

**UDHNA CITIZEN COMMERCE COLLEGE & S.P.B. COLLEGE
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**Bachelor of Computer Applications
(BCA) Programme**

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Project Title: Gym Website

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I would like to acknowledge that this project was completed entirely by me and not by someone else.

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Gym Management Website

1 Introduction

The "Gym Website" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner.

The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. Gym Website , as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources.

Every organization, whether big or small, has challenges to overcome and managing the information of Trainer, Gym, Facility, Time Slot, Fitness Class. Every Gym Website has different Gym needs, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped



Gym Management Website

with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.



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1.1 Project description:

The purpose of Gym Website is to automate the existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

Gym Website, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.

The aim is to automate its existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same.



Gym Management Website

Basically the project describes how to manage for good performance and better services for the clients.



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1.2 Project Profile:

There has been continuous effort to develop tools, which can ease the process of software development. But, with the evolving trend of different programming paradigms today's software developers are really challenged to deal with the changing technology. Among other issues, software re-engineering is being regarded as an important process in the software development industry. One of the major tasks here is to understand software systems that are already developed and to transform them to a different software environment. Generally, this requires a lot of manual effort in going through a program that might have been developed by another programmer. This project makes a novel attempt to address the issue of program analysis and generation of diagrams, which can depict the structure of a program in a better way. Today, UML is being considered as an industrial standard for software engineering design process. It essentially provides several diagramming tools that can express different aspects/ characteristics of program such as

Use cases: Elicit requirement from users in meaningful chunks. Construction planning is built around delivering some use cases on each interaction basis for system testing.



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Class diagrams: shows static structure of concepts, types and class. Concepts how users think about the world; type shows interfaces of software components; classes shows implementation of software components.

Interaction diagrams: shows how several objects collaborate in single use case.

Package diagram: show group of classes and dependencies among them.

State diagram: show how single object behaves across many use cases.

Activity diagram: shows behavior with control structure. Can show many objects over many uses, many object in single use case, or implementations methods encourage parallel behavior, etc.

The end-product of this project is a comprehensive tool that can parse any vb.net program and extract most of the object oriented features inherent in the program such as polymorphism, inheritance, encapsulation and abstraction.



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2. Environment Description:



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The Software Requirements Specification is produced at the culmination of the analysis task. The function and performance allocated to software as part of system engineering are refined by establishing a complete information description, a detailed functional and behavioral description, an indication of performance requirements and design constraints, appropriate validation criteria, and other data pertinent to requirements.



2.1 Hardware and Software Requirements:

Software Requirements:

- 1) Operating System : Windows 98, Windows XP, Windows11, Linux**
- 2) Language : React Js**
- 3) Database : Mongo DB**
- 4) Web Server : Any of Mozilla, Opera, Chrome etc**
- 5) Text Editor: VS Code**



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Hardware Requirements:

- 1) Processor : R5 3450H**
- 2) RAM : 8GB**
- 3) Hard disk : 1TB**
- 4) Monitor : 15" color monitor**
- 5) Keyboard : 122 keys**



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2.2 Technologies Used:

- Next.js (as most popular React framework)
- Redux (as most popular React state management library)
- react-query or Apollo (as popular React fetching library)
- React Hook Form (as most popular React form library)
- styled-components or MUI (as most popular React UI library)



3. System Analysis and Planning:

System Analysis:

System analysis is a process of gathering and interpreting facts, diagnosing problems and the information about the Gym Website to recommend improvements on the system. It is a problem solving activity that requires intensive communication between the system users and system developers. System analysis or study is an important phase of any system development process. The system is studied to the minutest detail and analyzed. The system analyst plays the role of the interrogator and dwells deep into the working of the present system. The system is viewed as a whole and the input to the system are identified. The outputs from the organizations are traced to the various processes. System analysis is concerned with becoming aware of the problem, identifying the relevant and decisional variables, analyzing and synthesizing the various factors and determining an optimal or at least a satisfactory solution or program of action. A detailed study of the process must be made by various techniques like interviews, questionnaires etc. The data collected by these sources must be scrutinized to arrive to a conclusion. The conclusion is an understanding of how the system functions. This system is called the existing system. Now the existing system is subjected to close study and problem areas are identified. The designer now functions as a problem solver and tries to sort out the difficulties that the enterprise faces. The solutions are



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given as proposals. The proposal is then weighed with the existing system analytically and the best one is selected. The proposal is presented to the user for an endorsement by the user. The proposal is reviewed on user request and suitable changes are made. This is loop that ends as soon as the user is satisfied with proposal. Preliminary study is the process of gathering and interpreting facts, using the information for further studies on the system. Preliminary study is problem solving activity that requires intensive communication between the system users and system developers. It does various feasibility studies. In these studies a rough figure of the system activities can be obtained, from which the decision about the strategies to be followed for effective system study and analysis can be taken.



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Project Planning:

Software project plan can be viewed as the following:

- 1) **Within the organization:** How the project is to be implemented? What are various constraints (time, cost, staff)? What is market strategy?
- 2) **With respect to the customer:** Weekly or timely meetings with the customer with presentation on status reports. Customers feedback is also taken and further modification and developments are done. Project milestones and deliverables are also presented to the customer.

For a successful software project, the following steps can be followed:

- Select a project
 - Identifying project's aims and objectives
 - Understanding requirements and specification
 - Methods of analysis, design and implementation
 - Testing techniques



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- Documentation
- Project milestones and deliverables
- Budget allocation
 - Exceeding limits within control
- Project Estimates
 - Cost
 - Time
 - Size of code
 - Duration
- Resource Allocation
 - Hardware
 - Software
 - Previous relevant project information
 - Digital Library
- Risk Management
 - Risk avoidance
 - Risk detection



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Project Scheduling:

An elementary Gantt chart or Timeline chart for the development plan is given below. The plan explains the tasks versus the time (in weeks) they will take to complete.



3.1 Existing System and its Drawbacks:

Existing System of Gym Website:

In the existing system the exams are done only manually but in proposed system we have to computerize the exams using this application.

- Lack of security of data.
- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.



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Drawbacks:

The old manual system was suffering from a series of drawbacks. Since whole of the system was to be maintained with hands the process of keeping, maintaining and retrieving the information was very tedious and lengthy. The records were never used to be in a systematic order. there used to be lots of difficulties in associating any particular transaction with a particular context. If any information was to be found it was required to go through the different registers, documents there would never exist anything like report generation. There would always be unnecessary consumption of time while entering records and retrieving records. One more problem was that it was very difficult to find errors while entering the records. Once the records were entered it was very difficult to update these records.

The reason behind it is that there is lot of information to be maintained and have to be kept in mind while running the business .For this reason we have provided features Present system is partially automated (computerized), actually existing system is quite laborious as one has to enter same information at three different places.



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3.2 Feasibility Study:

After doing the project Gym Website, study and analyzing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. All projects are feasible - given unlimited resources and infinite time.

Feasibility study includes consideration of all the possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

A. Economical Feasibility

This is a very important aspect to be considered while developing a project. We decided the technology based on minimum possible cost factor.

- All hardware and software cost has to be borne by the organization.
- Overall we have estimated that the benefits the organization is going to receive from the proposed system will surely overcome the initial costs and the later on running cost for system.



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B. Technical Feasibility

This included the study of function, performance and constraints that may affect the ability to achieve an acceptable system. For this feasibility study, we studied complete functionality to be provided in the system, as described in the System Requirement Specification (SRS), and checked if everything was possible using different type of frontend and backend platformst.

C. Operational Feasibility

No doubt the proposed system is fully GUI based that is very user friendly and all inputs to be taken all self-explanatory even to a layman. Besides, a proper training has been conducted to let know the essence of the system to the users so that they feel comfortable with new system. As far our study is concerned the clients are comfortable and happy as the system has cut down their loads and doing.



3.3 Requirement Gathering and Analysis:

Requirements Gathering:

Requirement analysis is significant and essential activity after elicitation. We analyze, refine, and scrutinize the gathered requirements to make consistent and unambiguous requirements. This activity reviews all requirements and may provide a graphical view of the entire system. After the completion of the analysis, it is expected that the understandability of the project may improve significantly. Here, we may also use the interaction with the customer to clarify points of confusion and to understand which requirements are more important than others.

Analysis:

Draw the context diagram: The context diagram is a simple model that defines the boundaries and interfaces of the proposed systems with the external world. It identifies the entities outside the proposed system that interact with the system. **Development of a Prototype (optional):** One effective way to find out what the customer wants is to construct a prototype, something that looks and preferably acts as part of the system they say they want.



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We can use their feedback to modify the prototype until the customer is satisfied continuously. Hence, the prototype helps the client to visualize the proposed system and increase the understanding of the requirements. When developers and users are not sure about some of the elements, a prototype may help both the parties to take a final decision.

Some projects are developed for the general market. In such cases, the prototype should be shown to some representative sample of the population of potential purchasers. Even though a person who tries out a prototype may not buy the final system, but their feedback may allow us to make the product more attractive to others.

The prototype should be built quickly and at a relatively low cost. Hence it will always have limitations and would not be acceptable in the final system. This is an optional activity.

(iii) Model the requirements: This process usually consists of various graphical representations of the functions, data entities, external entities, and the relationships between them. The graphical view may help to find incorrect, inconsistent, missing, and superfluous requirements. Such models include the Data Flow diagram, Entity-Relationship diagram, Data Dictionaries, State-transition diagrams, etc.

(iv) Finalise the requirements: After modeling the requirements, we will have a better understanding of the system behavior. The inconsistencies and ambiguities have been identified and corrected. The flow of data amongst various modules has been analyzed. Elicitation and analyze



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activities have provided better insight into the system. Now we finalize the analyzed requirements, and the next step is to document these requirements in a prescribed format.



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4. Proposed System:

- System needs store information about new entry of Gym.
- System needs to help the internal staff to keep information of Trainer and find them as per various queries.
- System need to maintain quantity record.
- System need to keep the record of Memeber.
- System need to update and delete the record.
- System also needs a search area.

It also needs a security system to prevent data.



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4.1 Scope:

- We can add printer in future.
- We can give more advance software for Gym Website including more facilities
- We will host the platform on online servers to make it accessible worldwide
- Integrate multiple load balancers to distribute the loads of the system
- Create the master and slave database structure to reduce the overload of the database queries
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers

The above mentioned points are the enhancements which can be done to increase the applicability and usage of this project. Here we can maintain the records of Gym and Trainer. Also, as it can be seen that now-a-days the players are versatile, i.e. so there is a scope for introducing a method to



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maintain the Gym Website. Enhancements can be done to maintain all the Gym, Trainer, Member, Facility, Fitness Class.

We have left all the options open so that if there is any other future requirement in the system by the user for the enhancement of the system then it is possible to implement them. In the last we would like to thank all the persons involved in the development of the system directly or indirectly. We hope that the project will serve its purpose for which it is developed there by underlining success of process.



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4.2 Project modules:

- Gym Management Module: Used for managing the Gym details.
- Fitness Class Module : Used for managing the details of Fitness Class.
- Time Slot Module : Used for managing the details of Time Slot.
- Trainer Management Module: Used for managing the information and details of the Trainer.
- Memeber Module : Used for managing the Memeber details.
- Facility Module : Used for managing the Facility information.
- Login Module: Used for managing the login details .
- Users Module : Used for managing the users of the system.



5.Detail Planning:

Software project plan can be viewed as the following:

- 1) **Within the organization:** How the project is to be implemented? What are various constraints (time, cost, staff)? What is market strategy?
- 2) **With respect to the customer:** Weekly or timely meetings with the customer with presentation on status reports. Customers feedback is also taken and further modification and developments are done. Project milestones and deliverables are also presented to the customer.

5.1 Data Flow Diagram / UML:

Dataflow Diagram:

Data flow diagram is the starting point of the design phase that functionally decomposes the requirements specification. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformation and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed, so it does not hardware, software and data structure.

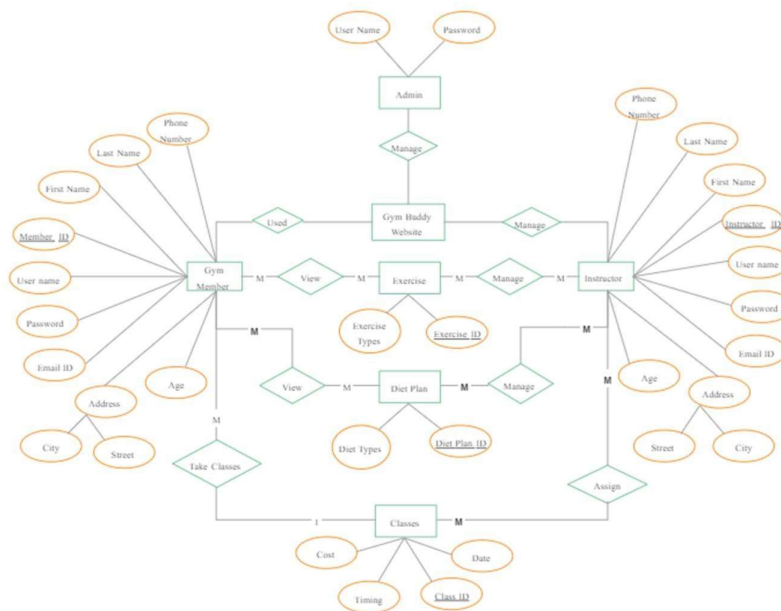
A **data-flow diagram (DFD)** is a graphical representation of the "flow" of data through an [information system](#). DFDs can also be used for the [visualization](#) of [data processing](#) (structured design). A **dataflow diagram (DFD)** is a significant modeling technique for analyzing and constructing information processes. DFD literally means an illustration that explains the course or movement of information in a process. DFD illustrates this flow of information in a process based on the inputs and outputs. A DFD can be referred to as a Process Model.

The data flow diagram is a graphical description of a system's data and how to

Process transform the data is known as Data Flow Diagram (DFD).

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Unlike details flow chart, DFDs don't supply detail descriptions of modules that graphically describe a system's data and how the data interact with the system. Data flow diagram number of symbols and the following symbols are of by DeMarco.





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There are seven rules for construct a data flow diagram.

- i) Arrows should not cross each other.
- ii) Squares, circles and files must wears names.
- iii) Decomposed data flows must be balanced.
- iv) No two data flows, squares or circles can be the same names.
- v) Draw all data flows around the outside of the diagram.
- vi) Choose meaningful names for data flows, processes & data stores.
- vii) Control information such as record units, password and validation requirements are not penitent to a data flow diagram.

Additionally, a **DFD** can be utilized to visualize data processing or a structured design.

This basic DFD can be then disintegrated to a lower level diagram demonstrating smaller steps exhibiting details of the system that is being modeled.



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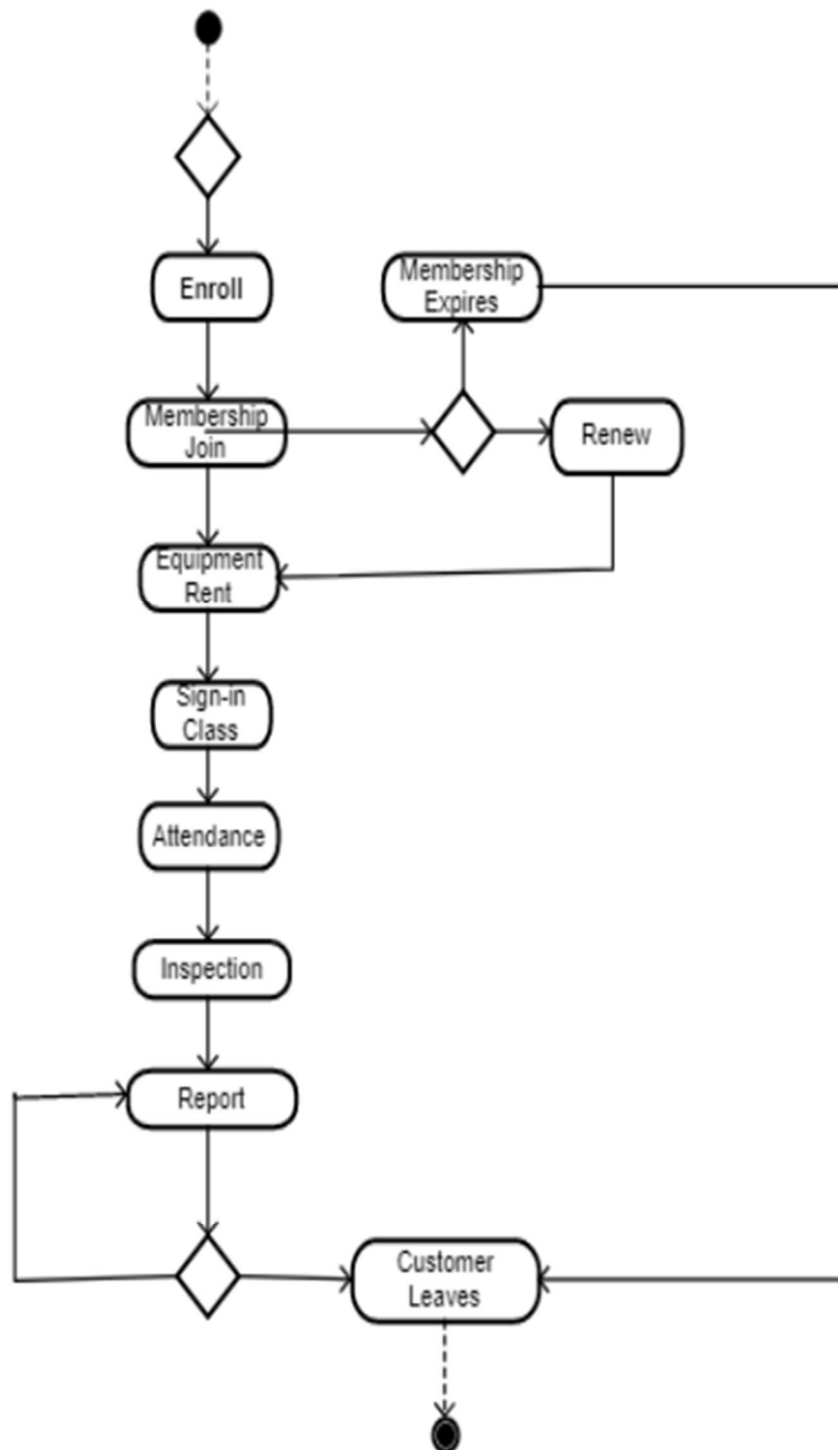
On a DFD, data items flow from an external data source or an internal data store to an internal data store or an external data sink, via an internal process. It is common practice to draw a [context-level data flow diagram](#) first, which shows the interaction between the system and external agents, which act as data sources and data sinks. On the context diagram (also known as the Level 0 DFD'), the system's interactions with the outside world are modeled purely in terms of data flows across the system boundary. The context diagram shows the entire system as a single process, and gives no clues as to its internal organization.

This context-level DFD is next "exploded", to produce a Level 1 DFD that shows some of the detail of the system being modeled. The Level 1 DFD shows how the system is divided into sub-systems (processes), each of which deals with one or more of the data flows to or from an external agent, and which together provide all of the functionality of the system as a whole. The level 1 DFD is further spreaded and split into more descriptive and detailed description about the project as level 2 DFD. The level 2 DFD can be a number of data flows which will finally show the entire description of the software project.



5.2 Process Specification / **Activity Flow Diagram:**

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5.3 Data Dictionary:

This is normally represented as the data about data. It is also termed as metadata some times which gives the data about the data stored in the database. It defines each data term encountered during the analysis and design of a new system. Data elements can describe files or the processes.

Following are some major symbols used in the data dictionary

- = equivalent to
- + and
- [] either/ or
- () Optional entry

Following are some rules, which defines the construction of data dictionary entries:

1. Words should be defined to understand for what they need and not the variable need by which they may be described in the program .



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2. Each word must be unique. We cannot have two definition of the same client.
3. Aliases or synonyms are allowed when two or more enters shows the same meaning. For example a vendor number may also be called as customer number.
4. A self-defining word should not be decomposed. It means that the reduction of any information in to subpart should be done only if it is really required that is it is not easy to understand directly.

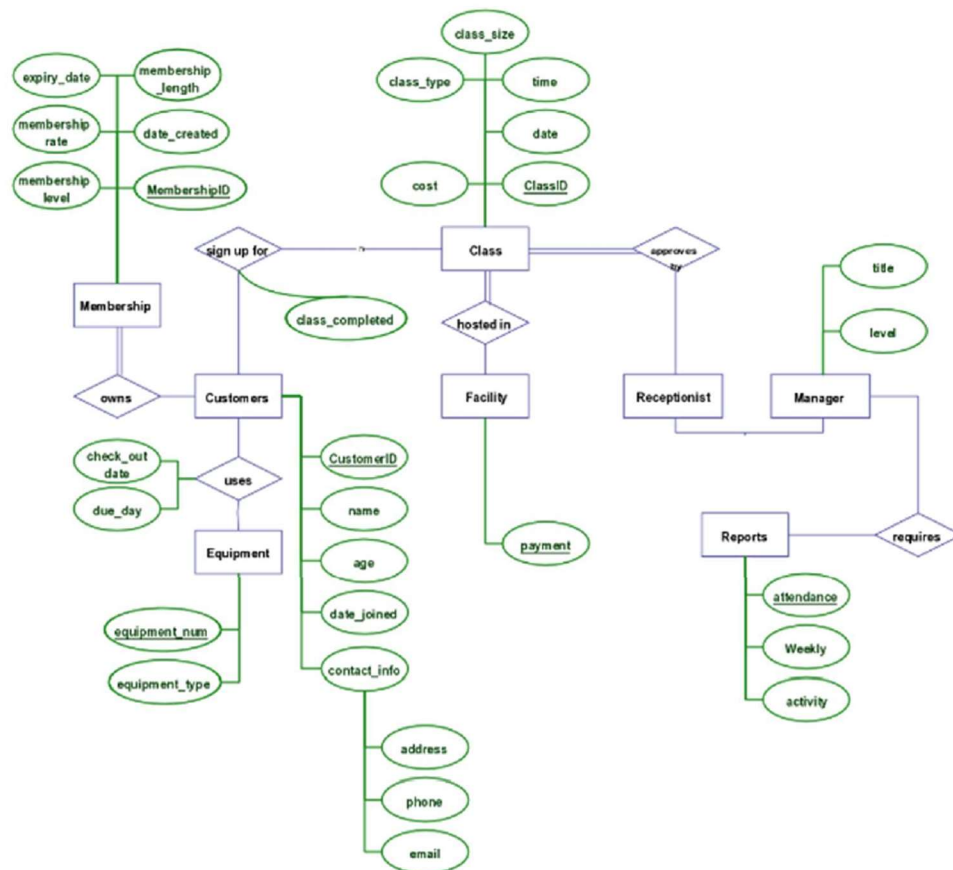
Data dictionary includes information such as the number of records in file, the frequency a process will run, security factor like pass word which user must enter to get excess to the information.



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5.4 Entity-Relationship Diagram / Class Diagram:

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6. System Design:

System Design of Gym Website

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the clients's requirements into a logically working system. Normally, design is performed in the following in the following two steps:

1. Primary Design Phase:

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions emphasis is put on minimising the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

2. Secondary Design Phase:

In the secondary phase the detailed design of every block is performed.

The general tasks involved in the design process are the following:

1. Design various blocks for overall system processes.
2. Design smaller, compact and workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionality.
5. Design the form of inputs, and outputs of the system.
6. Perform documentation of the design.
7. System reviews.



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User Interface Design

User Interface Design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the system to the eventually presentation of desired inputs and outputs. The overall flow of screens and messages is called a dialogue.

The following steps are various guidelines for User Interface Design:

1. The system user should always be aware of what to do next.
2. The screen should be formatted so that various types of information, instructions and messages always appear in the same general display area.
3. Message, instructions or information should be displayed long enough to allow the system user to read them.
4. Use display attributes sparingly.
5. Default values for fields and answers to be entered by the user should be specified.



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6. A user should not be allowed to proceed without correcting an error.
7. The system user should never get an operating system message or fatal error.



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Preliminary Product Description:

The first step in the system development life cycle is the preliminary investigation to determine the feasibility of the system. The purpose of the preliminary investigation is to evaluate project requests. It is not a design study nor does it include the collection of details to describe the business system in all respect. Rather, it is the collecting of information that helps committee members to evaluate the merits of the project request and make an informed judgment about the feasibility of the proposed project.

Analysts working on the preliminary investigation should accomplish the following objectives:

- Clarify and understand the project request
- Determine the size of the project.
- Assess costs and benefits of alternative approaches.
- Determine the technical and operational feasibility of alternative approaches.
- Report the findings to management, with recommendations outlining the acceptance or rejection of the proposal.

Benefit to Organization



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The organization will obviously be able to gain benefits such as savings in operating cost, reduction in paperwork, better utilization of human resources and more presentable image increasing goodwill.

The Initial Cost

The initial cost of setting up the system will include the cost of hardware software (OS, add-on software, utilities) & labour (setup & maintenance). The same has to bear by the organization.

Running Cost

Besides, the initial cost the long term cost will include the running cost for the system including the AMC, stationary charges, cost for human resources, cost for update/renewal of various related software.

Need for Training

The users along with the administrator need to be trained at the time of implementation of the system for smooth running of the system. The client will provide the training site.

We talked to the management people who were managing a the financial issues of the center, the staff who were keeping the records in



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lots of registers and the reporting manager regarding their existing system, their requirements and their expectations from the newproposed system. Then, we did the system study of the entire system based on their requirements and the additional features they wanted to incorporate in this system.

Reliable, accurate and secure data was also considered to be a complex task without this proposed system. Because there was no such record for keeping track of all the activities, which was done by the Gym Website on the daily basis.

The new system proposed and then developed by me will ease the task of the organization in consideration. It will be helpful in generating the required reports by the staff, which will help them to track theirprogress and services.

Thus, it will ease the task of Management to a great extent as all the major activities to be performed, are computerized through this system.

Project Category

Relational Database Management System (RDBMS) : This is an RDBMS based project which is currently using MySQL for all the transaction statements. MySQL is an opensource RDBMS System.



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System Design:

System Design of Gym Website

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2. Secondary Design Phase:

In the secondary phase the detailed design of every block is performed.

The general tasks involved in the design process are the following:

1. Design various blocks for overall system processes.
2. Design smaller, compact and workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionality.

5. Design the form of inputs, and outputs of the system.
6. Perform documentation of the design.
7. System reviews

6.3 Input Design:

App.js

```
import React, { Suspense } from "react";
import { Route, Routes } from "react-router";

import Header from "../components/header/Header";
import Footer from "../components/footer/Footer";
import Home from "../components/home/Home";
import ScrollToTop from "../components/scrollToTop/ScrollToTop";
import Form from "../components/Form/Form";

const About = React.lazy(() => import("../components/about/About"));
const Classes = React.lazy(() => import("../components/classes/Classes"));
const YogaClass = React.lazy(() =>
import("../components/yogaClass/YogaClass"));
const TrainersPage = React.lazy(() =>
  import("../components/trainersPage/TrainersPage")
);
const TrainerSingle = React.lazy(() =>
  import("../components/trainerSingle/TrainerSingle")
);
const Blog = React.lazy(() => import("../components/blog/Blog"));
const BlogSingle = React.lazy(() =>
  import("../components/blogSingle/BlogSingle")
);
const Contact = React.lazy(() => import("../components/contact/Contact"));
```

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```
const Schedule = React.lazy(() => import("./components/schedule/Schedule"));
// const Calculator = React.lazy(() =>
//   import("./components/calculator/Calculator")
// );
// const ErrorPage = React.lazy(() =>
import("./components/errorPage/ErrorPage"));

const App = () => {
  return (
    <div>
      <Header />
      <ScrollToTop />
      <Suspense fallback={<div>Loading...</div>}>
        <Routes>
          <Route path="/" element={<Home />} />
          <Route path="/Fitness-Website" element={<Home />} />
          <Route path="about" element={<About />} />
          <Route path="classes" element={<Classes />} />
          <Route path="yogaClass" element={<YogaClass />} />
          <Route path="trainers" element={<TrainersPage />} />
          <Route path="singleClass" element={<TrainerSingle />} />
          <Route path="blog" element={<Blog />} />
          <Route path="blogSingle" element={<BlogSingle />} />
          <Route path="contact" element={<Contact />} />
          <Route path="schedule" element={<Schedule />} />
          <Route path="From" element={<From />} />

          {/* <Route path="calculator" element={<Calculator />} /> */}
          {/* <Route path="errorPage" element={<ErrorPage />} /> */}
          {/* <Route path="/" element={<ErrorPage />} /> */}
        </Routes>
      </Suspense>
      <Footer />
    </div>
  );
};

export default App;
```



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about

About.jsx

```
import First from "../First";
import Four from "../Four";
import Second from "../Second";
import Third from "../Third";
import Trainers from "../trainers/Trainers";

const About = () => {
  return (
    <div>
      <First />
      <Second />
      <Third />
      <Four />
      <Trainers />
    </div>
  );
};

export default About;
```

Four.jsx

```
import { useNavigate } from "react-router";
import styles from "../about.module.css";

const Four = () => {
  const navigate = useNavigate();
```

```

return (
  <div className={styles.four}>
    <div className={styles.four_image}></div>
    <div className={` ${styles.four_content} sections-padding`}>
      <div className={` ${styles.values} container`}>
        <div>
          <p className="paragraph">Values</p>
          <h2>My core work values</h2>
        </div>
        <button onClick={() => navigate("/contact")}>Book a Class</button>
      </div>
      <div className={` ${styles.four_boxes} container`}>
        <div data-aos="fade-right">
          <i className="fa-regular fa-newspaper"></i>
          <h3>Certified trainer</h3>
          <p>
            Bring to the table win survival strategies ensure proactive new
            domination.
          </p>
        </div>
        <div data-aos="fade-right">
          <i className="fa-solid fa-apple-whole"></i>
          <h3>Nutrition & diet</h3>
          <p>
            Bring to the table win survival strategies ensure proactive new
            domination.
          </p>
        </div>
        <div data-aos="fade-right">
          <i className="fa-solid fa-person"></i>
          <h3>Years of experience</h3>
          <p>
            Bring to the table win survival strategies ensure proactive new
            domination.
          </p>
        </div>
      </div>
      <div className={` ${styles.numbers} container`}>
        <div>
          <h3>10+</h3>
          <p>Year of Experience</p>
        </div>
      </div>
    </div>
  </div>
)

```

```
    </div>
    <div>
      <h3>500+</h3>
      <p>Happy Clients</p>
    </div>
    <div>
      <h3>50+</h3>
      <p>Expert Trainers</p>
    </div>
    <div>
      <h3>15k</h3>
      <p>Instagram followers</p>
    </div>
  </div>
</div>
);
};

export default Four;
```

Second.jsx

```
import styles from "../about.module.css";
import photo1 from "../../assets/about2.jpg";
import photo2 from "../../assets/about3.jpg";

const Second = () => {
  return (
    <div className={styles.second} data-aos="fade-right">
      <div>
```

```

    <img src={photo1} alt="" />
  </div>
  <div>
    <img src={photo2} alt="" />
  </div>
</div>
);
};

export default Second;

```

Third.jsx

```

import styles from "../about.module.css";
import photo2 from "../../assets/about5.png";

const Third = () => {
  return (
    <div
      className={` ${styles.third} container sections-padding`}
      data-aos="fade-right">
      <div className={styles.third_one}>
        <div className={styles.one_content}>
          <p className="paragraph">Welcome</p>
          <h2>
            The Story Behind
          <br />
            Our Gym
          </h2>
          <p>
            It is a long established fact that a reader will be distracted by
            the readable content of a page when looking at its layout. point

```

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```
        using Lorem Ipsum is
    </p>
</div>
<div className={styles.one_content2}>
    <h3>Story</h3>
    <p>
        It is a long established fact that a reader will be distracted by
        the readable content of a page when looking at its layout.point of
        using Lorem Ipsum.
    </p>
    <img src={photo2} alt="" />
</div>
</div>
<div className={styles.third_two}>
    <div className={styles.two_content}>
        <h3>Our Mission</h3>
        <p>
            It is a long established fact that a reader will be distracted by
            the readable content of a page when looking at its layout.point of
            using Lorem Ipsum.
        </p>
    </div>
    <div className={styles.two_content2}>
        <h3>Our Value</h3>
        <p>
            It is a long established fact that a reader will be distracted by
            the readable content of a page when looking at its layout.point of
            using Lorem Ipsum.
        </p>
    </div>
</div>
);
};

export default Third;
```

Blog.jsx

```
import First from "../First";
import Second from "../Second";

const Blog = () => {
  return (
    <div>
      <First />
      <Second />
    </div>
  );
};

export default Blog;
```

Second.jsx

```
import { useNavigate } from "react-router";
import styles from "../blog.module.css";

import photo1 from "../../assets/blog2.png";
import photo2 from "../../assets/blog3.png";
import photo3 from "../../assets/blog4.png";
import photo4 from "../../assets/blog5.png";
import photo5 from "../../assets/blog6.png";
import photo6 from "../../assets/blog7.png";

// Small Images
import photo11 from "../../assets/blog8.png";
import photo22 from "../../assets/blog9.png";
import photo33 from "../../assets/blog10.png";
```



```
import photo44 from "../../assets/blog11.png";
import photo55 from "../../assets/blog12.png";
import photo66 from "../../assets/blog13.png";

const Second = () => {
  const navigate = useNavigate();
  return (
    <div className={` ${styles.second} container sections-padding`} >
      <div>
        <p className="paragraph">Blog</p>
        <h2>Articles & News</h2>
      </div>
      <div className={styles.bboxes}>
        <div data-aos="flip-up">
          <img src={photo1} alt="" />
          <div>
            <span>March 22, 2022</span>
            <span>Fitness</span>
            <span>Health</span>
          </div>
          <h3>The 10 best exercises to do in your park</h3>
          <div>
            <img src={photo11} alt="" />
            <h6>Jacob Cornish</h6>
          </div>
        </div>
        <div onClick={() => navigate("/blogSingle")} data-aos="flip-up">
          <img src={photo2} alt="" />
          <div>
            <span>March 22, 2022</span>
            <span>Fitness</span>
            <span>Health</span>
          </div>
          <h3>How to Choose The Right Equipment For You</h3>
          <div>
            <img src={photo22} alt="" />
            <h6>Benjamin Gray</h6>
          </div>
        </div>
        <div data-aos="flip-up">
          <img src={photo3} alt="" />
          <div>
            <span>March 22, 2022</span>

```

```

    <span>Fitness</span>
    <span>Health</span>
</div>
<h3>How to Maximum Time Spent at the Gym.</h3>
<div>
    <img src={photo33} alt="" />
    <h6>David Ferguson</h6>
</div>
</div>
<div data-aos="flip-up">
    <img src={photo4} alt="" />
    <div>
        <span>March 22, 2022</span>
        <span>Fitness</span>
        <span>Health</span>
    </div>
<h3>Simple Condition for all Around Fitness.</h3>
<div>
    <img src={photo44} alt="" />
    <h6>William Wilkins</h6>
</div>
</div>
<div data-aos="flip-up">
    <img src={photo5} alt="" />
    <div>
        <span>March 22, 2022</span>
        <span>Fitness</span>
        <span>Health</span>
    </div>
<h3>How to Modify any Program to Improve Your Weakness</h3>
<div>
    <img src={photo55} alt="" />
    <h6>Floyd Miles</h6>
</div>
</div>
<div data-aos="flip-up">
    <img src={photo6} alt="" />
    <div>
        <span>March 22, 2022</span>
        <span>Fitness</span>
        <span>Health</span>
    </div>
<h3>The Beginner's Guide to Weight Lifting</h3>

```

```
        <div>
          <img src={photo66} alt="" />
          <h6>Bernadette</h6>
        </div>
      </div>
    </div>
  </div>
);
};

export default Second;
```

From.jsx

```
import React from 'react'
import './From.css'
const From = () => {
  return (
    <div id='From'>
      <div class="container register">
        <div class="title">Join Now</div>
        <form action="#">
          <div class="user__details">
            <div class="input__box">
              <span class="details">Full Name</span>
              <input type="text" placeholder="E.g: John Smith" required />
            </div>
            <div class="input__box">
              <span class="details">Username</span>
              <input type="text" placeholder="johnWC98" required />
            </div>
            <div class="input__box">
              <span class="details">Email</span>
              <input type="email" placeholder="johnsmith@hotmail.com" required/>
            </div>
            <div class="input__box">
              <span class="details">Phone Number</span>
              <input type="tel" pattern="[0-9]{3}-[0-9]{3}-[0-9]{4}"
placeholder="012-345-6789" required/>

```

```

</div>
<div class="input__box">
  <span class="details">Password</span>
  <input type="password" placeholder="*****" required />
</div>
<div class="input__box">
  <span class="details">Confirm Password</span>
  <input type="password" placeholder="*****" required />
</div>

</div>
<div class="gender__details">
  <input type="radio" name="gender" id="dot-1" />
  <input type="radio" name="gender" id="dot-2"/>
  <input type="radio" name="gender" id="dot-3" />
  <span class="gender__title">Gender :- </span>
  <div class="category">
    <label for="dot-1">
      <span class="dot one"></span>
      <span>Male</span>
    </label>
    <label for="dot-2">
      <span class="dot two"></span>
      <span>Female</span>
    </label>
    { /* <label for="dot-3">
      <span class="dot three"></span>
      <span>Prefer not to say</span>
    </label> */ }
  </div>
</div>
<div class="button">
  <input type="submit" value="Register" />
</div>
</form>
</div>

</div>
)
}

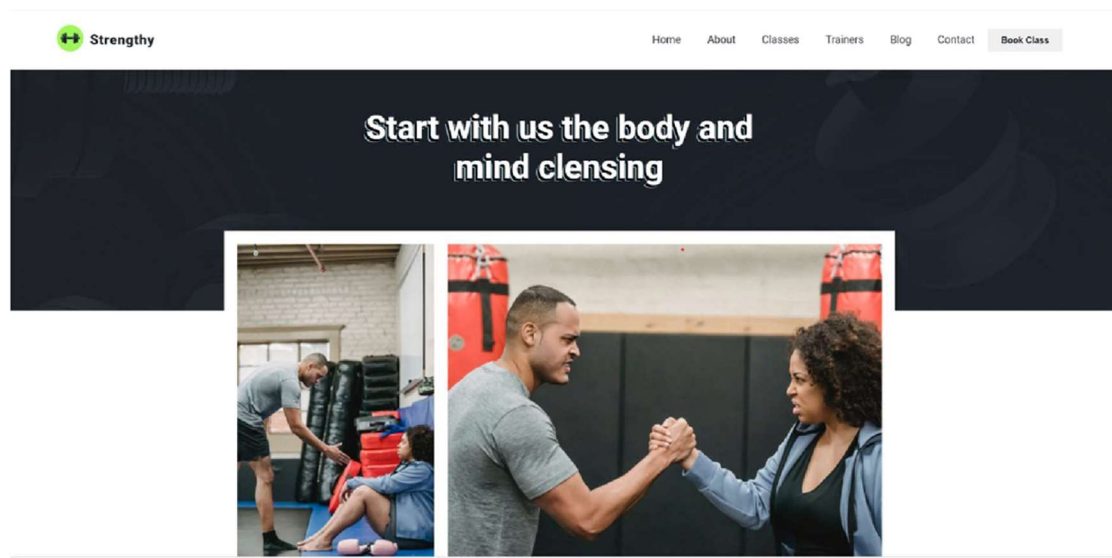
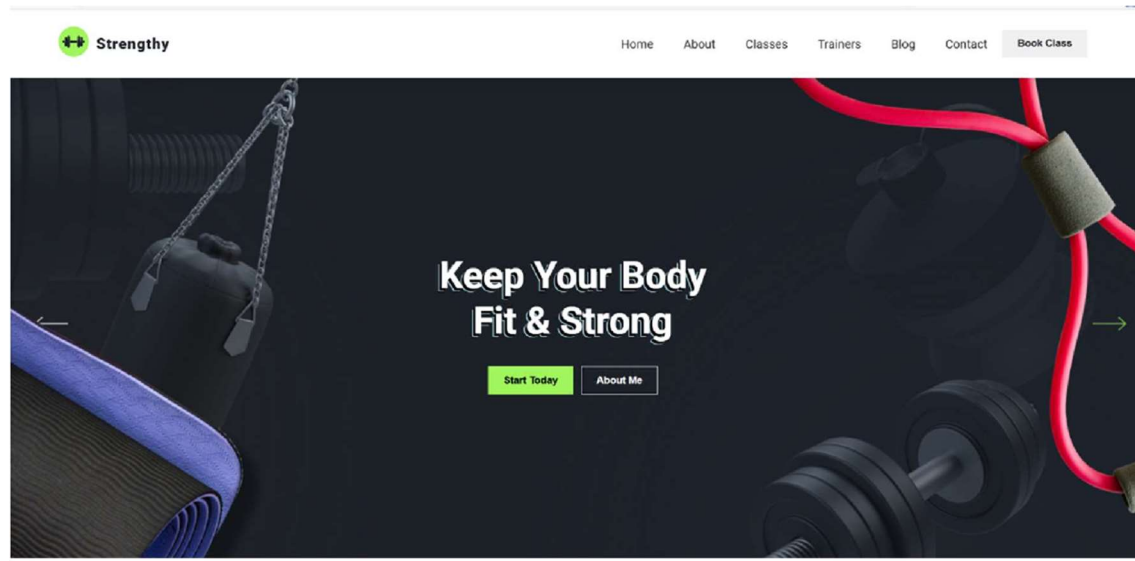
export default From

```



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OUTPUT DESIGN:





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OUR TRAINERS

We Trained You to Gain



Pilates Training

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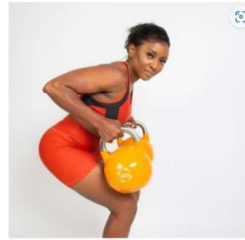
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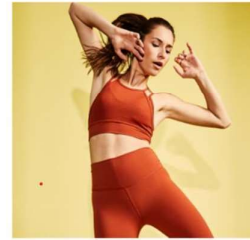
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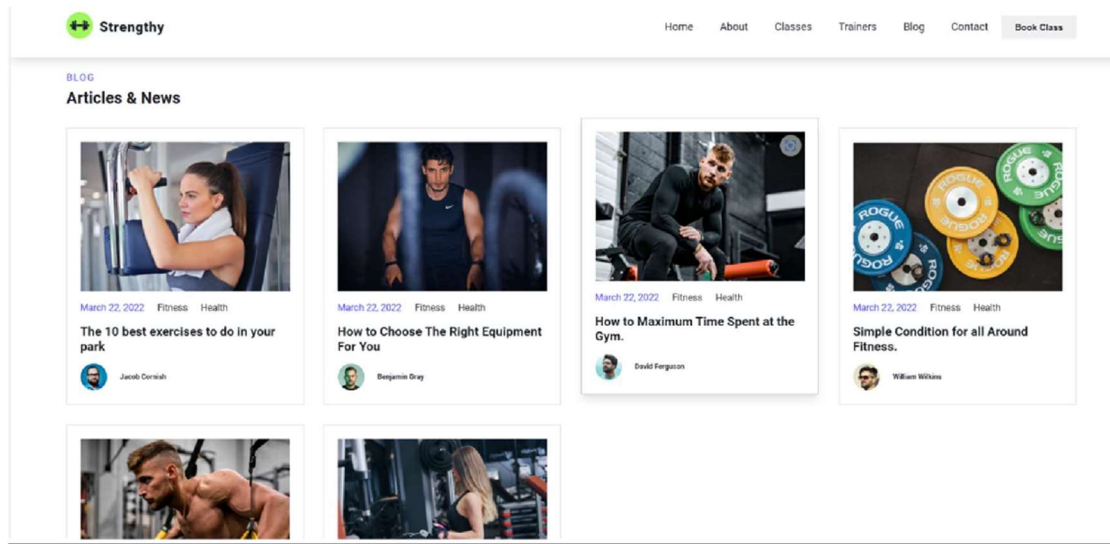
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7. Software Testing:

THE STEPS IN THE SOFTWARE TESTING

The steps involved during Unit testing are as follows:

- a. Preparation of the test cases.
- b. Preparation of the possible test data with all the validation checks.
- c. Complete code review of the module.
- d. Actual testing done manually.
- e. Modifications done for the errors found during testing.
- f. Prepared the test result scripts.

The unit testing done included the testing of the following items:

1. Functionality of the entire module/forms.
2. Validations for user input.
3. Checking of the Coding standards to be maintained during coding.



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4. Testing the module with all the possible test data.
5. Testing of the functionality involving all type of calculations etc.
6. Commenting standard in the source files.

After completing the Unit testing of all the modules, the whole system is integrated with all its dependencies in that module. While System Integration, We integrated the modules one by one and tested the system at each step. This helped in reduction of errors at the time of the system testing.

The steps involved during System testing are as follows:

- Integration of all the modules/forms in the system.
- Preparation of the test cases.
- Preparation of the possible test data with all the validation checks.
- Actual testing done manually.
- Recording of all the reproduced errors.
- Modifications done for the errors found during testing.
- Prepared the test result scripts after rectification of the errors.

The System Testing done included the testing of the following items:



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1. Functionality of the entire system as a whole.
2. User Interface of the system.
3. Testing the dependent modules together with all the possible test data scripts.
4. Verification and Validation testing.
5. Testing the reports with all its functionality.

After the completion of system testing, the next following phase was the Acceptance Testing. Clients at their end did this and accepted the system with appreciation. Thus, we reached the final phase of the project delivery.

There are other six tests, which fall under special category.

They are described below:

- Peak Load Test: It determines whether the system will handle the volume of activities that occur when the system is at the peak of its processing demand. For example, test the system by activating all terminals at the same time.
- Storage Testing: It determines the capacity of the system to store transaction data on a disk or in other files.
- Performance Time Testing: it determines the length of time system used by the system to process transaction data. This test is conducted prior to implementation to determine how



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long it takes to get a response to an inquiry, make a backup copy of a file, or send a transmission and get a response.

- **Recovery Testing:** This testing determines the ability of user to recover data or re-start system after failure. For example, load backup copy of data and resume processing without data or integrity loss.
- **Procedure Testing:** It determines the clarity of documentation on operation and uses of system by having users do exactly what manuals request. For example, powering down system at the end of week or responding to paper-out light on printer.
- **Human Factors Testing:** It determines how users will use the system when processing data or preparing reports.



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8.Limitations and Future Scope of Enhancements:

List of limitations which is available in the Gym Website:

- Excel export has not been developed for Gym, Trainer due to some criticality.
- The transactions are executed in off-line mode, hence on-line data for Member, Facility capture and modification is not possible.
- Off-line reports of Gym, Fitness Class, Member cannot be generated due to batch mode execution.

Future Scope of Enhancements:

Advance features in gym software can make your gym unique and incomparable. Because when someone compares two gyms, they compare services, customer satisfaction, number of customers, unique features, etc. But software like Wellyx helps you stand out in many gyms with unique features and better gym equipment.



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Advance features are not only for show, but they also give many advantages to the owners and customers, such as online appointments, appointment reminders, class reminders, login and logout time tracking, online sales reminders, the ability to store data in the database, and many more different advance features.

References:

References and Bibliography:

- Google for problem solving
- <https://www.geeksforgeeks.org/>
- <https://legacy.reactjs.org/>