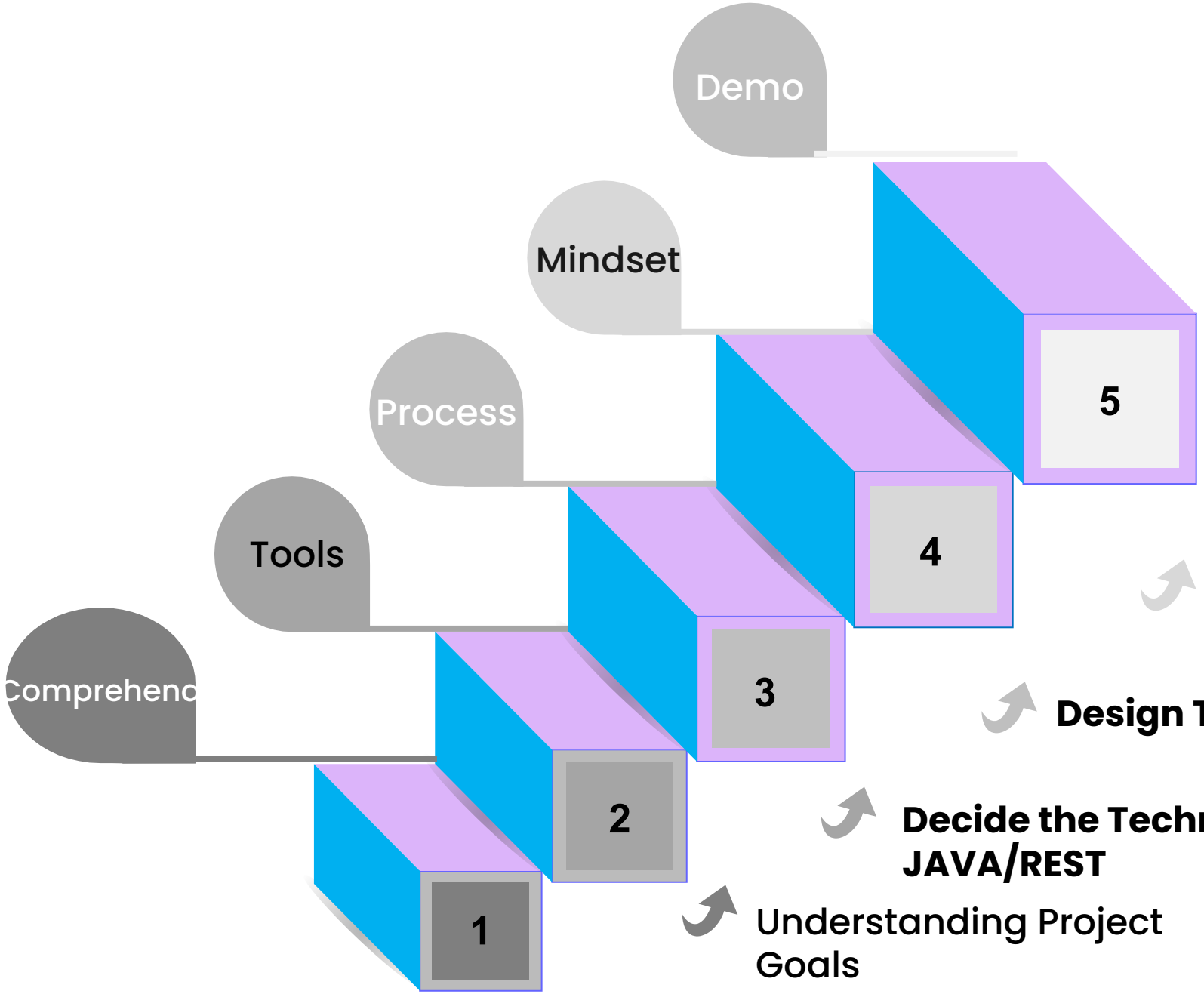
Our Journey

Framework for 1 Week

- 1 week plan
- Every Day Discussion about topics / Techonologies/ doubt clearance .
- Every day with SME/Trainer discussion of Project progress & transformation based on UML & backend Technologies .

1 WEEK OF TRAINING + PROJECT DEMO





project Demo

Adapting to a developer Mindset

Design Thinking

Decide the Technologies JAVA/REST

Understanding Project Goals

Project Goals

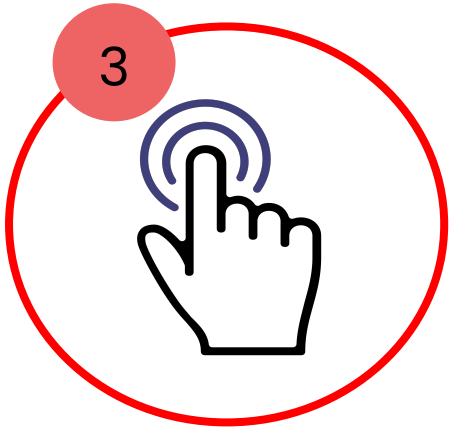
Flipkart is partnering up with gyms across Bangalore to enter into the fitness space.Design a backend system for a new enterprise application that Flipkart is launching, FlipFit.

Our Vision

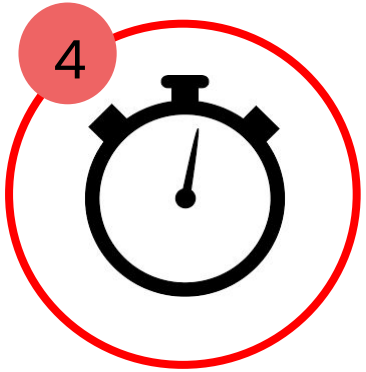
1.To revolutionize gym access by creating a seamless, efficient booking experience that encourages wellness and maximizes facility utilization.
2.This solution aims to faster a health-conscious culture while ensuring convenient, real-time access to fitness resources.
3.Our goal is to make fitness an integral and easily accessible part of the employee lifestyle.

Quality

Security

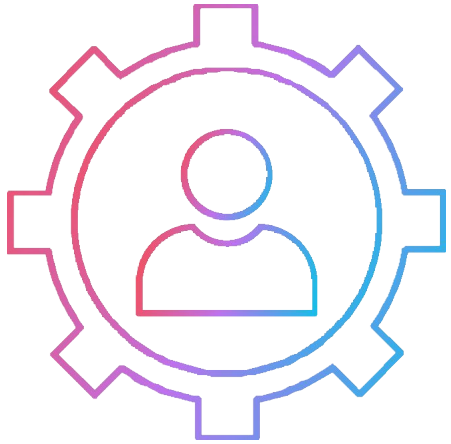


Interactivity



Speed

User Stories



Admin

View gym owner(s)
Approve gym centre(s) requests
Approve gym owner(s)

Customer

View all gym centres
View my bookings
Book a slot
Cancel booking
Make payments

GymOwner

View gym Centres

Add new gym Centres
Add slots in gym Centres
Request admin approval for centres
Request Gym Owner approval

Tech Stack

Backend

Core Language

Framework

Data

SQL Database

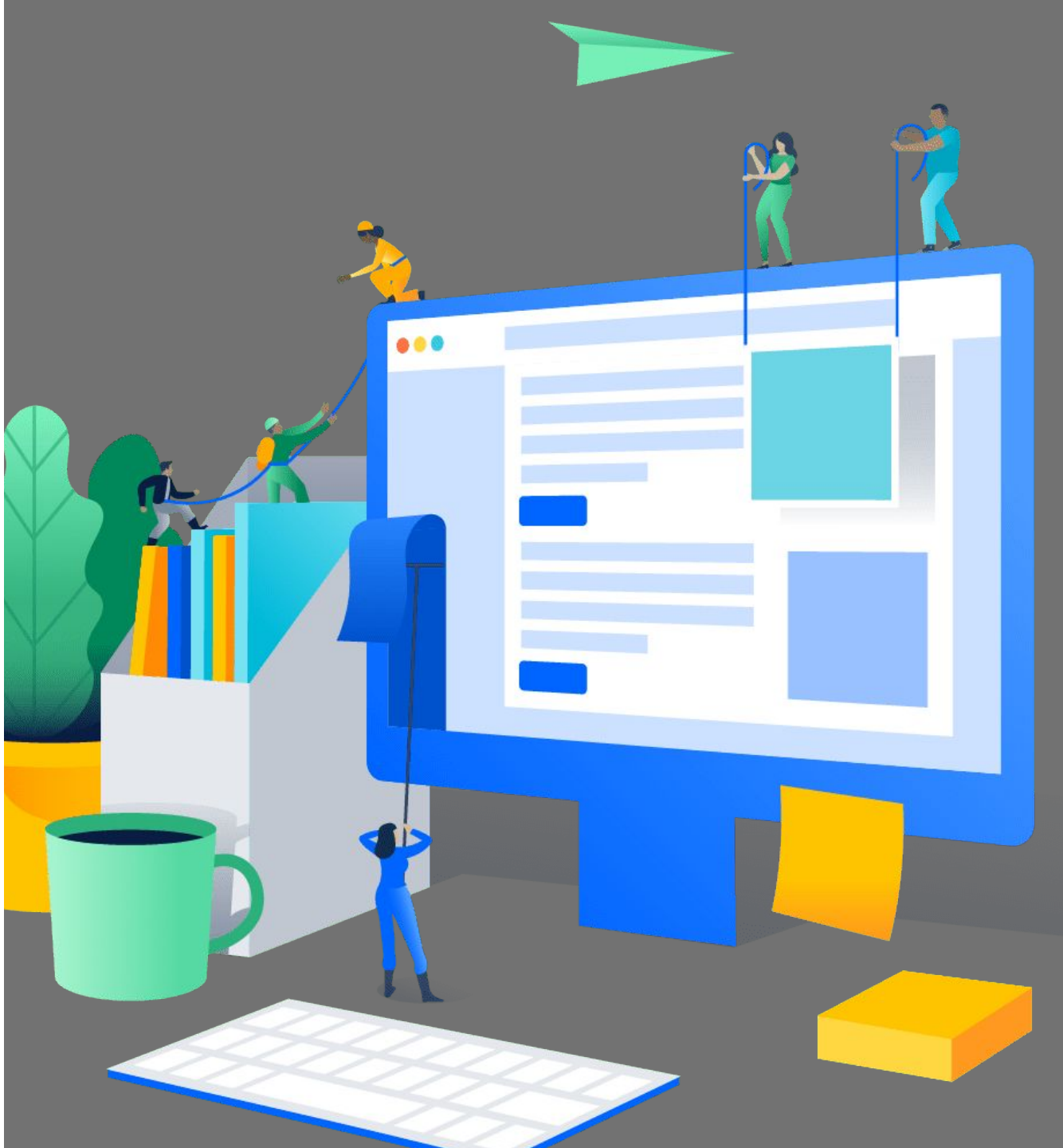
Tools

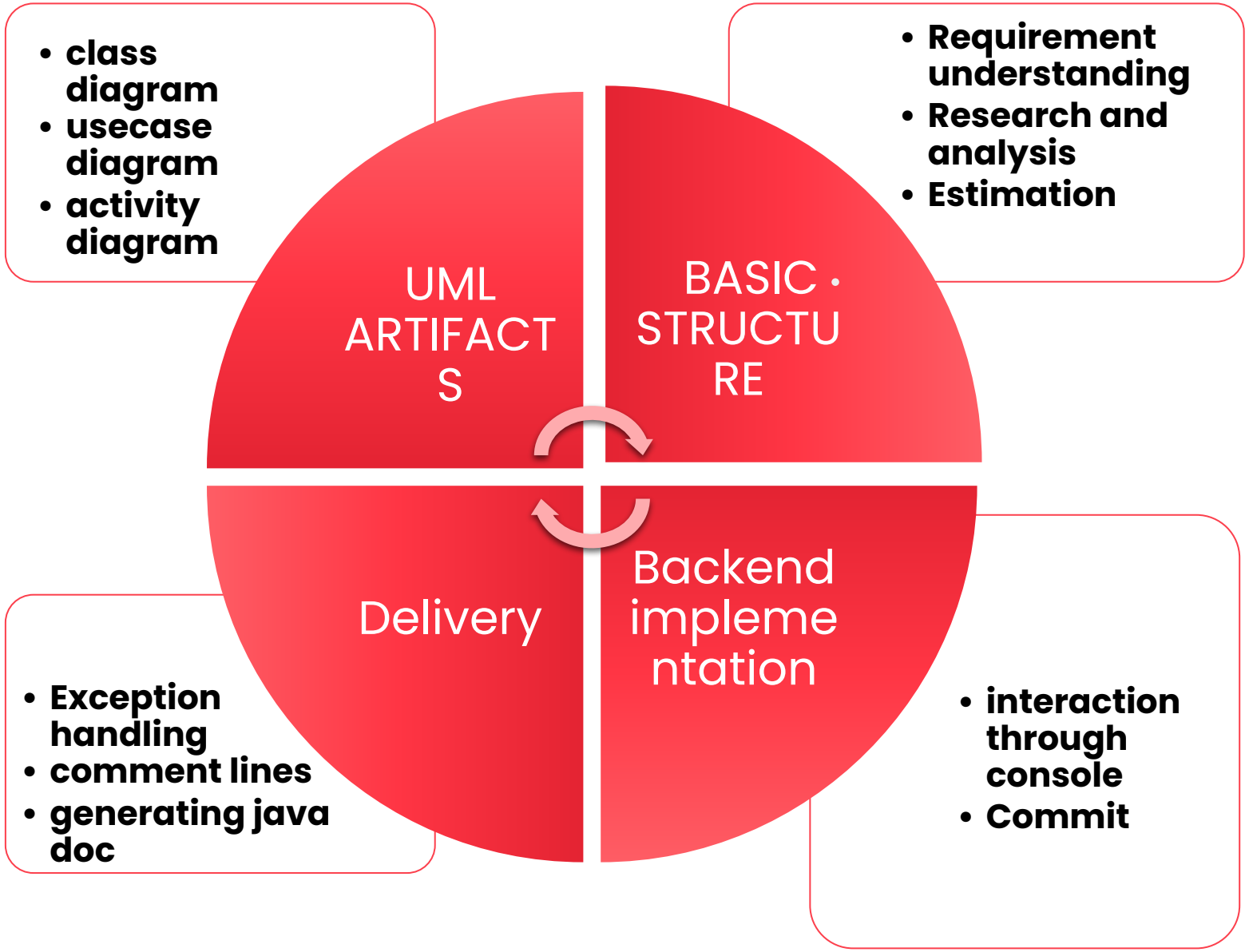
API Client

IDE

SCM

Development




UML ARTIFACTS
BASIC STRUCTURE
Delivery
Backend implementation
• class diagram
• usecase diagram
• activity diagram
• Requirement understanding
• Research and analysis
• Estimation
• Exception handling
• comment lines
• generating java doc
• interaction through console
• Commit

WORK PROGRESS

Design Phase

We began by designing the architecture and UML diagrams

Implementation Phase

The implementation began with learning basic JAVA concepts, and setting up a POS project.

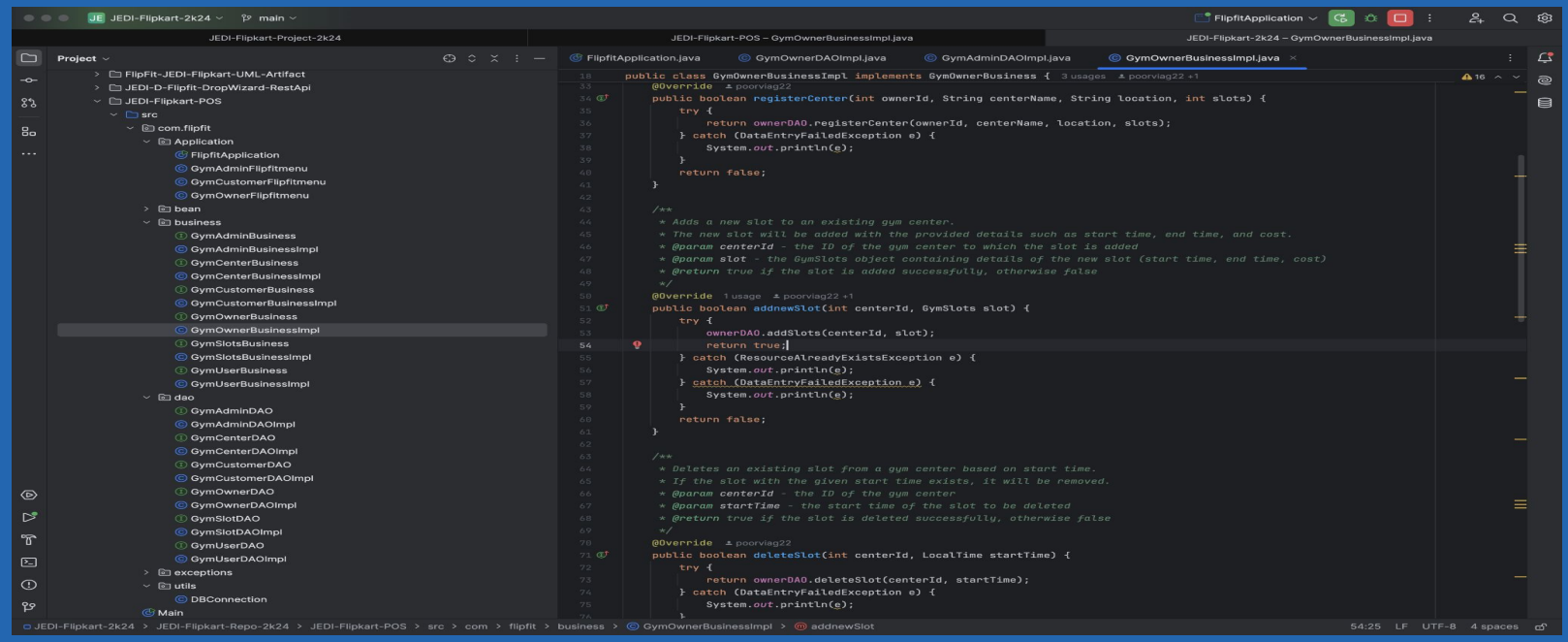
Testing Phase

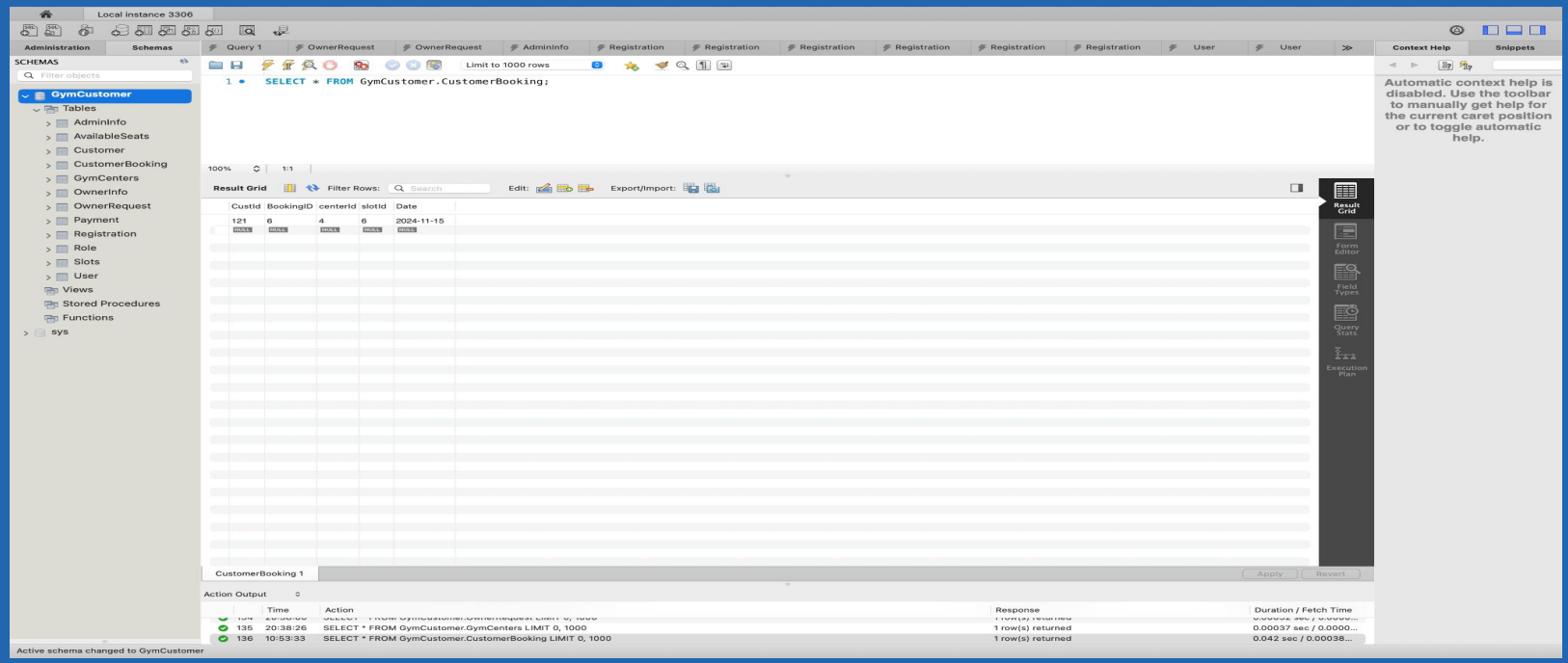
Involved testing all the methods that the team had implemented

Incorporating DropWizard

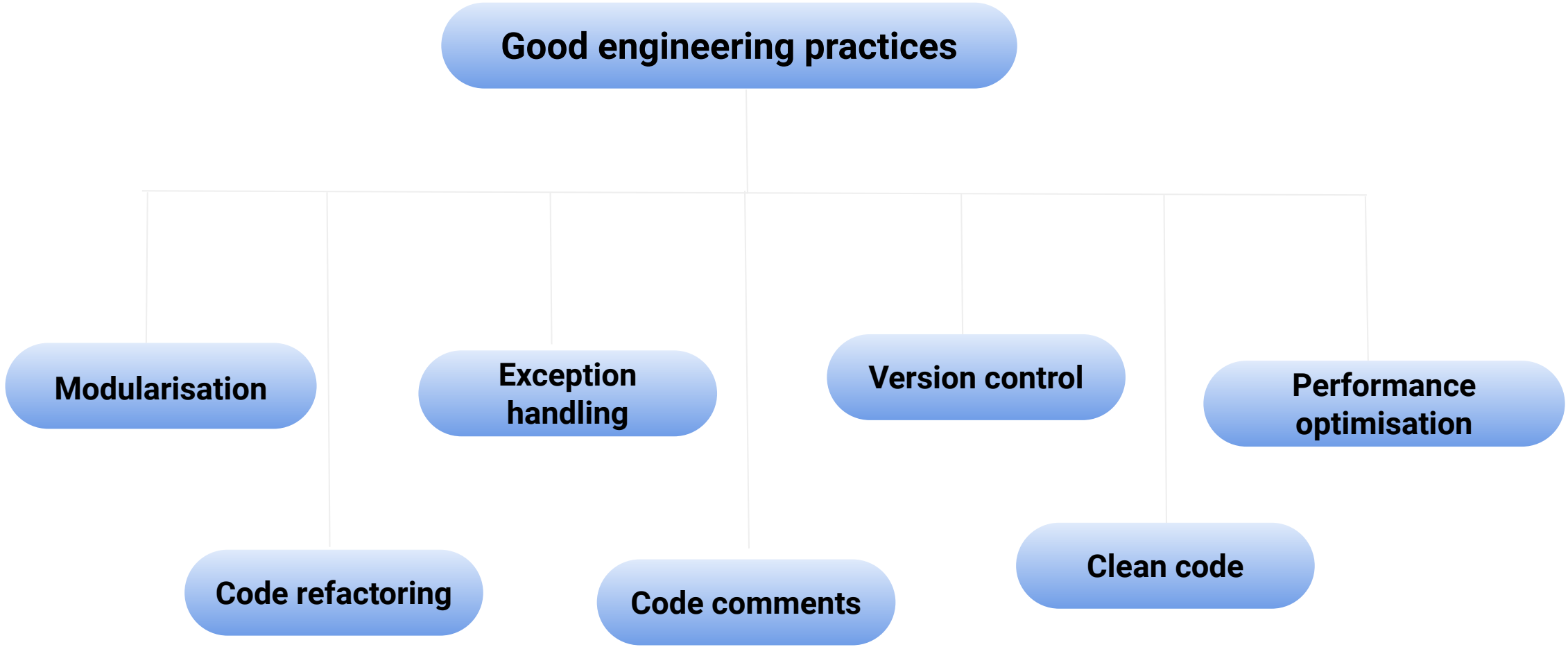
Migrating from a POS project to DropWizard

Project Structure





Engineering Practices


Good engineering practices
Modularisation
Exception handling
Version control
Performance optimisation
Code refactoring
Code comments
Clean code

Challenges & Learnings

CHALLENGES

- Coordination and Communication
- Resolving merge conflicts
- Debugging the code
- Resolving Connectivity issues
- Individual Platform issues

LEARNINGS

- Team Collaboration
- Effective Communication
- Tech Stack: Git, Java, MySQL, DropWizard, Postman
- Resolving merge conflicts
- Problem-Solving and Debugging

Demo

Questions

Thank you