

**MINI PROJECT
(2020-21)
“BeFit App”
Project Report**



Institute of Engineering & Technology

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Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project “**BeFit App**”, in partial fulfillment of the requirements for the award of the **Bachelor of Technology** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Neeraj Khanna, Technical Trainer, Dept. of CEA, GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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Certificate

This is to certify that the project entitled “BeFit App”, carried out in Mini Project – I Lab, is a bonafide work by Sadaf Ali, Nitin Kumar Vaish, Shyam Krishnan , Shubh Mishra and Sahil and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

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Training Certificates

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GOLD



Accredited with A Grade by NAAC

Job Oriented Value-Added Course
on
Hybrid Mobile App Development with React-Native

Certificate of Participation

This certificate is awarded to **NITIN VAISH**, Roll No. **191500514** from **GLA University, Mathura**, for successfully completing the *Job Oriented Value-Added Course* on **Hybrid Mobile App Development with React-Native**, organized by Department of Computer Engineering & Applications (CEA)

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Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Mr Neeraj Khanna, our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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ABSTRACT

In this project, we are creating an android application, basically a fitness app which we have named BeFit. This application will provides a wide variety of services as home workout without having equipment at home to stay healthy, etc. The app is suitable in the present scenario as the world is being digitalized. On the profile of the user, one can easily find the exercises he/she need to do. To get more details about the exercise or workout one can click on the details and get further grave details. The app also has a complete notification system attached to the firebase a perfect and responsive interface.

Android App ecosystem is diverse and is changing people's life all over the world. Android users are expected to increase because of the advance changes of the operating system and the way it deals with issues and compatibility with other mobile devices. Furthermore designing solutions for the problems that we may face in future is essential. Like this application definitely stands the need of people at any time at their fingertips without any barrier of place.

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CHAPTER-1

INTRODUCTION

1.1 CONTEXT

This Android Application “BeFit” has been submitted in partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering at GLA University, Mathura supervised by Mr.Neeraj Khanna. This project has been completed approximately three months and has been executed in modules, meetings have been organised to check the progress of the work and for instructions and guidelines.

1.2 MOTIVATION

In the recent years, we have realized the importance of digitalization and how important it is for us to have our resources online. Exercise and workouts have been the greatest source of remaining fitness and health all the while and having them at the reach of our fingertips would be an opportunity hardly any people would afford to miss.

In the century we are living the world is progressing at a really great pace, a lot number of technologies come up every single day. To keep up with the technology is also important to survive in this world of digitalization. Along with this we need to have a place to keep the resources for areas of our interest so we thought of developing a app which could provide us with virtual excercises as well as a platform where we could keep the health.

Moreover this kind of application can be used in masses where people cannot afford going to gym. This would be an excellent effort to provide fitness without any boundaries to all.

1.3 OBJECTIVE

The main objective of this application is to create a Fitness app named “BeFit” which will have a lot of excersises and a space to keep up with all fitness related stuff .

This application developed can be used at any place & have its significance. The goal of the app was to provide a way to the people and users fit , helathy and disease free .

1.4 EXISTING SYSTEM

With the help of this application we are able to place our excersise. As this idea as already implemented here are the some snap how our application will look.

As soon as the user enters the app, there will be landing page containing the name of the app and the logo of the app .Initially there will be three main sub-activity. Then on the basis of user's choice the app will open the various types of exercise and will be displayed as shown in the screenshot.

Since this is just a first build we will be adding many features such as weight tracker and BMI.

1.5 SOURCES

The source of our project (including all the project work, documentations and presentations) will be available at the following link.

<https://github.com/sdfali555/BeFit-App>

CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 IMPACT OF FITNESS ON DAILY LIFE

Fitness is considered as the best friends of people in a real sense, and it is said that they are also the best companions of people following it. They play a significant role in people's life. Fitness give plenty of joy to people doing so, and they become active and lead a healthy lifestyle.

Fitness help to inspire people to do hard work with courage and hope to become healthy. They enrich the experience of people their wellbeing.

Fitness increase longevity and body shape of people. They get the different exercises .Fitness makes people aware of the various health benefits . By being fit people can be active and present & future . Fitness helps people longevity and health.

Fitness can help improve the memory of people. When exercises, they tend to be fit with better muscle development and show signs of better immunity So people should regularly exercise to remain fit and maintain a healthy physique.

Exercising and workout is an adequate remedy for people to relieve stress. When people read exercise they feel stress free and this takes them to the world of focus exercising inspire people and motivate them to change their lifestyle and they are highly charged with positive energy.

It naturally help them to focus on their life and health. When the people feel stress-free, then they can focus on their health easily without any barrier.

By exercising through different techniques people will be able to remain fit and healthy. If people know different techniques then they can be healthy and fit.

Fitness can improve the people's ability to be healthy, and they are able to find the solution to problems of health. Exercises can build people's physique and health. Fitness makes the people self-effacing and compassionate and also boost the health of Students. Fitness can enhance the health and lifestyle of people following it.

2.2 PROBLEM STATEMENT

The Fitness App "BeFit" is an Android Application which will allow the users to become fit and follow exercises with the user health data like BMI, weight and height .

Along the side, for the users a favorite section is being provided to store the exercises they like the most. The profile of each user is created and can be updated anytime as per the requirements.

This app is a complete fitness library with all the facilities a user desires and with the proper User Interface as well.

2.3 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement

- Processor :intel i5

- Operating System :Any Operating System
- RAM : 8 GB (or higher)
- Hard disk : 256GB

Software Requirement

- Software used: Android Studio
- Language used : Java, XML
- Database: Firebase
- User Interface Design : Android Application

2.4 MODULES AND FUNCTIONALITIES

- **Splashscreen Page:** This is the page displayed for every user after entering the app successfully. It contains the search bar where the user can find the most appropriate exercise according to their choice.
- **Dropdown Menu:** This is the most important part of the application that provides interactivity within the app as it connects the various activities together like it is a side bar on which the profile, the Splashscreen, About page of the page are linked and on clicking on each you can visit the pages.
- **Main Activity:** This Page shows three main sub-headings in which you can click to further go inside of different activities.
- **Activity-1:** This Page shows 15 different types of excersise with working animation of humans which depict an easy picture of excersise user have to follow for users below the age of 18 for 15 minutes.

- **Activity-1 Inner Screen :** This page will show animation of excercise with timer of 1 minutes and provides more information for the person who wants to further about excercise.
- **Activity-2 :** This Page shows 15 different types of excercise with working animation of humans which depict an easy picture of excercise user have to follow for users below the age of 18 for 25 minutes.
- **Activity-2 Inner Screen :** This page will show animation of excercise with timer of 1 minutes and provides more information for the person who wants to further about excercise.
- **Firebase deployed Notification:** This page will display a notification from the firebase on behalf of our app on the users phone for daily reminders and for staying hydrated.
- **Privacy Policy :** This Page will display the privacy policy for usage of our App to our users. This will be under the dropdown menu.
- **Terms and conditions :** This Page will display the terms and conditions for usage of our App to our users. This will be under the dropdown menu.
- **Rate Us :** This Page will display the Rate Us of our App to our users directing it to PlayStore. This will be under the dropdown menu.
- **About Us:** This Page will display the AboutUs Page of our App to our users. This will be under the dropdown menu.

2.5 BeFit ON ANDROID APPLICATION

BeFit is actually a library of exercises and fitness related stuff. Some libraries will be having a collection of exercises. But it will be very difficult for people search for a particular exercise among many and hence it comes up as tedious job. Even the experienced user may fail to find a particular exercise and its correct way, so here is when an android application “BeFit” comes into picture.

This app will give people new ways to show their love for Fitness review them online, keep track of what they lack in themselves.

CHAPTER- 3

SOFTWARE DESIGN

3.1 USE-CASE DIAGRAM:

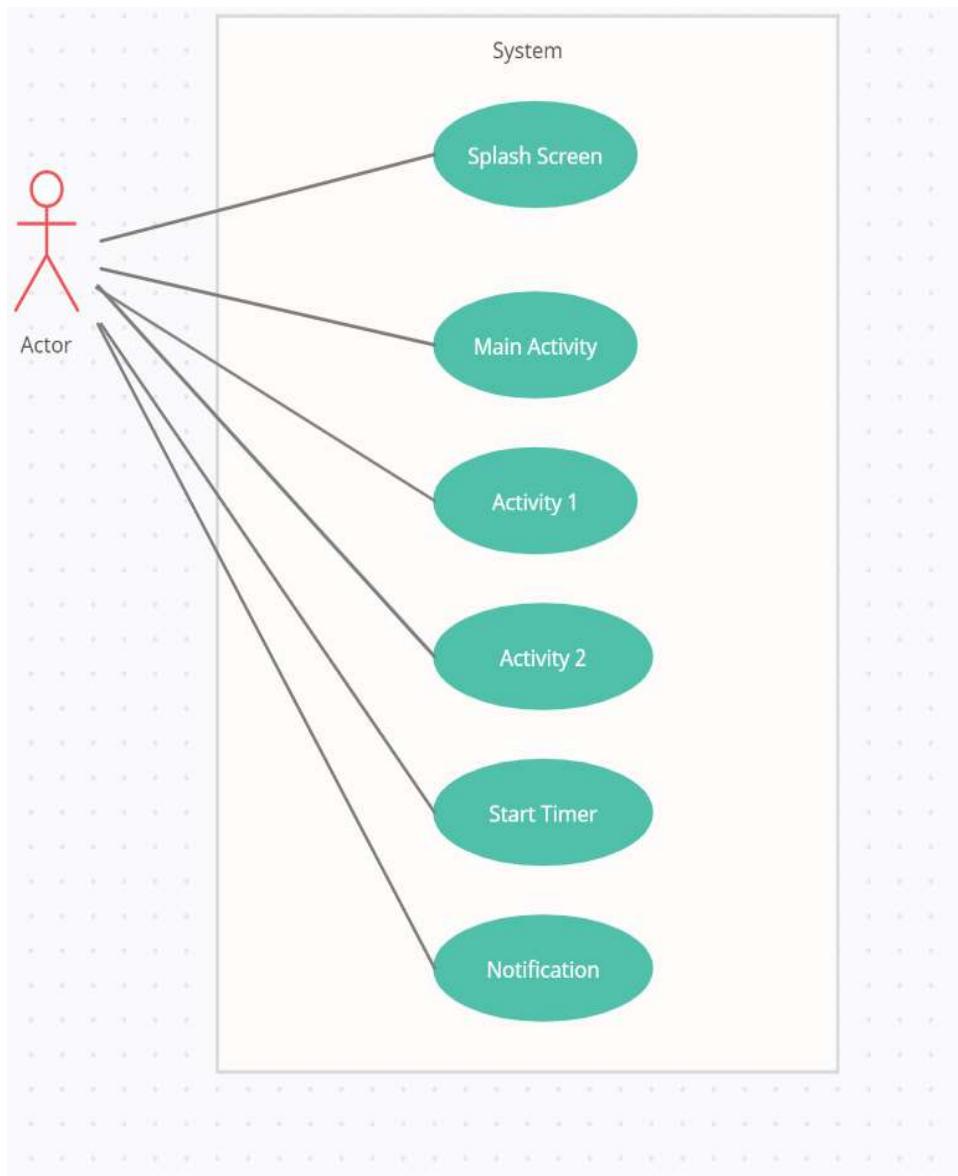


Figure: Use-Case Diagram

So the above diagram represents the point of view of the new user, the registered user, and the developer and the arrows to each module show the interactivity of the person.

For the user, the user will enter into the Splashscreen.

For the developer he can connect with each and every module mentioned in the use case diagram. Apart from the modules mentioned in use case diagram there are modules like ActivityPage,AboutUs,etc. section that every registered user can access.

3.2 DATA FLOW DIAGRAM

The excersise list details contain the excersises in tile format and further display the descriptions and timer.

As soon as the user encounters with the splash screen, activity page (of age basis like the below age 18 & above age 18),Tips and diets page, Dropdown menu containing privacy policy and terms and conditions ,etc.

The DFD for the BeFit is shown below:

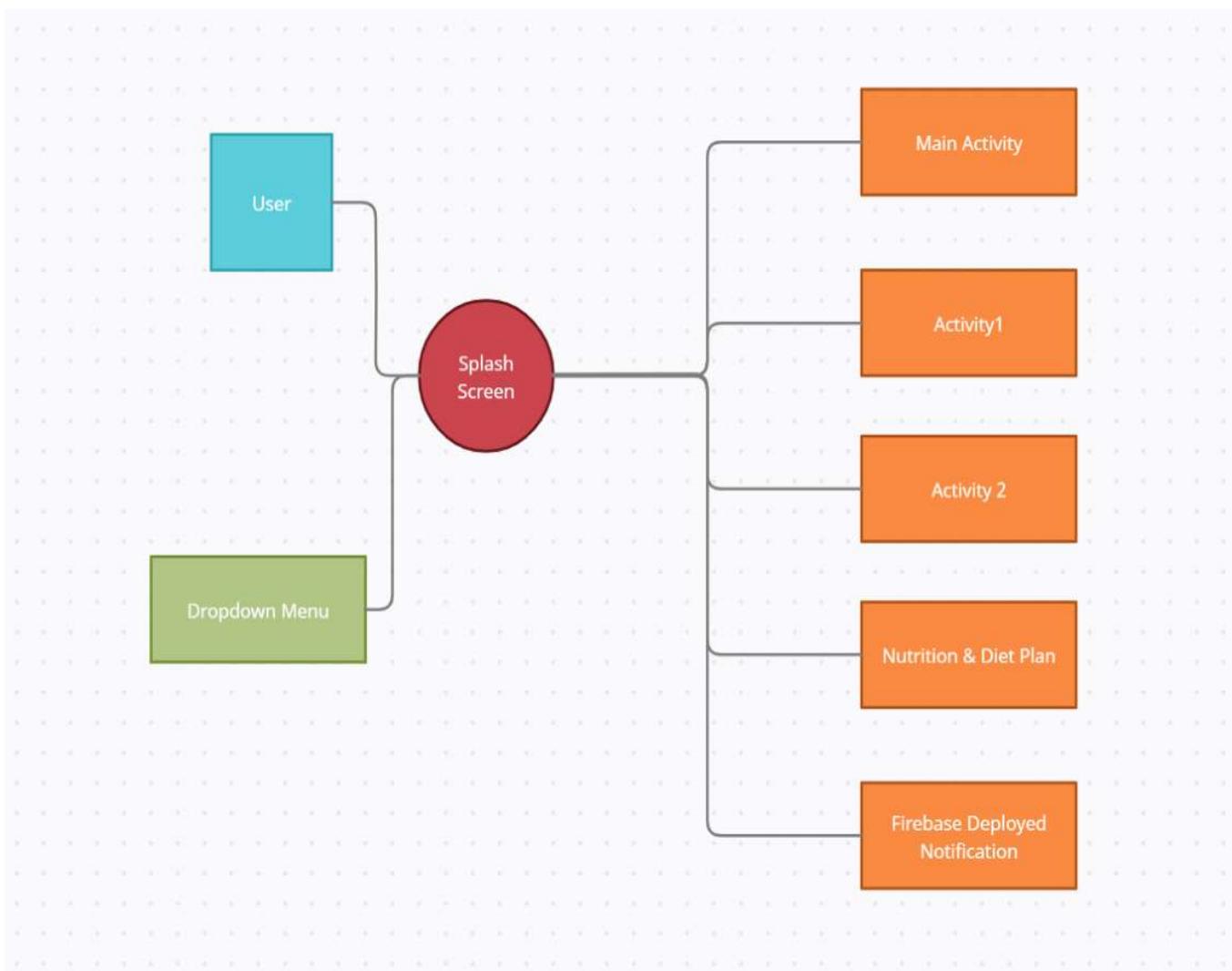


Figure: Data Flow Diagram

3.3 SEQUENCE DIAGRAM

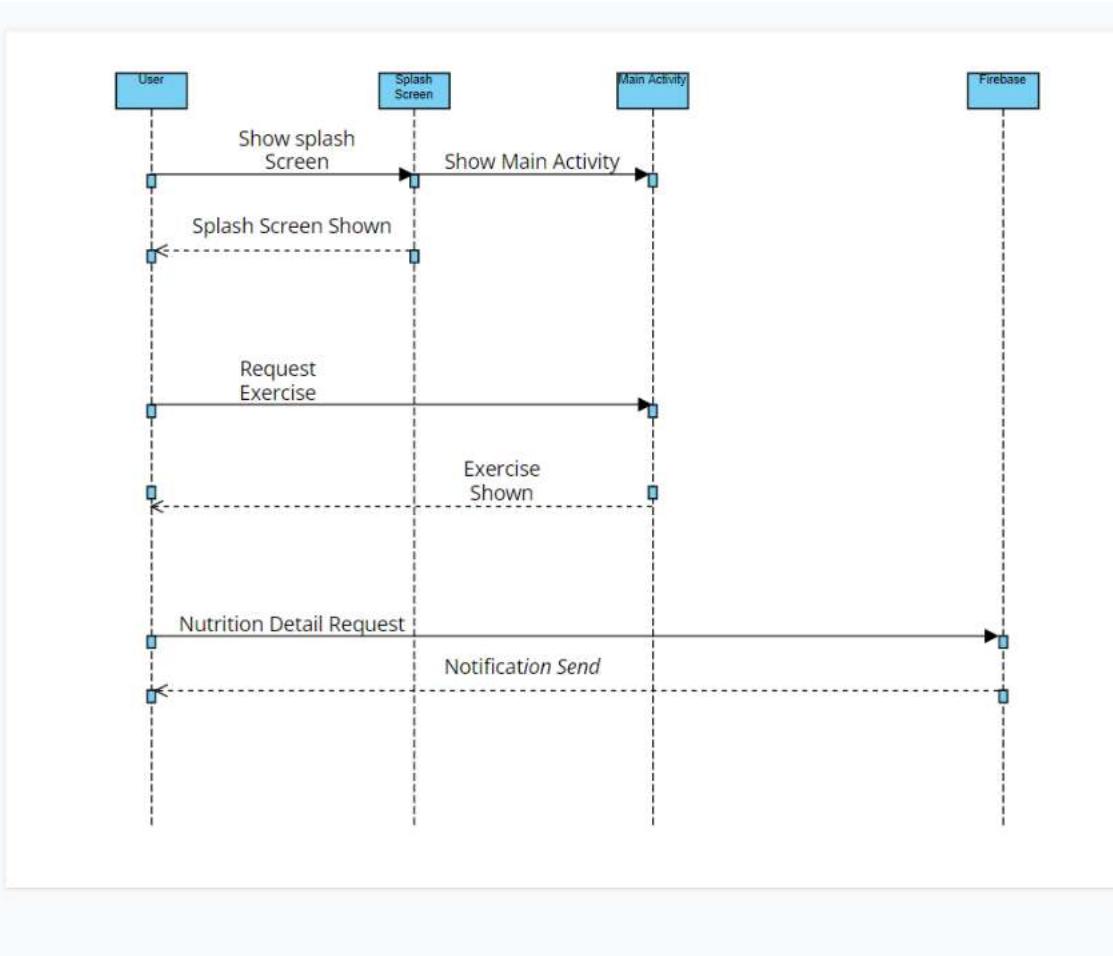


Figure: Sequence Diagram

CHAPTER-4

TECHNOLOGY USED

4.1 ANDROID

Android is a linux-based operating system designed primarily for touch screen devices such as smart phone tablets and computers. Released in 2008, is now owned by Google. So android is a operating system like Windows, Ubuntu and Mac OS and a lot number of devices use Android these days like mobile phones, watches, laptop and television. So we also created an android application “BeFit”, a free source of easy and simple exercises. Play Store is a market place for all the Android Apps. So we need to know what basically an android app is. An Android app is software running on a Android Platform. So this can be concluded that like all the software it is a combination of Backend and Frontend. Backend to design the logical parts of the app, for the functionality whereas Front End to develop the User Interface. And to implement the various parts of the android app, we require a number of tools and technologies which will come into picture. But first it would be great to see the three different type of Android Apps:-

- **Native Apps:** An executable program coded in the machine language of the hardware platform it is running in. **Native applications** are compiled into the machine language of that CPU. For example, **Windows** and Mac executable **apps** are in x86 machine language, while **mobile apps** are ARM based. Native apps are the most common. They're coded in a specific language like Swift for **iOS** or Java for Android. A popular example is WhatsApp.
- **Web Apps:** are accessed via the internet browser and will adapt to whichever device you're viewing them on. They are not native to a particular system, and don't need to be downloaded or installed. Due to their responsive nature, they do indeed look and function a lot like mobile apps — and this is where the confusion arises.
- **Hybrid Apps:** Hybrid apps are deployed in a native container that uses a mobile Web View object. When the app is used, this object displays web content thanks to the use of web technologies (CSS, JavaScript, HTML, HTML5).It is in fact displaying web pages from a desktop website that are adapted to a Web View display. The web content can either be displayed as soon as the app is opened or for certain parts of the app only i.e. for the purchase funnel. In order to access a device's hardware features (accelerometer, camera, contacts...) for which the

native apps are installed, it is possible to include native elements of each platform's user interfaces (iOS, Android): native code will be used to access the specific features in order to create a seamless user experience. Hybrid apps can also rely on platforms that offer JavaScript APIs if those functionalities are called within a Web View

4.2 VERSION OF ANDROID

Each year Android releases a new version with better features, better security and better User Interface experience and a new symbol. Here is the table of list of versions



Figure 5-: Android

Code name	Version number	Initial release date
(No codename)	1.0	September 23, 2008
Petit Four	1.1	February 9, 2009
Cupcake	1.5	April 27, 2009
Donut	1.6	September 15, 2009
Eclair	2.0 - 2.1	October 26, 2009
Froyo	2.2 - 2.2.3	May 20, 2010
Gingerbread	2.3 - 2.3.7	December 6, 2010
Honeycomb	3.0 - 3.2.6	February 22, 2011
Ice Cream Sandwich	4.0 - 4.0.4	October 18, 2011
Jelly Bean	4.1 - 4.3.1	July 9, 2012
KitKat	4.4 - 4.4.4	October 31, 2013
Lollipop	5.0 - 5.1.1	November 12, 2014
Marshmallow	6.0 - 6.0.1	October 5, 2015
Nougat	7.0 - 7.1.2	August 22, 2016
Oreo	8.0 - 8.1	August 21, 2017
Pie	9.0	August 6, 2018

Table -1: Versions of Android

4.3 TOOLS AND LANGUAGES

Tools used to build the Android App are:-

- **Android Studio:** Android Studio is an environment that help us create and edit Android applications. It is the official IDE for Android App Development. It has intelliJ's powerful code editor and developer tools and various features that enhance productivity while developing apps.
- **Software Development Kit (SDK):** Android Studio requires a collection of libraries and data therefore SDK is mandatory.

Languages used in building an Android Application are classified as per the Front End and Back End. For designing the Front End of an application we have used XML and for connecting we have used firebase.

- **XML:** XML is the extensible Markup Language. It is the met language which allows users to define their own customized markup language especially in order to display documents on Internet. It is the language that contains tags that store information. And the tags can be used to present data on the screen.
- **JAVA:** The Java language is a key pillar in Android, an open source mobile operating system. Although Android, built on the Linux kernel, is written largely in C, the Android SDK uses the Java language as the basis for Android applications but does not use any of its standard GUI, SE, ME or other established Java standards. The bytecode language supported by the Android SDK is incompatible with Java bytecode and runs on its own virtual machine, optimized for low-memory devices such as smartphones and tablet computers.

4.4 BASIC TERMINOLOGY

- **Layout:** Layout is the parent of view. It arranges all the views in a proper manner on the screen.
- Android does not provide the full Java SE standard library, although the Android SDK does include an independent implementation of a large subset of it. It supports Java 6 and some Java 7 features, offering an implementation compatible with the standard library (Apache Harmony).

- **Activity**: An activity can be referred as your device's screen which you see. User can place UI elements in any order in the created window of user's choice.
- **View**: A view is an UI which occupies rectangular area on the screen to draw and handle user events.
- **Emulator**: An emulator is an Android virtual device through which you can select the target Android version or platform to run and test your developed application.
- **Manifest file**: Manifest file acts as a metadata for every application. This file contains all the essential information about the application like app icon, app name, launcher activity, and required permissions etc.
- **API**: Short for Application Programming Interface. APIs are functions that developers can call on to access specific features by calling upon programs, code, and services that others have written. For example, if a developer wants to draw a button on the screen, she can insert a small bit of code that says “draw this kind of button, with this color and size and style, at this location” instead of dozens of lines of code that tells the graphics processor, in detail, exactly how to draw a button. If the application wants your location, it can use the location API to “get the device’s location” and let Google’s code handle the rest, instead of requiring the developer to build an entire location service from scratch just for her own app. There are thousands of APIs in Android, covering everything from drawing interface elements, to the cameras, to location access, to accessing storage, to 3D graphics (see: OpenGL ES) and much more.
- **Intent**: Intents are an essential part of the Android ecosystem. They are used to express an action to be performed. Intents allow you to interact with components from the same applications as well as with components contributed by other applications. It can be classified into implicit and explicit intents.

- **Implicit intent:** It does not name a specific component, but instead declare a general action to perform, which allows a component from another app to handle it.
- **Explicit Intent:** It specifies the component to start by name. You'll typically use an explicit intent to start a component in your own app, because you know the class name of the activity or service you want to start.
- **APK:** Short for "Android application package." The extension used in Android app installation files (e.g., app.apk). Similar in nature to an EXE file on Windows.
- **SDK:** Short for "Software Development Kit." As it pertains to Android, the SDK is a set of tools such as code libraries, a debugger, and a handset emulator that can be run on Windows, Mac, or Linux to facilitate the creation of Android apps by developers. While the SDK is generally intended for use by developers, end users can install the software on their home computer to execute ADB and Fast boot commands.
- **Action Bar:** The action bar is an important design element, usually at the top of each screen in an app that provides a consistent familiar look between Android apps. It is used to provide better user interaction and experience by supporting easy navigation through tabs and drop-down lists.
- **Navigation bar:** Android Navigation Drawer is a sliding left menu that is used to display the important links in the application. Navigation drawer makes it easy to navigate to and fro between those links. It's not visible by default and it needs to be opened either by sliding from left or clicking its icon in the Action Bar.
- **Fragment:** A Fragment represents a behavior or a portion of user interface in a Fragment Activity. You can combine multiple fragments in a single activity to build a multi-pane UI and reuse a fragment in multiple activities.
- **Firebase:** is a Backend-as-a-Service (BaaS). It provides developers with a variety of tools and services to help them develop quality apps, grow their user base, and earn profit. It is built on Google's infrastructure. Firebase is categorized as a NoSQL database program,

which stores data in JSON-like documents. Firebase has three core services: a real-time database, user authentication and hosting. With the Firebase iOS SDK, you can use these services to create apps without writing any server code.

JSON stands for JavaScript Object Notation. It is an independent data exchange format and is the best alternative for XML. JSON is used for data interchange (posting and retrieving) from the server. Hence knowing the syntax and it's usability is important. JSON is the best alternative for XML and its more readable by human

CHAPTER -5

IMPLEMENTATION AND USER INTERFACE

Creating an app concept design with screen sketches and functional flow diagrams is the best way to communicate your vision to the mobile app developer. Making the concept clear to the developer is probably the most important factor in successful mobile app development. Yet it is one of the most common problems or obstacles in a mobile app development outsourcing project.

No matter what the marketing and profit goals are or if you are outsourcing an app for your personal use, you need to fully design and document the app concept if you expect a programmer to make your vision a reality. Developers are not mind readers and even descriptions given during conversations can be very fleeting or interpreted differently. Fully documenting your concept, therefore, leaves little to chance. The two most important things to do are: A) make a comprehensive description of how the app works and what it does (functionality) and B) create a comprehensive description of what the user sees and does (look and feel).

5.1 Implementation of the BeFit:

Implementation of BeFit is taken place in various phases. Firstly we build the login interface then Navigation drawer i.e. make fragment for each of the list item using the Navigation view and the make various layout for the supporting feature and finally we parse the Jason object to get the data in required format and then display the result

5.1.1 Step to be followed to develop the app:

1. Firstly we create the splash screen with animated text using XML and linked it with the main Activity through Java.
2. After that we create main activity which comprises of various activities that are mentioned below:
 - Activity 1: allows user to select an exercise from 15 exercise according to user's choice with above 18 and below 18 age groups.

- We have used firebase deployed notification service.
3. Now, we are going to create dropdown menu for that purpose we have used following functionality of android:
- Privacy Policy
 - Terms and Condition
 - Rate Us
 - About Us
4. Now we have created various activities like Excercise, Workout,Reports and many more.

Flow Chart for the User is given below:

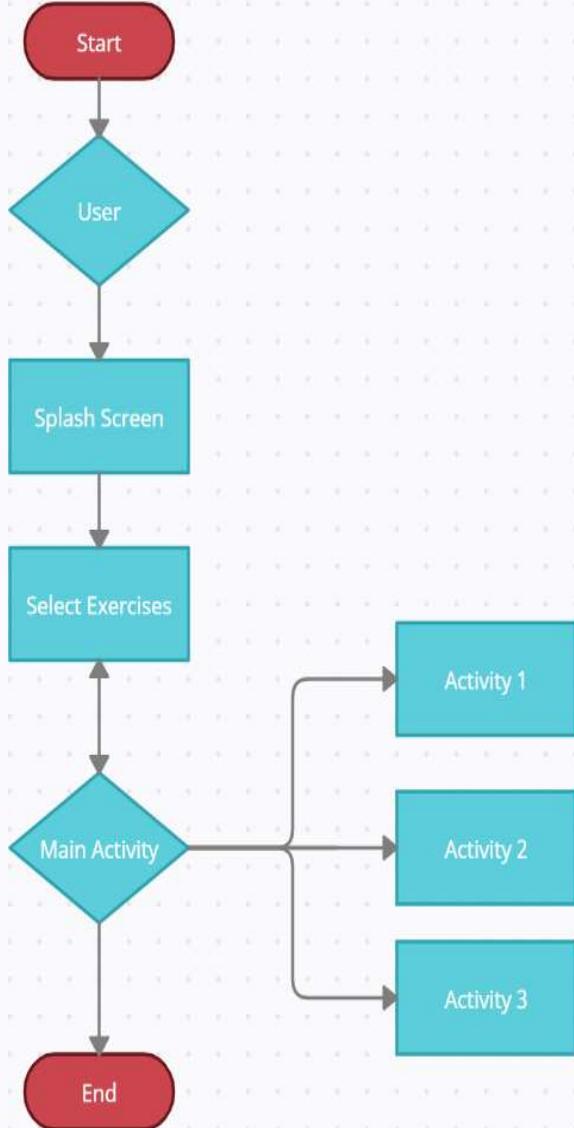


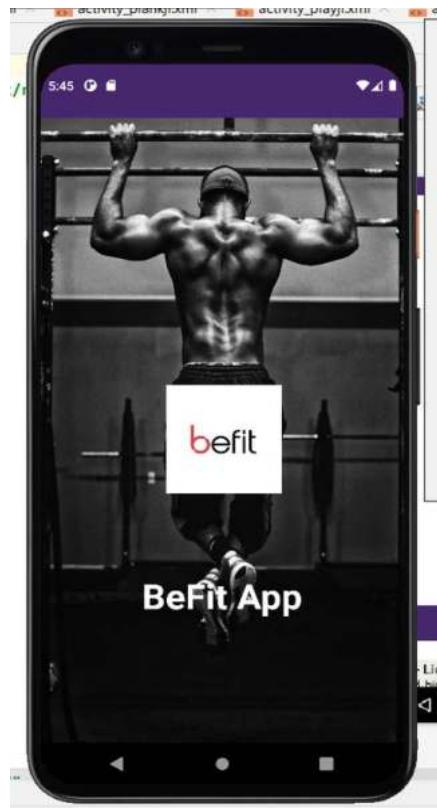
Figure: Flow Chart for User

5.1.2 Step to be followed by the user

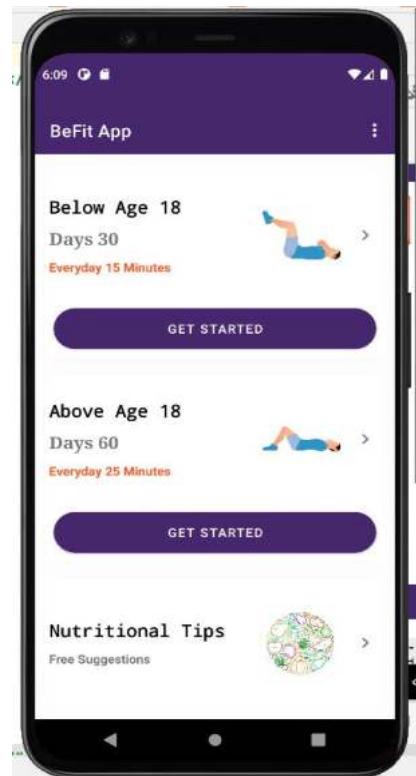
1. Firstly, we have build Splashscreen to start the application with name of the app and the logo of the app.
2. Then, we have the main activity which consists of :
 - Activity 1:which will show 3 sub activities for the user to choose
3. After that, we made a dropdown menu of our BeFit app which includes various functionality
 - Privacy Policy: To show the privacy policy of our app to the user.
 - Terms and condition: This will show the terms and condition of the app.
 - About Us : Information about the app.
 - Rate Us: This will rate our app on the play store or on market place.
 - Share:This will allow user to share our app with other people also via bluetooth ,etc.
4. After that list of exercise will appear.
5. Select the exercise according to your choice.
6. Then the description exercise will appear. It comprises of the following things:
 - Exercise Name.
 - Area affected.
 - Benefits of that exercise.
 - Duration.
 - Preview.
7. Now you can enjoy doing your exercise and stay fit.

5.2 User Interface

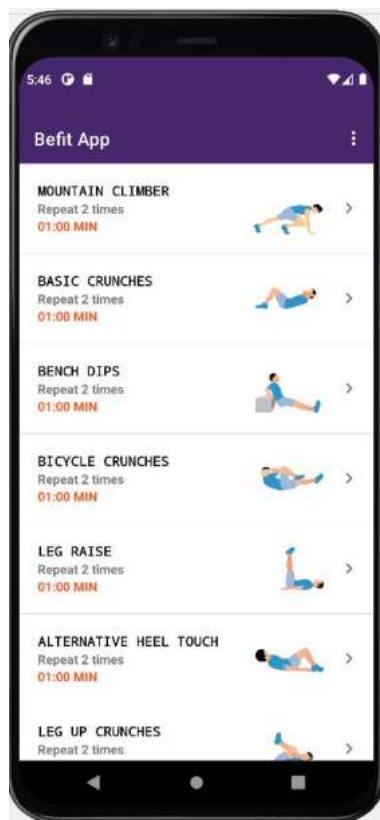
- Splashscreen



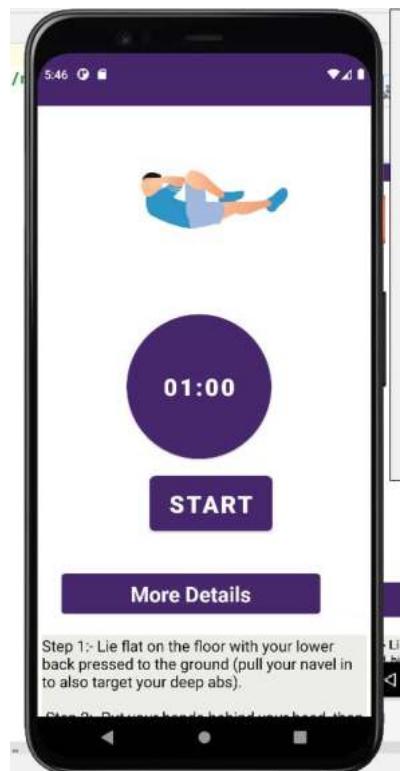
- Main Activity



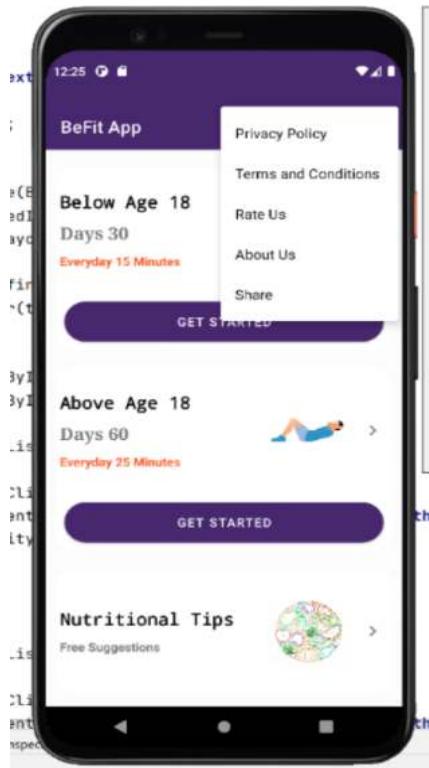
- Activity 1



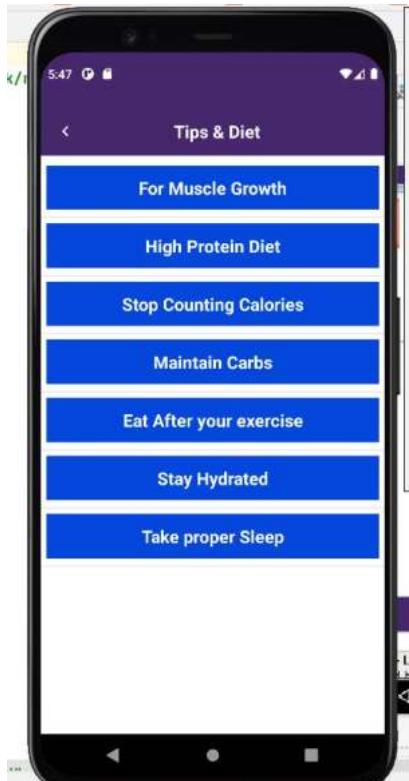
- Activity 2



- Dropdown



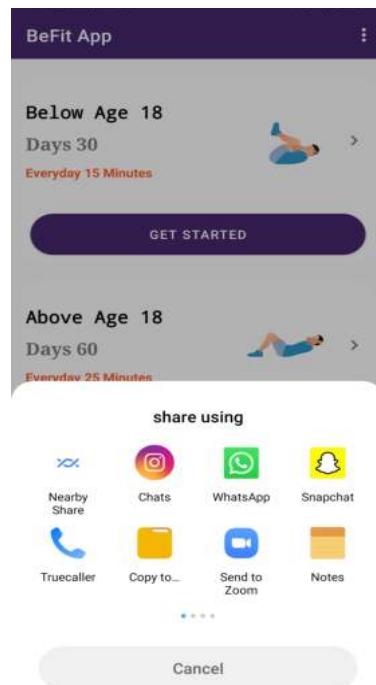
- Tips and Diet



- Tips and Diet inner screen



- Sharing



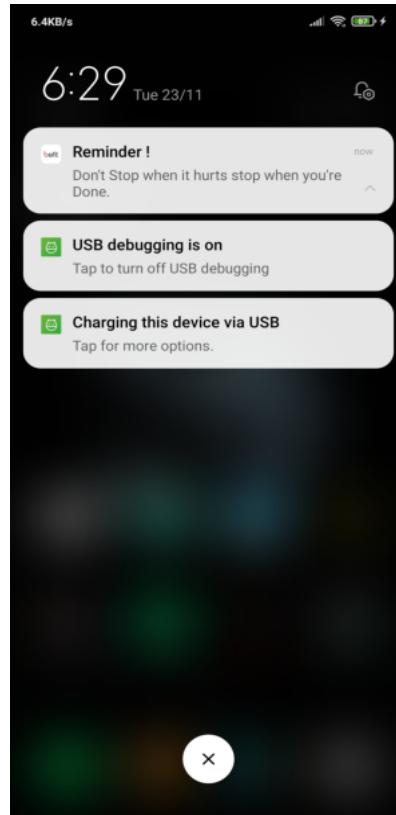
- Firebase

The screenshot shows the Firebase Cloud Messaging dashboard under the 'Notifications' tab. On the left, there's a sidebar with project settings and various services like Authentication, Firestore Database, and Storage. The main area displays a table of notifications sent on November 23, 2021. The columns include Notification Name, Status, Platform, Start / Send Time, End Time, Sends, and Open Rate. Three notifications are listed:

Notification	Status	Platform	Start / Send	End	Sends	Open
Hi There!	Completed	FCM	Nov 23, 2021 6:19 PM	—	>1000	0%
Maintain Carbs	Completed	FCM	Nov 23, 2021 1:20 AM	—	>1000	0%
Stay Hydrated	Completed	FCM	Nov 23, 2021 1:19 AM	—	>1000	0%

Below the table, there's a link to 'View and analyze detailed FCM message data in BigQuery' and a 'Link BigQuery' button.

- Firebase deployed notification



CHAPTER - 6 TESTING

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques.

System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data.

In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The Android framework includes an integrated testing framework that helps you test all aspects of your application and the SDK tools include tools for setting up and running test applications. Whether you are working in Eclipse with ADT or working from the command line, the SDK tools help you set up and run your tests within an emulator or the device you are targeting.

There are different types of testing some of them are listed below:

6.1 Installation Testing:

There are two types of apps on an Android device i.e., Pre-installed applications and the applications which are installed later by the user.

For both of the above, installation testing is carried out by our teammates. It is ensuring smooth installation of the application without ending up in errors, partial installation etc.

6.2 Unit Testing

It focuses on smallest unit of software design. In this we test an individual unit or groups of inter related units. It is often done by programmer by using sample input and observing its corresponding outputs. In this testing technique we are primarily focuses on

- Loop methods and function is working fine or not.
- Misunderstood or incorrect Arithmetic precedence
- Incorrect Initialization

Unit Testing of the app:

Test cases	Description	Expected Outcome	Result
1	Start Page – Launch Screen	Should display Splashscreen screen with animated text	Pass

2	Main Activity	Should display main activity of the app.	Pass
3	Main Activity-1	Should display all the excercises in tile format	Pass
4	Main Activity-2	Should display the description of each excercise.	Pass
5	Tips & diet	Should display the tips in tile fomat for staying fit .	Pass

6	Dropdown	Should display the dropdown menu .	Pass
7	Firebase notification	Sends the notification with the help of Firebase.	Pass
8	Share	Should be able to share the app to other people.	Pass
9	Privacy Policy	Should display the Privacy Policy of the App	Pass

10	Terms And Condition	Should show the terms of usage . and condition for usage of the app	Pass
11	Rate Us	Should direct the user to Play-Store for user to Rate the App.	Pass
12	About Us	Should display the About Us section	Pass

Table 1: Unit Testing of BeFit

6.3 User Testing

User testing is the process through which the interface and functions of a website, app, product, or service are tested by real users who perform specific tasks in realistic conditions. The purpose of this process is to evaluate the usability of that website or app and to decide whether the product is ready to be launched for real users.

This app was tested by our team mates and friends who are using different mobile phones (and having different android version) also tested on different emulator to check its performance and it seems to be working fine and users of this app are satisfied with the facilities and performance of the app and like the way how the app is worked.

6.4 Performance Testing

In this type of testing we have checked the performances of our application under some peculiar conditions are checked. Those conditions include:

- Low memory in the device.
- The battery is extremely at a low level.
- Poor/Bad network reception.

Performance is basically tested from 2 ends, application end, and the application server end. Our app is also performing well in this phase of testing as well. And we are getting positive feedback from user of our app.

6.5 Compatibility Testing

This application was tested and used on different devices like LG G3, Motorola ZPlay. The application worked fine and is stable. The application worked fine in portrait mode and there isn't any problem with compatibility.

On all types of testing (that we have performed above) our performing well on our app i.e. BeFit.

CHAPTER -7

CONCLUSION

Proposed BeFit App is an android application that will allow users to follow different types of exercises by name, health benefits, tips for staying fit and healthy. Splashscreen screen will contain a list of activities with following details: Module of the exercise, Tips And Diet, Timer, Privacy Policy, About Us. To get the information of the particular exercise user can click upon the exercise from the list and where description and other information related to the exercise will be available.

This application has wide range of scope in the upcoming era. It is impossible to arrange the gym equipments at home or go to gym so this type of application can reduce the barrier to remain healthy and fit at any place in a cost effective, productive way. For people who are interested in fitness and better physique can use this application and keep all the activities related to fitness they want to follow at one place and can create their own personal profile. Users can also add their own exercises as per its name with parameters like reps and sets with the weights to be used as per users choice.

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