



Group: GYMangy (gr17)

# **Application: GYMangy**

Bandana Karki 0361959

Petr Bavin 0361768

Vadim Matveev 0361849

### Idea

GYMangy slogan: be free, be mobile, be GYMnastic

### GYMangy idea:

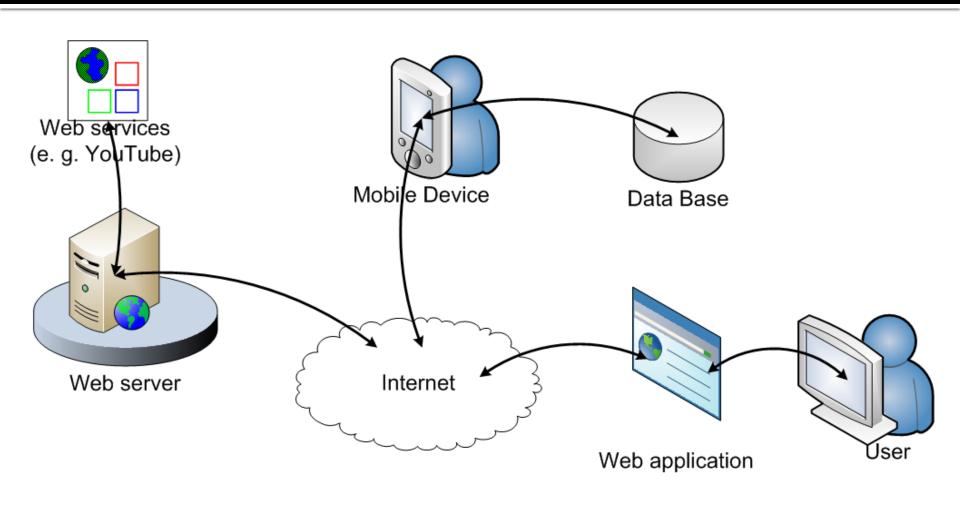
- Making GYM reporting mobile
- Providing GYM result's analysis
- Notifying for effective GYM meals
- Video GYM support
- Easy defining nearest GYM locations

# **Application Features**

#### GYMangy allows to:

- Type information about sets, repeats, weights
- Store, visualize, analyze it
- Plan the training and physical activities
- Operate with user's training program
- Remind a user to meal or use additives and vitamins
- View media files how to do an exercise correctly
- Keep information about nearest gyms and theirs facilities

# **Architecture**



## **Future work**

- Youtube application connection
- Proposing program for improving results
- Storing information on the server in the Internet

# **Coding Conclusions**

Good points	Bad points
1. Using Java language	1. Slow simulator
2. Android has linux core	2. Java for Android is cut
3. Sqlite support	3. Application installation is a bottleneck
4. Helpful atmosphere	