Team #newTeam

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In this project the goal initially was to prompt the user for indicators about his or her current state of health and exercising habits, the program would also prompt the user for the goal that he or she is exercising towards. Then the application would read in the user inputs and identify what exercising schedule would best fit the user. To determine the schedule the program would have to do it in one of two ways:

* Have an existing database of exercising schedules and see which one best fit the user
* Using the input from the user calculate a customized schedule using a formula

Initially we wanted to do the second option, but we experienced problems when trying to output customized data. we attempted using a table view to represent a calendar, but the outcomes are too many, and there are too many error checks.

We opted to go for the first option where we would research the existing running exercise plans for training from every skill level and based on the skill level of the user the application would output the corresponding schedule.

We attempted to access the Calendar class in order to create events in the user’s calendar corresponding the the exercise schedule. This proved to be a problem since we needed to request permission from the user to access the calendar and we couldn't get that to work properly.

Front End:

So our app ended up being three activities. On the first Activity the user is prompted for his or her age, gender, first name, and last name. Once the user enters this information in the corresponding TextEdit fields and presses the submit button.

The app navigates to a second page where there are two “spinner” on screen and a calendar and another button. The user selects his or her skill level from the first drop down list and goal from the second drop down list. Then the user picks the date on which he or she wants to start their workout program.

Once the button on the second activity is pushed the application navigates to the third Activity. On the final page the user is shown the appropriate schedule based on the inputs and all the information that was entered on the previous two pages. The idea was to use these inputs to create a customized screen for the final activity.

Back End:

Each of the objects that are displayed on screen like the buttons and the text edit blocks have a corresponding ID. Using the ID and after importing the appropriate libraries into the java file I was able to get the data that was entered by the user. To take this data from the first activity to the third activity the intent class was used. The “putExtra” and the “getStringExtra” and the “getIntExtra” are functions of the class intent. These functions need to be used in conjunction to pass and receive the user inputs between activities.

On the second activity the user inputs his or her skill level and goal and starting date. As for skill level and goal the Spinner class and library were utilized. This basically allows me to set the options for the user through a string array that was placed in the strings.xml file in the variables directory. Once the user selects an option from the drop down list and presses the button I can access the data entered by calling the getSlectedItem function which is a member of the spinner class. As for the Date, I used a date picker widget which displays a claender and when the user selects a date I can have access to the date by invoking the getDayOfMonth(), getMonth(), and getYear() functions which are members of the DatePicker class.



The block diagram above shows the flow of information and the user inputs the blue blocks in the various objects displayed on screen they are grabbed by the java file by referencing each object by its id and passed on to the next activity as members of the intent class. and finally translated into the outpud displayed in the third activity.

To get the Schedules the websites in the reference section were used.

References:

<http://www.coolrunning.com/engine/2/2_3/181.shtml>

<http://www.myrunningtips.com/couch-to-10k.html>