INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

INTERNATIONAL STANDARD SERIAL NUMBER INDIA

Impact Factor: 7.542

An Online Gym Management System

Pratik Chopade[1], Vidya Thakare[2], Vaishnavi Kaspate[3], Saraswati Thorat[4], Akash Jogdand [5],

Khushal Patil[6]

Head of Department, Department of Computer Engineering, JSPM's RSCOE Polytechnic, Pune, India[1]

Lecturer, Department of Computer Engineering, JSPM's RSCOE Polytechnic, Pune, India[2]

Students, Diploma in Computer Engineering, JSPM's RSCOE Polytechnic, Pune, India[3,4,5,6]

ABSTRACT: Our gym management software is a complete gym and recreation facility system program which looks after all of your,activities, members and membership in this proposed system also provide the total information about machinery and data of coaches is also stored in the software. our gym management software provides lots of functions such data entry of customer,keeping records of all the things about customer's plans,fees and physical fitness which helps to provide good quality of services to customer from gym management

I. INTRODUCTION

In this modern world, computer becomes more and more popular and important to our society. We can use computer everywhere and they are very useful and helpful to our daily life. Like computers online websites has a crucial role in the daily life. Now we have the facility to know about anything in the world through the various sites in a single click. So here we aimed to develop a site based on Gymnasium for the people who wish to maintain their health and body fitness regularly. Gym Management System allows the user to store the food details, employee details, the details of person who is in the gym, gym equipment details etc. This software package allows storing the details of all the data related to a gymnasium. The newly developed site for Gymnasium is more suited than the manual database because it provides the facilities like, large storage capacity, high speed, more accuracy and high security.

II. LITERATURE SURVEY

Information related to the topic will be searched from various sources like Internet, various books related to the course, discussion with course coordinator related to all collected information will be done. I will collect and analyze the successful gym's business strategy (popular or upscale), locationand the surrounding environment, management model, equipment selection, marketing tools, publicity methods. We have compared the present Websites and Applications that are being used for this purpose. Our research found out that there are some platforms for this problem but they are paid.

III. METHODOLOGY

For accessing the website user first needs to authenticate himself/herself. If the user has already an account he/she can simply login using the email and password. If the user doesn't have an account, he/she can sign up/register from the signup screen as shown in the Figure-1. After successful signup and verification of the email, the user will be redirected to the login page for login, From there he /she can login to the website
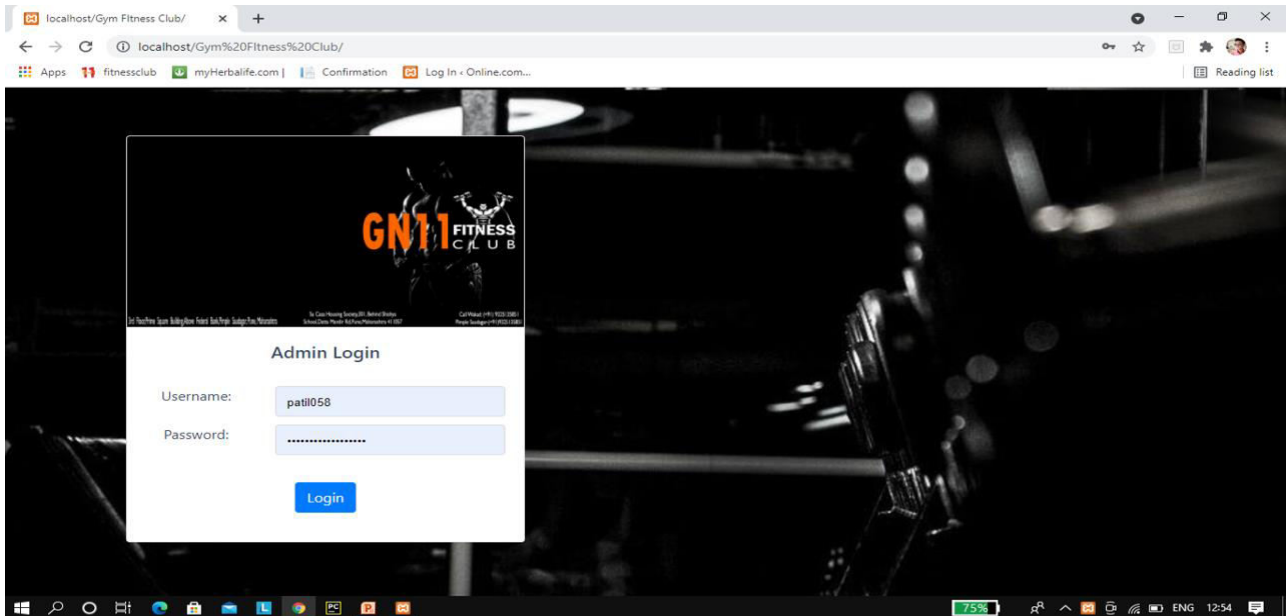
Figure 1: admin login

Admin:

This entity of the gym management system will not store such information but will be the parent entity in the hierarchy. The admin is the owner of the gym and will manage the trainer as well as the members of the gym.

There can be more than one admin. To secure the system from anonymous person login system is designed. So, the admin will have their own username and the password.

This entity will also record the login time and logout time of the user from the system. Maintaining the record of the time will provide a secure surveillance over the admin events also.

The administrator also has relationships with every entity as it needs to track every performance of the system. It has following attributes
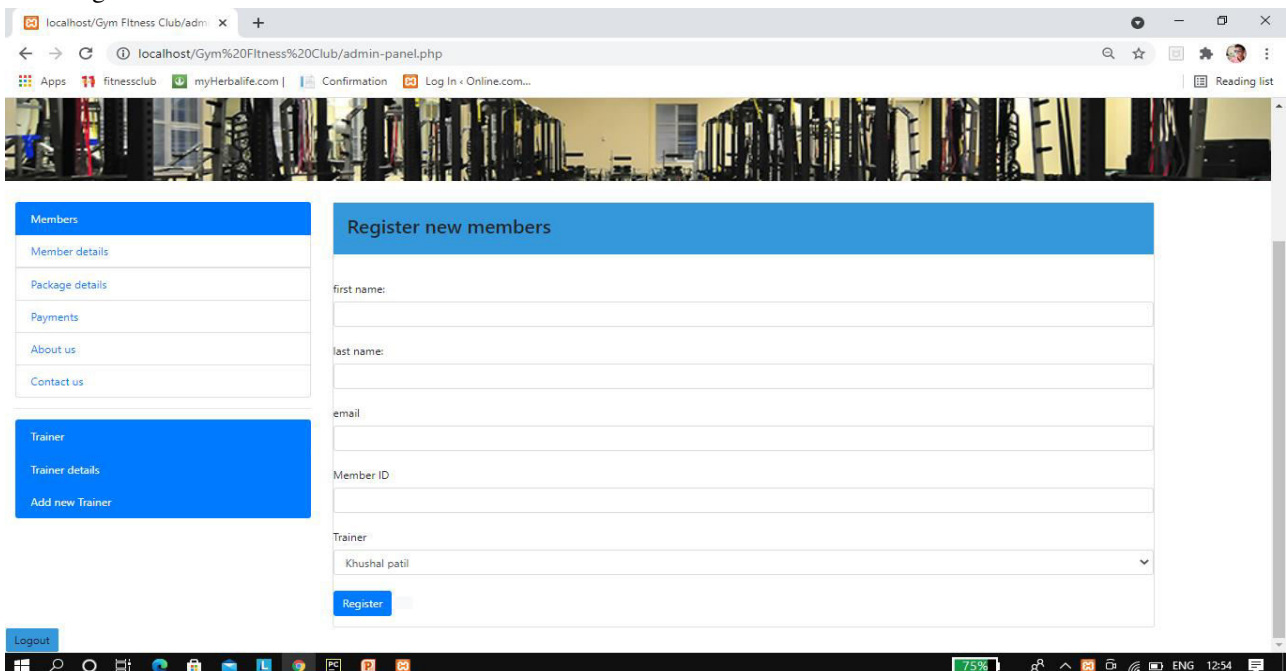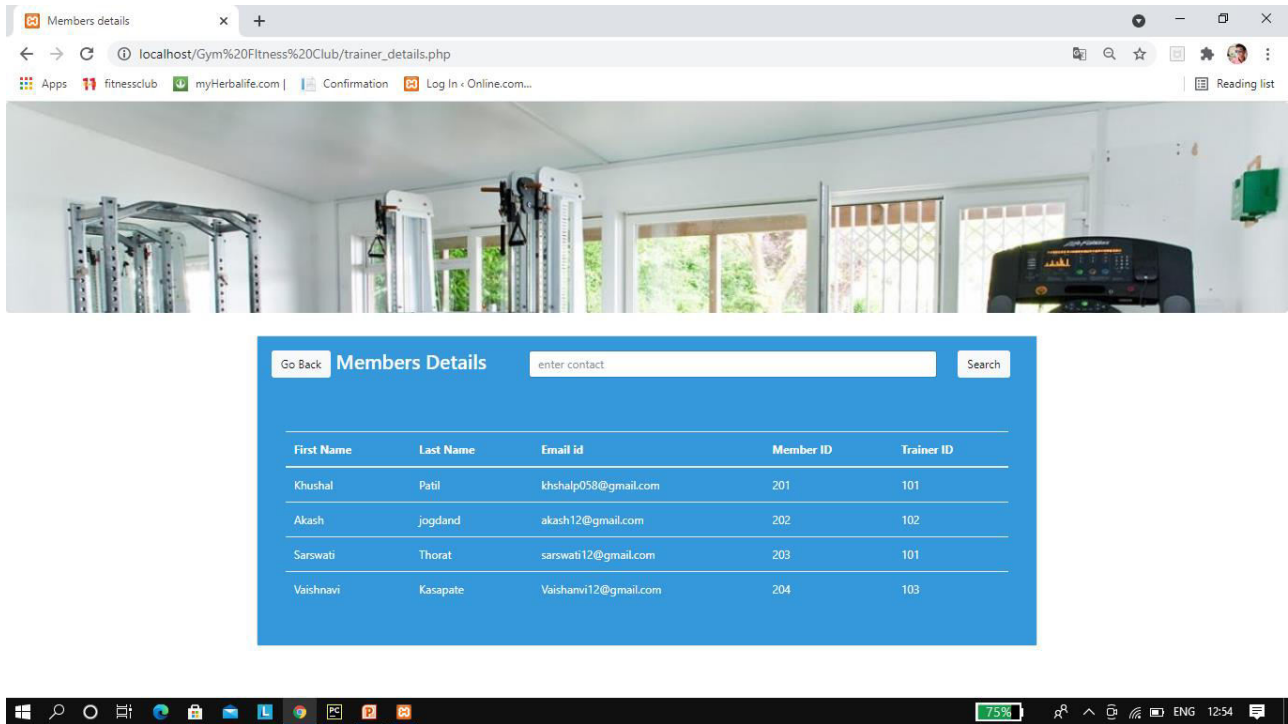

Figure 2: registration

Figure 3: membership details

Payment

The payment entity is more important and sensitive than any other entity as it involves the fund management. It will store all the information about the fee payment made by the members.

This will give transparency between administration and the member that any time member can check their account if it is correctly updated. It has following attributes:

Payment_id:

It's a primary key for this entity. To differentiate between all the transaction and fund transfer it easy with payment id to differentiate one with another. It will be automatically generated each time there is a transaction.

Member_id:

This attribute stores the member id for which the fee is paid. By storing the member id is easy to find if the fee is due or paidfor each member.

Trainer:

This entity stores the information about the trainer which is hired by the gym administration to train their member work out correctly. Working out correctly is same as important as actually working out.
This trainer could be hired on basis of hourly charges or special training for the member or they could be on an agreement like a permanent employee of the gym. This entity has the following attributes:

Trainer_id:

This is unique identification number given to each trainer which can also be said that employee id in any other organization. This is the primary key for the entity.
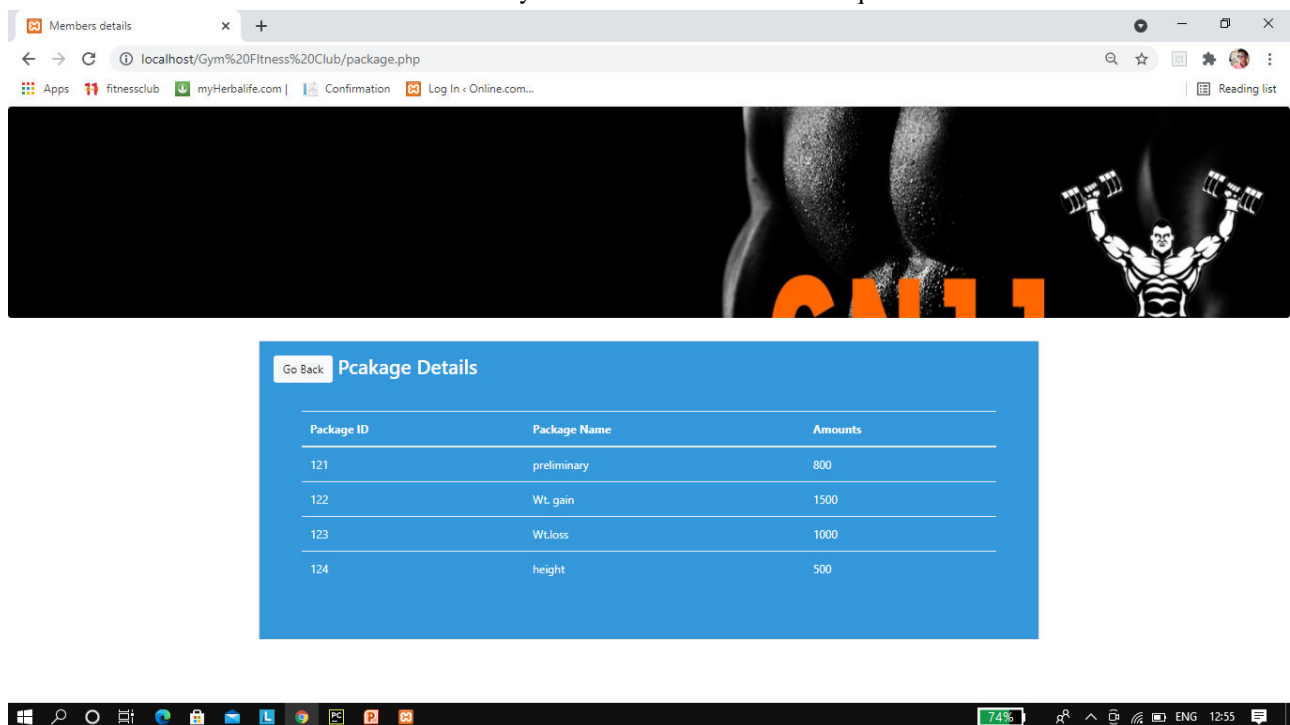
Trainer_name:

This attribute stores name of the person for usual identification.

Trainer_exp:

It stores that how much experience trainer holds in such training. When there is a need for special training or something then experience count.

Trainer_contact:

It stores the contact number of the trainer for any immediate communication required

Figure 4:packagedeatils

Admin(Administrator):
This actor describes the administration of the gym and admin are the one who owns's the gym. The administration has access to all the information.
They can log in through the home screen then there will be options to see the reports about members, trainers, payments etc. After logging in members and admins have different options like admin have privileges to access anyone's information where members are limited to their relation.

Member:

This actor represents the gym members either they are going to register or already registered through the online system. The will have fewer options than the admins as they access is limited.

Home:

This is the main interface for both administrators and members. Now the members home screen has options to either log into the account or create a new account by registering on the online system.

The home screen doesn't have many options except the usual one like contact information about the gym or about the gym.

Software & technologies used:
- **HTML: Page layout and design**
- **CSS: Design**
- **JS: Frontend**
- **PHP: Backend**
- **Bootstrap**
- **Java Script**
- **Visual studio**
- **XAMPP (Local server)**

Features:
- 24 x 7 available for users.
- Digital platform

Advantages:

- Easy to use for everyone.
- Cross platform website, so it will work on laptop and smartphone.

IV. CONCLUSION

Gym management website project objective of this project was to build a program for maintaining gym management website project details of all gym management system project members, employees and inventory .Gym management system project system developed is able to meet all gym management system project basic requirements. Gym management system project management of gym management system project records (both members and employees)will be also benefited by gym management system project proposed system, as it will automate gym management system project whole procedure, which will reduce gym management system project workload.

Gym management website projectre is always a room for improvement in any software, however efficient gym management system project system may be. Gym management system project important thing is that gym management system project system should be flexible enough for future modifications.

V. ACKNOWLEDGEMENT

REFERENCES

1. www.wikipedia.com
2. www.tutorialspoint.com
3. https://www.apachefriends.org/download.html
4. https://jquery.com
5. http://www.slideshare.net/jagaarj/database-design-normalization
6. https://generic.wordpress.soton.ac.uk/spidersocial/2016/04/02/face-recognition/
7. https://www.twilio.com/docs/quickst

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

📱 **9940 572 462** ⊚ **6381 907 438** ✉ **ijircce@gmail.com**