FITME

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Abstract: Built-in applications, such as phone, contacts, browser, and more. The specific applications vary by Android version and manufacturer. Commercial applications from marketplaces, such as Google Play, Amazon, and more. Side-loaded applications, including the ones you will build. You install these via USB cable. Application frameworks, such as telephony manager, location manager, notification manager, content providers, windowing, resource manager, and more Libraries, such as graphics libraries, media libraries, database libraries, sensors, and so on the Android runtime is responsible for executing and managing applications as they run.

1.Introduction

Since the emergence and popularization of smartphones, many mobile applications that track and record data about their users have been created. The classic example of this is the pedometer which utilizes the mobile device's built-in accelerometer to track the number of steps the user takes each day. Applications in this category, that track and record health or activity data about their users, are typically called Wellness or Fitness Apps. These Wellness Apps are designed to assist the user in pursuing a healthy lifestyle by encouraging them to perform positive activities, and improve lifestyle choices. Factors that are typically targeted by such applications include exercise, sleep, and diet. Understanding the nature of this relationship is crucial when designing a Wellness App.

2.Literature Background:

2.1.1. Documentation of online Gym booking system

Author: A. Schmidt, P. Holleis, M. Kranz, Sensor virrig-a balance cushion as controller,

This paper discuss FITME is an service provider which provides the facilities for booking services like Session wise Gyms. Without any membership fees Structure All the necessary booking stuffs are being done in Soft copy. So it become much easier for Gym Staffs to keep the records updated all the time. As for example, if the customers need to change the check in date it become difficult for them to find out the customers booking details for updating as there are so many customers booking records. Again, regarding current system customers cannot give feedback online and also staff cannot reply to them promptly. Recently they have decided to change their booking pattern from manual to web based system. It will help them to manage the customers booking easily and also to keep the customers data more safe.

2.2 Problem Statement

Every one of us knows the significant role played by mobile applications in our regular day to day existence. We have an app for everything – ordering food, booking a taxi, paying the bill. In the course of time, it has turned inti an vital part of our everyday life. Hence it is evident an app is a must- have factor for achieving success in every business.

3. Existing System

As Gyms is having manual booking system, they are facing some problems issuing booking requests of customers. All the necessary booking stuffs are being done in hard copy. So it become much difficult for Gym staffs to keep the records updated all the time. As for example, if the customers need to change the check in date it become difficult for them to find out the customers booking details for updating as there are so many customers booking records. Again, regarding current system customers cannot give feedback online and also Gym staff cannot reply to them promptly.

Disadvantages of existing framework

1.Existing System isn't modernized, it is manual. In manual booking framework client needs to go to the venturing out office to get his tickets.

2. Existing System is Time Consuming. Some of the time the client needs to invest a great deal of energy in lines for booking.

3. Existing System is inclined to blunders as information passage is done physically. This may prompt question with the clients when information is entered erroneously

4. Proposed System

Android gives you everything that you need in terms of application development. It automatically enhances your UI on different mobile devices, while giving you full control on your UI for different device types. Android developer tools offer a full Java IDE with features to develop, debug, and package Android apps. Apps developed on Android platform are highly customizable and simple to manage.

Advantages:
- Easy & Quick to book
- Highest Quality Standard
- Hassle-Free Experience
- On-Time Arrival & Delivery
- Certified, Background-Verified experts

5.Methdology

5.1 Problem Analysis

Drawbacks of existing framework

1. Existing System isn't mechanized, it is manual. In manual booking framework client needs to go to the Gyms to Pay the fees.
2. Existing System is Time Consuming. In some cases, the client needs to invest a great deal of energy in lines for booking.
3. Existing System is inclined to blunders as information passage is done physically. This may prompt debate with the clients when information is entered erroneously.

Analysis of the proposed framework

This undertaking is for the most part planned to help individuals book a Gym of their decision for their movement needs. The application can be utilized by movement organizations, voyagers, individuals new to the city and individuals who need to go for the Gyms.

5.2 Feasibility Study

Feasibility Study is the study which basically evaluates whether the system can be developed with respect to the specific constraints.

Feasibility study in this All in One FITME service booking application is an important aspect as the application is all about connectivity between Gym Staff and User for notification of any bookings.

The key considerations involved in the feasibility analysis of our proposed application are the following:
- Operational Feasibility
- Technical Feasibility
- Economic Feasibility
- Schedule Feasibility

6. System Design

The most creative and challenging phase of the system life cycle is system design. The term design describes a final system and the process by which it is developed. It refers to the technical specifications that will be applied in implementing the candidate system. It also includes the construction of programs and program testing. The key question involved here is "How the problem should be solved".

It provides the understanding and procedural details necessary for implementing the system recommended in the feasibility study. The design process translates the requirements into the representation of the software that can be asserts for quality before coding designs.
- Verification
- Completeness
- Consistency
- Efficiency
- Simplicity/Understandability

7. Class Diagram
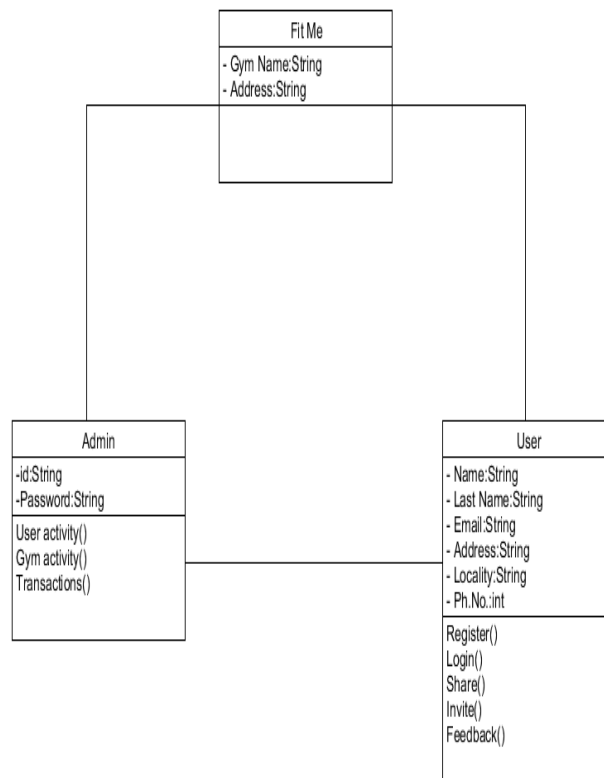
8.Implementation

Implementation is the process of converting a new of a revised system design into an operational one. The objective is to put the new or revised system that has been tested into operational while holding costs, risks, and personal irritation to the minimum.

The project is implemented in the different phases as follows:
- First phase includes table design for modules.
- Second phase includes coding for module.
- Third phase includes the integration of module.
- Fourth include connection establishment between the front-end and the back-end.
- Fifth phase includes error handling and message generator.
- The coding was done with the following characteristics in mind:
- Code efficiency
- Memory efficiency
- Response time
- Security
- Maintainability and consistent logic

9. Testing

9.1 Testing Methods

Software Testing is the process of executing a program or system with the intent of finding Errors. Software testing is any activity aimed at evaluating an attribute or capability of a program or system and determining that it meets its required results. Software testing is an empirical investigation conducted to provide stakeholders with information about the quality of the product or service under test, with respect to the context in which it is intended to operate. This includes the process of executing a program or application with the intent of finding software bugs.

9.2 Testing Strategies

Different types of Testing are Unit testing, Integration testing and System testing.

10.Conclusion

"FITME" is a customized Mobile Application which uses the state-of-the-art technologies like Android SDK (Software Development Kit), XML, Java and Firebase used for Android Application Development. This application provides GYM services where users can be served for Booking GYM session for the given slots, this application uses application to help customers to book different services using mobile. Thus, this application seems to be more dynamic, effective and efficient than the existing system.
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11.References

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