



OBJECT ORIENTED PROGRAMMING CSL-210

PROJECT REPORT

HEALTH FITNESS SYSTEM

GROUP MEMBERS

STUDENT NAME	ENROLLMENT NO
SHUJAAT HUSSAIN	02-134221-006
SYED SOHAIL ABBAS MOSVI	02-134221-025
ABDUL AHAD	02-134221-098

SUBMITTED TO

LAB INSTRUCTOR: MA'AM SALAS AKBAR
COURSE INSTRUCTOR: MA'AM SAMEENA JAVED
CLASS: BS(CS)-2B

ACKNOWLEDGMENT

In the beginning we would like to thank our ALLAH, the most merciful and beneficent, for giving us the strength to complete this project with full determination. This project consumed huge amount of work, research, dedication and implementation if we did not have a support of many individuals. Therefore we would like to extend our sincere gratitude to all of them.

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We would like to express our deepest appreciation to all those who provided us the possibility to complete this report.

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INTRODUCTION

PROJECT OBJECTIVES

The Objective of this project is to make a Health fitness system that is going to be a very useful system for the people who are interested in physical fitness. This fitness system is a guide to its users for being physically fit. This system allows its user to make their account so that they can save their progress and access it any time. It has multiple option and workout for their users for example lose fat, mass gaining, full body workout, chest workout, shoulder workout etc. It further creates diet plan, workout plan, sleep routine etc for its users. The main objective to use this system is to make it easier for the users to get an easy and low cost plan for their fitness and workout without arranging a fitness trainer and can save and access their progress any time.

SCOPE OF PROJECT

PURPOSE

The Health fitness system was created to assist people in increasing their physical health by maintaining their physical fitness by providing them with best training and exercise plans. This system is a full guide from beginner level to intermediate and till advance level for people who are interested in muscle building, mass gaining, weight losing and physical fitness. It was created

1. To make users tasks easier.
2. To save time of their users.
3. To introduce the users with a system that can be operated remotely anywhere anytime.
4. Lastly to save their budget on expensive trainer.

SCOPE DISCRIPTION

Our scope is to create a system for the users that can be remotely operated anywhere anytime for example at home or gym etc. The main scope of creating this system that willallow the users to sign up and login and then access all the users interfaces present in system and in this way the system will have their information and will save their progress that can be accessed by

Health Fitness System (Object Oriented Project)

them anytime when the users logs in. Following are the name and some description of the user interfaces and forms created in the system.

1. **Welcome form:** First view of the system, provides signup and login options.
2. **Signup form 1:** This is the initial state of signup where system asks your personal information like name, email, password and mobile number for making your account.
3. **Signup form 2:** This is the second stage of signup where the system asks your gender, age, height and weight.
4. **Signup form 3:** This is the third stage of signup where the system ask whether you want to make a premium or regular account.
5. **Login form:** In the login form the system asks you for the email and password to access your existing account.
6. **Home form:** On the top of the home page the system greets you and below that displays your hour of sleep and glasses of water. On the bottom of home page you will have buttons linked to Workout page, Nutrition page, Home page and Stats page.
7. **Workout form:** Workout form displays your height and weight on the top, it also display workout routine and exercises. The exercise panel is further linked to exercise page.
8. **Exercise form:** The exercise form contains all the exercise you have to complete. By clicking on any exercise you will go to exercise detail page.
9. **Exercise detail form:** In the exercise detail page you will get the name and image description the exercise on the top and procedure of the exercise below the image and then on the bottom there will be add button and my routine button.
10. **Nutrition form:** The Form tells about the nutrition you want to add or the nutrition you have to take
11. **Stats form:** The form tells your status that is username, email, password etc.

PROJECT DELIVERABLES

- The Health Fitness system application is users friendly and easy to use.
- This application can be accessed remotely anywhere anytime with the help of a computer or a laptop.
- This application can also be used by the users as a guide for their physical training to increase their physical strength, abilities and fitness.

DATABASE

DATABASE EXPLANATION

ConnectionProvider:

Connection establishConnection():-

Allows the application to, establish a connection with the database.

DBOperations:

void setDataOrDelete(String Query, String msg)-

Receives a connection to the database, and accepts parameters for querying INSERT, UPDATE, and DELETE operations and display a message.

ResultSet getData(String Query)-

Receives a connection to the database, and accepts parameters for querying SELECT operations and display a message. It returns the ResultSet generated.

UserDAO(user):

void save(User user)-

Inserts user 's data into the database.

Health Fitness System (Object Oriented Project)

User login(String email, String password)-

Performs a SELECT query on the database to confirm if the user credentials entered at login are correct.

void updatePassword(User user, String password)-

UPDATES user's password.

void updateUser(User user)-

UPDATES user's data.

ExerciseDAO :

ArrayList<Exercise> getExercises()-

SELECTs list of all the exercises present in the database.

Exercise getExercise(int id)-

SELECTs an exercise based on the id passed in as a parameter.

void saveRoutine(User user, Exercise exercise)-

INSERT an exercise into the user's routine

void deleteRoutine(User user)-

DELETES the user's routine.

ArrayList<Exercise> getRoutine(User user)-

Gets the list of all the exercises in the user's routine.

SleepDAO :

void save(User user, Sleep sleep)-

INSERTs sleep data into the database.

Health Fitness System (Object Oriented Project)

`ArrayList<Sleep> getSleepData(User user)-`

SELECTs sleep data from the database for the given user.

NutritionDAO:

`ArrayList<Nutrition> getAllData()-`

Gets the list of info for all the food items in the nutrition table

`ArrayList<Nutrition> filterAllDataByName(String name)-`

Gets the list of info for certain food items.

`Nutrition getNutritionByName(String name)-`

SELECTs a certain food item from the database.

`void save(User user,Nutrition nutrition)-`

Save Calorie intake data into the database.

`ArrayList<Nutrition> filterAllDataByDate(String date)-`

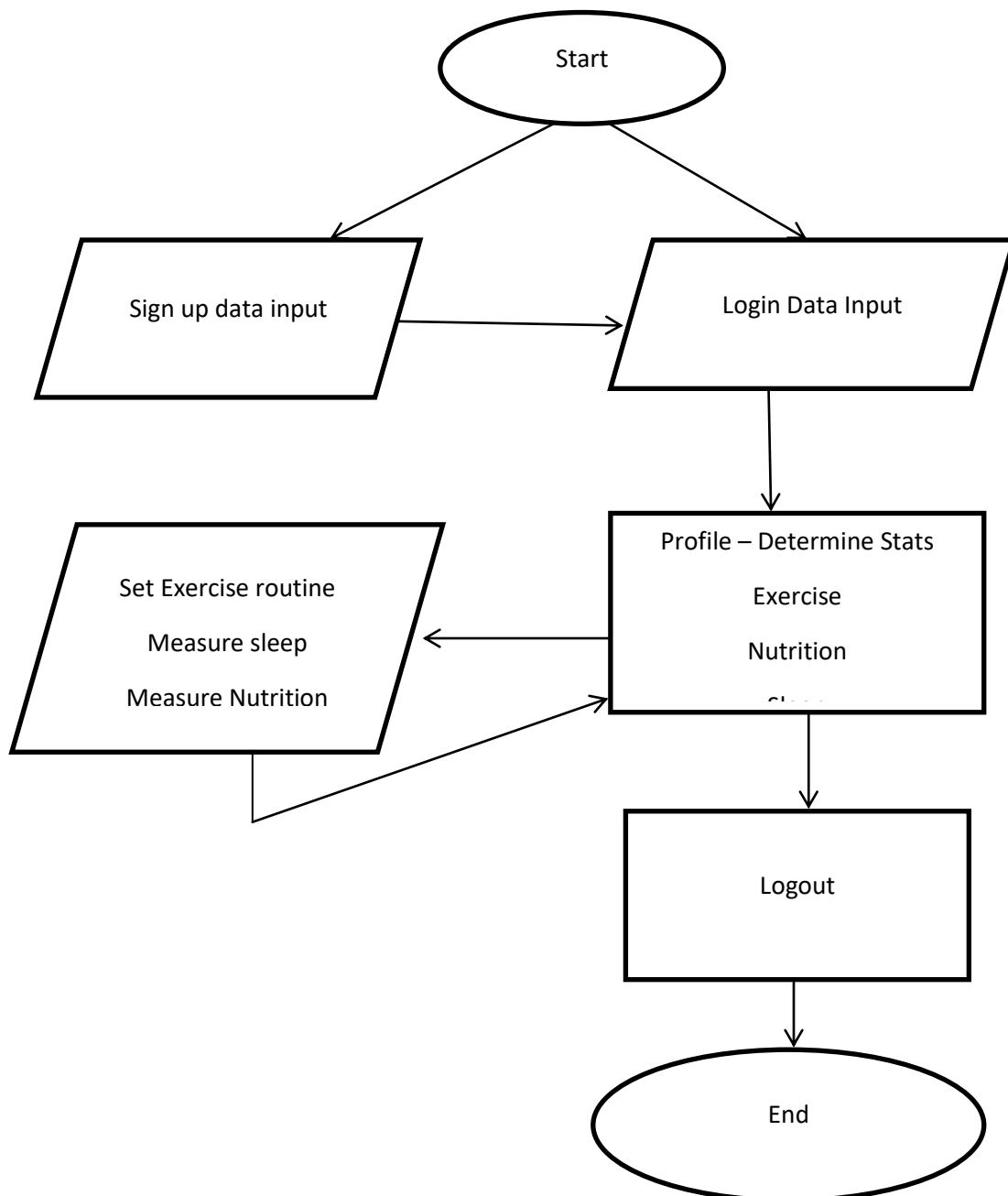
Filters Calorie intake data based on date.

`ArrayList<Nutrition> getCalIntakeData(User user)-`

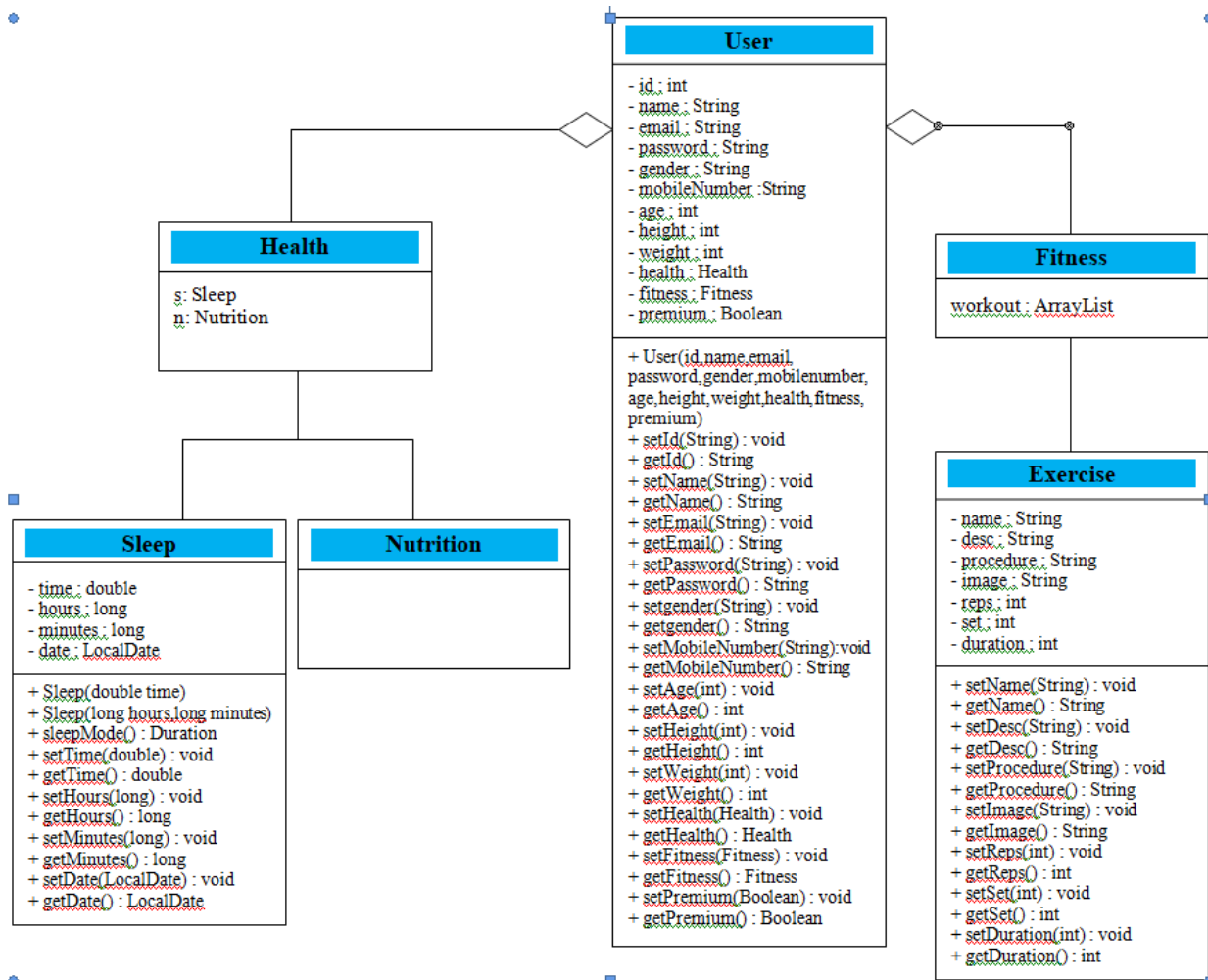
Get All the data for calorie intake for a user.

METHODOLOGY

DATA FLOWCHART DIAGRAM



UML DIAGRAM



WORKING OF PROJECT

SOFTWARE REQUIREMENTS

The software requirements for this project are as follows

- Netbeans IDE
- JDE and JDK
- Windows 10

CONCEPTS USED IN PROJECT

The concepts used in the project are as follows

- Graphical User Interface (GUI)

WORKING

First of all user will create a new account and then log in to the account. User has two choices, regular account or premier account. Premier account has some special functions. After log in to their account, home page will appear in which there are some buttons for different functions: Profile, sleep, nutrition and exercise. User can update their information from profile, user can add nutrition intake also see their record (for premium only) from nutrition button. User can add exercise routine and their workout from exercise button. User can manage their sleeping schedule from sleep button. User can also view their sleeping hours (for premium only).

So this app is very useful for every users. They can manage their health and fitness routine from this app. Also premium account is available for our special users.

SOURCE CODE OF PROJECT

USER CLASS

```
package project.UserDetails;
```

```
/**
```

```
*
```

```
* @author perfect solution
```

```
*/
```

```
public class User {
```

```
    private int id;
```

```
    private String name,email,password, gender,mobileNumber;
```

```
    private int age=1;
```

```
    private int height,weight;
```

```
    private boolean premium;
```

```
    public int getId() {
```

```
        return id;
```

```
    }
```

```
    public void setId(int id) {
```

```
        this.id = id;
```

```
    }
```

Health Fitness System (Object Oriented Project)

```
public User(int id,String name, String email, String password, String gender, String mobileNumber, int age, int height, int weight, boolean premium) {
```

```
    this.id = id;
```

```
    this.name = name;
```

```
    this.email = email;
```

```
    this.password = password;
```

```
    this.gender = gender;
```

```
    this.mobileNumber = mobileNumber;
```

```
    this.age = age;
```

```
    this.height = height;
```

```
    this.weight = weight;
```

```
    this.premium = premium;
```

```
}
```

```
public String getMobileNumber() {
```

```
    return mobileNumber;
```

```
}
```

```
public void setMobileNumber(String mobileNumber) {
```

```
    this.mobileNumber = mobileNumber;
```

```
}
```

```
public User() {
```

```
}
```

```
public String getEmail() {
```

```
    return email;
```

```
}
```

Health Fitness System (Object Oriented Project)

```
public void setEmail(String email) {  
    this.email = email;  
}
```

```
public String getPassword() {  
    return password;  
}
```

```
public void setPassword(String password) {  
    this.password = password;  
}
```

```
public String getName() {  
    return name;  
}
```

```
public void setName(String name) {  
    this.name = name;  
}
```

```
public String getGender() {  
    return gender;  
}
```

```
public void setGender(String gender) {  
    this.gender = gender;  
}
```

```
public int getAge() {  
    return age;  
}
```

Health Fitness System (Object Oriented Project)

```
public void setAge(int age) {  
    this.age = age;  
}
```

```
public int getHeight() {  
    return height;  
}
```

```
public void setHeight(int height) {  
    this.height = height;  
}
```

```
public int getWeight() {  
    return weight;  
}
```

```
public void setWeight(int weight) {  
    this.weight = weight;  
}
```

```
public boolean isPremium() {  
    return premium;  
}
```

```
public void setPremium(boolean premium) {  
    this.premium = premium;  
}  
}
```

EXERCISE CLASS

```
package project.UserDetails;
```

Health Fitness System (Object Oriented Project)

```
/**
 *
 * @author perfect solution
 */
public class Exercise {
    private int id;
    private String name,desc,procedure,image;
    private int reps, set, duration;

    public int getId() {
        return id;
    }

    public void setId(int id) {
        this.id = id;
    }

    public String getName() {
        return name;
    }

    public String getProcedure() {
        return procedure;
    }

    public void setProcedure(String procedure) {
        this.procedure = procedure;
    }

    public void setName(String name) {
        this.name = name;
    }
}
```


Health Fitness System (Object Oriented Project)

```
public String getDesc() {  
    return desc;  
}  
  
public void setDesc(String desc) {  
    this.desc = desc;  
}  
  
public int getReps() {  
    return reps;  
}  
  
public void setReps(int reps) {  
    this.reps = reps;  
}  
  
public int getSet() {  
    return set;  
}  
  
public void setSet(int set) {  
    this.set = set;  
}  
  
public int getDuration() {  
    return duration;  
}  
  
public void setDuration(int duration) {  
    this.duration = duration;  
}  
  
public String getImage() {  
    return image;  
}
```

Health Fitness System (Object Oriented Project)

```
public void setImage(String image) {  
    this.image = image;  
}  
  
}
```

NUTRITION CLASS

```
package project.UserDetails;
```

```
import java.sql.Date;  
import java.time.LocalDate;
```

```
/**  
 *  
 * @author perfect solution  
 */
```

```
public class Nutrition {
```

```
    private int id;  
    private String name;  
    private String cal;  
    private String quantity;  
    private String unit;  
    private String date;
```

```
    public int getId() {  
        return id;  
    }
```

```
    public void setId(int id) {  
        this.id = id;  
    }
```

Health Fitness System (Object Oriented Project)

```
public String getName() {  
    return name;  
}  
  
public void setName(String name) {  
    this.name = name;  
}  
  
public String getCal() {  
    return cal;  
}  
  
public void setCal(String cal) {  
    this.cal = cal;  
}  
  
public String getQuantity() {  
    return quantity;  
}  
  
public void setQuantity(String quantity) {  
    this.quantity = quantity;  
}  
  
public String getUnit() {  
    return unit;  
}  
  
public void setUnit(String unit) {  
    this.unit = unit;  
}  
  
public String getDate() {  
    return date;  
}
```

Health Fitness System (Object Oriented Project)

```
public void setDate(String date) {  
    this.date = date;  
}
```

```
}
```

SLEEP CLASS

```
package project.UserDetails;
```

```
import java.io.IOException;
```

```
import java.time.Duration;
```

```
import java.time.Instant;
```

```
import java.time.LocalDate;
```

```
import java.time.LocalDateTime;
```

```
import javax.swing.JOptionPane;
```

```
import org.openide.util.Exceptions;
```

```
/**
```

```
 *
```

```
 * @author perfect solution
```

```
 */
```

```
public class Sleep {
```

```
    private double time;
```

```
    private long hours;
```

```
    private long minutes;
```

```
    private LocalDate date;
```

```
    public Sleep() {
```

```
    }
```

Health Fitness System (Object Oriented Project)

```
public Sleep(Float time) {  
    this.time = time;  
    hours = time.longValue();  
    minutes = (long) ((time - hours)*60);  
}
```

```
public Sleep(long hours, long minutes) {  
    this.hours = hours;  
    this.minutes = minutes;  
    this.time = hours + minutes/60;  
}
```

```
public double getTime() {  
    return time;  
}
```

```
public void setTime(double time) {  
    this.time = time;  
}
```

```
public long getHours() {  
    return hours;  
}
```

```
public void setHours(long hours) {  
    this.hours = hours;  
}
```

```
public long getMinutes() {  
    return minutes;  
}
```

```
public void setMinutes(long minutes) {  
    this.minutes = minutes;  
}
```

Health Fitness System (Object Oriented Project)

```
}
```

```
public Duration sleepMode() {  
    /*  
    LocalTime currentTime = LocalTime.now();  
    System.out.println("Current time: " + currentTime);  
    */  
  
    Runtime runtime = Runtime.getRuntime();  
    Instant start = Instant.now();  
  
    try {  
        runtime.exec("rundll32.exe powrprof.dll,SetSuspendState 0,1,0");  
    } catch (IOException ex) {  
        Exceptions.printStackTrace(ex);  
    }  
  
    JOptionPane.showConfirmDialog(null,  
        "End Sleep Mode?",  
        "Sleep Mode",  
        JOptionPane.DEFAULT_OPTION,  
        JOptionPane.PLAIN_MESSAGE);  
  
    Instant end = Instant.now();  
    date = LocalDate.now();  
  
    Duration timeElapsed = Duration.between(start, end);  
    this.hours = timeElapsed.toHours();  
    this.minutes = timeElapsed.toMinutes() % 60;  
    this.time = (double)hours + (double)minutes/60;
```

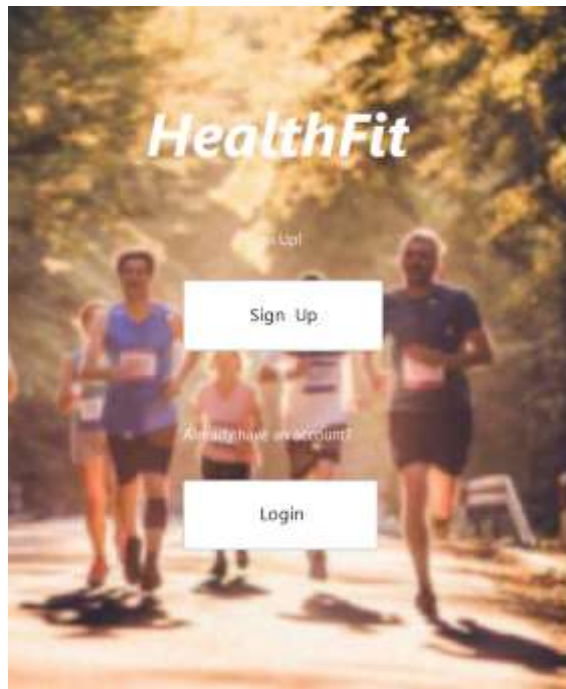
Health Fitness System (Object Oriented Project)

```
System.out.println("Time elapsed: " + hours + " hours and " + minutes + " minutes");  
return timeElapsed;  
  
}  
  
public LocalDate getDate() {  
    return date;  
}  
  
public void setDate(LocalDate date) {  
    this.date = date;  
}  
}
```

SCREENSHOT OF FORMS

Welcomefrm

This is the welcome page. Here you can sign up and login the Application



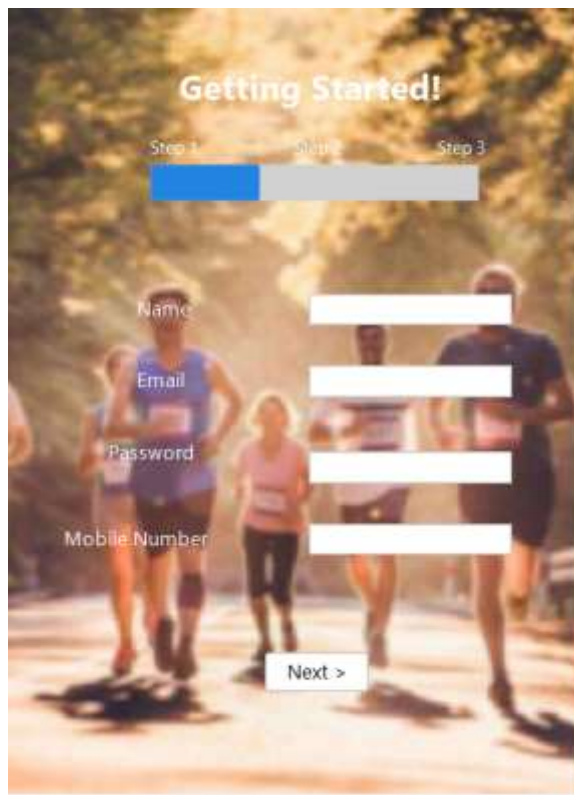
Loginfrm

This is the login page. Here you can login if you already have an account.



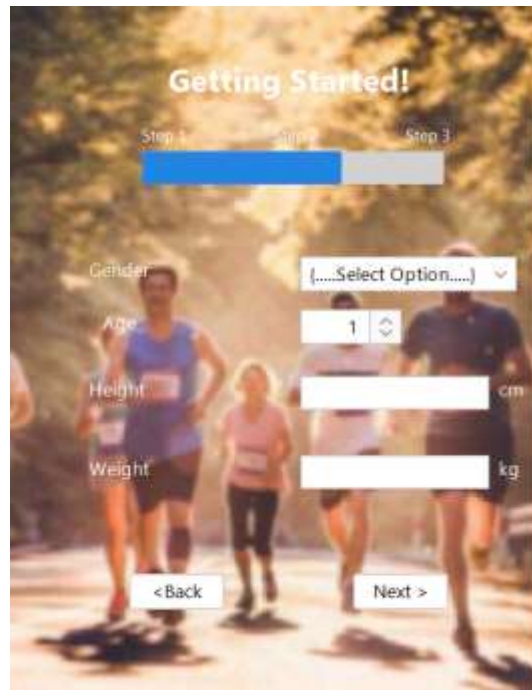
Signupfrm1

This is the signup page 1. If you haven't made an account you can make by using the sign up page which has three steps signup page 1,2,3.



Signupfrm2

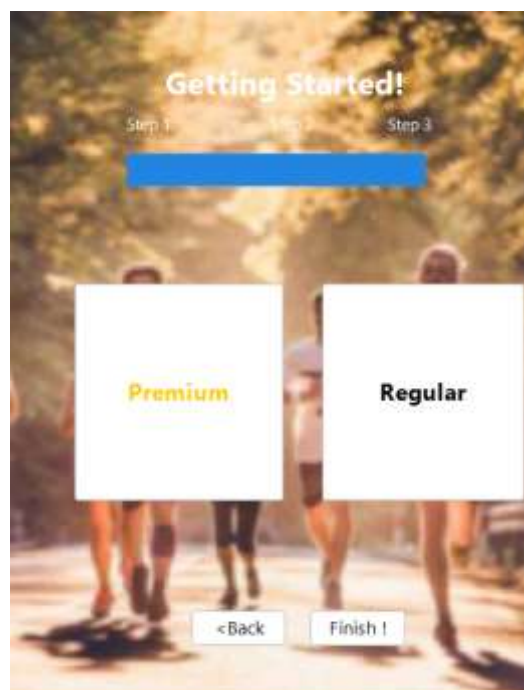
This is signup page 2. Here are the further steps to make the account.



The image shows a mobile app interface for 'Getting Started!'. At the top, there's a progress bar with three steps: Step 1 (completed, blue), Step 2 (active, blue), and Step 3 (grey). Below the progress bar, there are four input fields: 'Gender' with a dropdown menu showing '(....Select Option.....)', 'Age' with a numeric input field showing '1', 'Height' with a text input field and 'cm' unit, and 'Weight' with a text input field and 'kg' unit. At the bottom, there are two buttons: '<Back' and 'Next >'. The background is a blurred image of runners on a path.

Signupfrm3


This is signup page 3. This is the final step to make an account, here you only have to select the premium or regular account.



The image shows a mobile app interface for 'Getting Started!'. At the top, there's a progress bar with three steps: Step 1 (grey), Step 2 (grey), and Step 3 (active, blue). Below the progress bar, there are two large white boxes with rounded corners. The left box is labeled 'Premium' in yellow text, and the right box is labeled 'Regular' in black text. At the bottom, there are two buttons: '<Back' and 'Finish !'. The background is a blurred image of runners on a path.

Homefrm

This is the homepage which comes after you login. Here you can see amount of sleep , calories intake, glasses of water, and you can also go to sleep, profile, workout, nutrition pages.



The screenshot shows a mobile application interface with a dark green background featuring a pattern of white icons related to health and fitness. At the top, the text "Good afternoon shujaat" is displayed in white. Below this, there are three sections, each separated by a horizontal white line. The first section shows "Amount of sleep : 0Hours 3minutes". The second section shows "Calories Intake: 3140 Calories". The third section shows "Glasses of Water:" followed by a white input field containing the number "0" and a small up/down arrow icon. At the bottom of the screen, there is a white navigation bar with five icons: a dumbbell, a person running, a house, a bed, and a person icon.

Profilefrm

This is the profile page. Here you can see your account and personal information and can update the information. You can also logout.

Health Fitness System (Object Oriented Project)

The screenshot shows a mobile application interface for a 'Profile' page. The background is dark green with a subtle pattern of fitness-related icons. The title 'Profile' is at the top in white. Below it, there are two columns of labels: 'Name', 'E-Mail', 'Mobile Number', 'Gender', 'Age', and 'Height'. Each label is followed by a corresponding input field. At the bottom, there is a navigation bar with five icons: a document, a running person, a house, a shopping cart, and a profile icon.

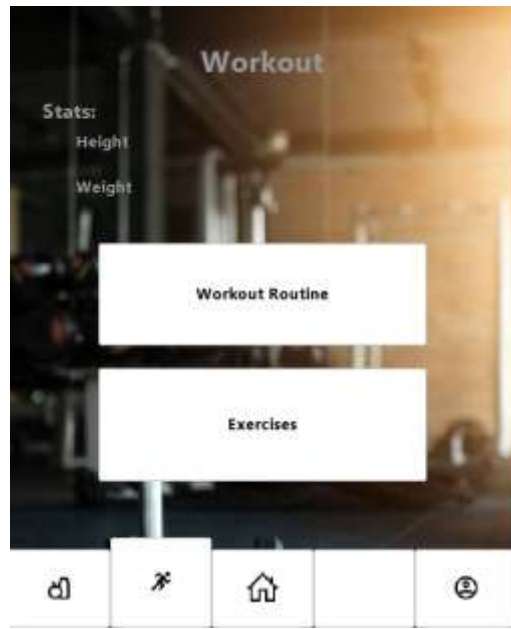
ProfileUpdatefrm

This page is for updating the profile page.

The screenshot shows a mobile application interface for an 'Update Data' page. The background is dark green with a subtle pattern of fitness-related icons. The title 'Update Data' is at the top in white, next to a back arrow icon. Below it, there are four labels: 'Name', 'Age', 'Height', and 'Weight'. Each label is followed by a corresponding input field. At the bottom, there are two buttons: 'Premium' and 'Regular'.

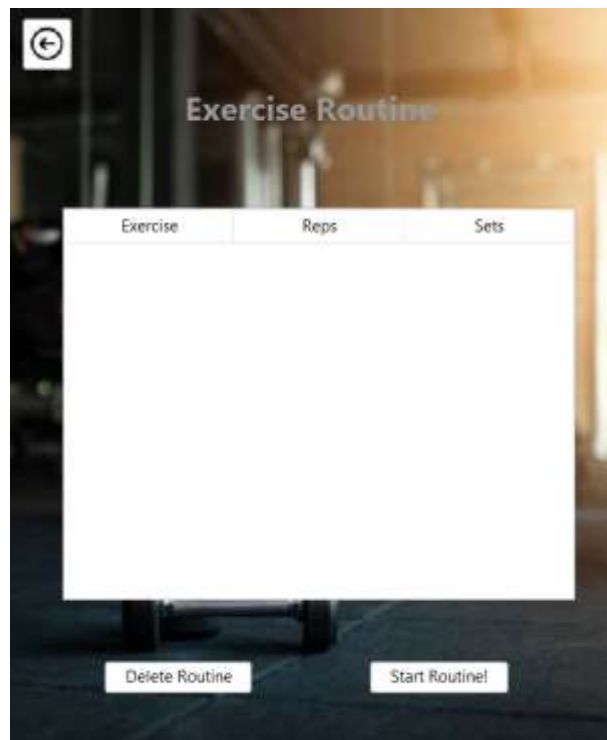
Workoutfrm

This is workout page here you can check your workout routine or complete you exercise.



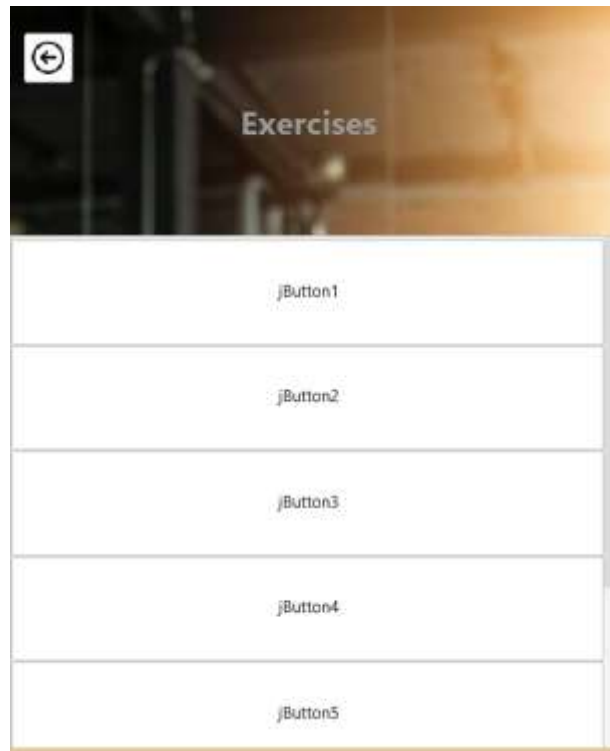
Routinefrm

This is exercise routine page. Here you can see your exercise routine and can complete your exercise.



Exercisesfrm

Here you will find all type of exercises which you can add.



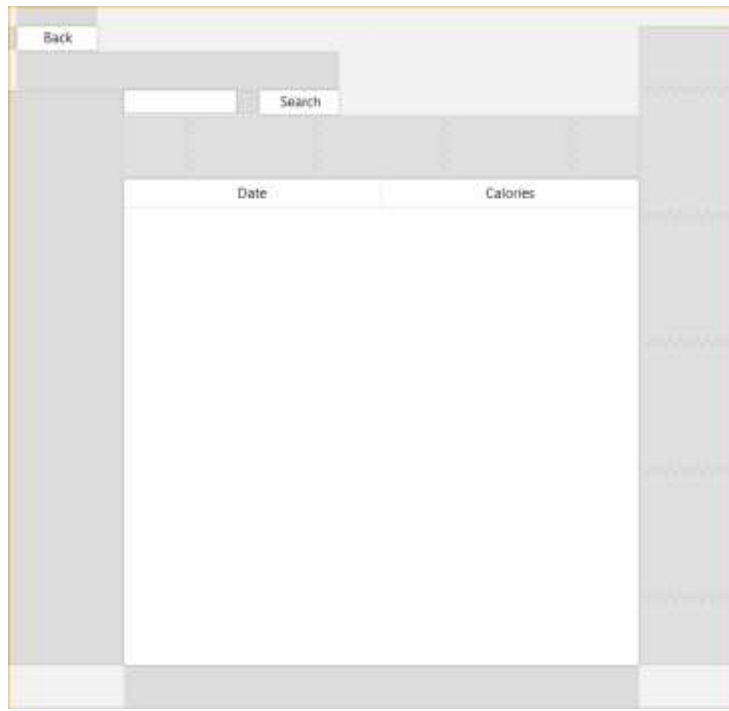
ExerciseDetailsfrm

Here you will see the further information and procedure of exercise and can add them and also check your routine.



NutritionCheckfrm

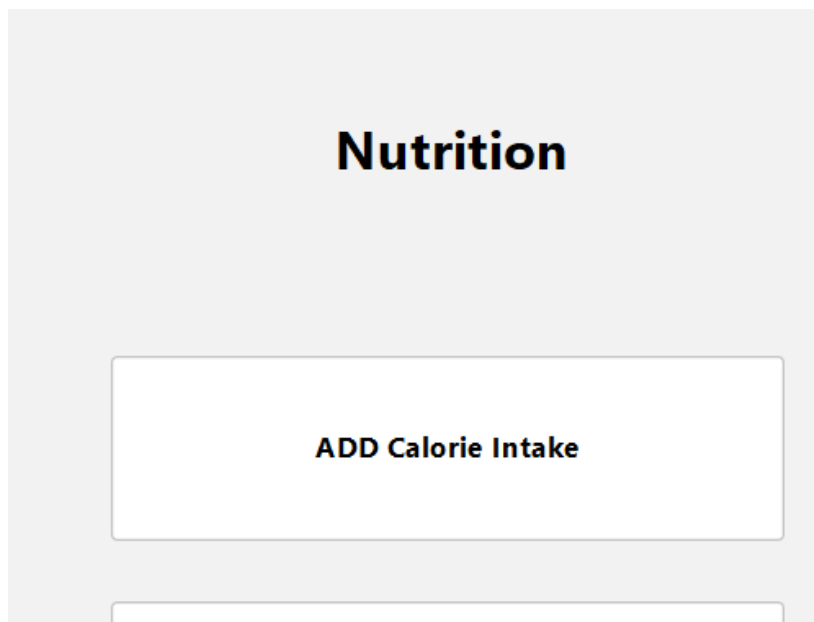
Here you can check the food intake date and the calories of the food.



The screenshot shows a web form titled "NutritionCheckfrm". At the top left is a "Back" button. Below it is a search bar with a "Search" button. The main content area is a table with two columns: "Date" and "Calories". The table is currently empty.

NutritionMainfrm

Here you can add calories intake.



The screenshot shows a web form titled "NutritionMainfrm". The main heading is "Nutrition". Below it is a large button labeled "ADD Calorie Intake". At the bottom, there is a text input field.

NutritionAddfrm

Here you can add what type of food you ate and also add its grams and can check its calorie.

The screenshot shows a web-based application interface for adding food items. At the top left is a 'Back' button. Below it is a 'Search' section with a 'Name' input field. To the right of the search section are input fields for 'Name', 'Calories', and 'Quantity' (with a spinner control). Below these are 'Clear' and 'Add' buttons. At the bottom left is a 'Total' label showing '300'. At the bottom right is a 'Save' button. In the center is a table with the following headers: 'Name', 'Calories', 'Quantity', and 'Total'. The table is currently empty.

Sleepfrm

This is sleep page where you can click on sleep mode when you want to sleep and after clicking the device will go on sleep mode and then when you open the device after you wake up the application will note you sleeping time.



SleepCyclefrm

This page will tell your sleeping time and date that when you slept for how long.



CONCLUSION

- The Health Fitness system application is users friendly and easy to use.

Health Fitness System (Object Oriented Project)

- This application can be accessed remotely anywhere anytime with the help of a computer or a laptop.
- This application can also be used by the users as a guide for their physical training to increase their physical strength, abilities and fitness.