

Cookipidia

A Project Work Synopsis

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IN

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SPECIALIZATION IN

MOBILE COMPUTING

Submitted by:

Eish Jindal (19BCS4251)

Utkarsh Chauhan (19BCS4270)

Shubham Mahajan (19BCS4275)

SUPERVISORS NAME

Mr. Gaurav Soni



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Table of Content

Title Page	i
Abstract	ii
List of Figures	iii
Timeline	iv
1. INTRODUCTION	1
1.1 Problem Definition	1
1.2 Project Overview/Specifications	1
1.3 Software Specification	1
2. LITERATURE SURVEY	2-5
2.1 Existing System	2-3
2.2 Proposed System	3-5
3. PROBLEM FORMULATION	6
4. RESEARCH OBJECTIVES	7
5. METHODOLOGY	8
6. RESULTS AND DISCUSSION	9
7. CONCLUSION AND FUTURE SCOPE	9
REFERENCES	10

Abstract

Cookipidia is an application that helps us to provide recipes of dishes. It provides shopping for required veggie. In this application there is a chat feature so that viewers can directly connect to chefs and get their doubts solved. It has intelligent dish recommendation based on timing of the day. It also has a creator's panel where a person can post blog/photo of self-made things.

List of Figures

<i>Figure Title</i>	<i>Page No.</i>
Existing System Fig. -1	2.
Existing System Fig. -2	2.
Existing System Fig. -3	3.
Existing System Fig. -4	3.
Existing System Fig. -5	4.
Proposed System Fig. -6	4.
Proposed System Fig. -7	4.
Proposed System Fig. -8	4.
Proposed System Fig. -9	5.
Proposed System Fig. -10	5.

Timeline

- 1. 27th February 2022:** Getting started.
- 2. 1st March 2022:** Basic Widgets modelling.
- 3. 3rd March 2022:** Designing Splash Screen and certain pages.
- 4. 5th March 2022:** Applying Scroll View.
- 5. 8th March 2022:** Making Interactive Widgets for users.
- 6. 10th March 2022:** Routing and Navigating the app with Navigator 2.0.
- 7. 12th March 2022:** Applying Deep links and web URL's.
- 8. 14th March 2022:** Using Shared Preferences to Store data.
- 9. 18th March 2022:** Serialization with JSON.
- 10. 20th March 2022:** Providing a network.
- 11. 24th March 2022:** Using Chopper Library in app.
- 12. 28th March 2022:** Building a better state management architecture.
- 13. 1st April 2022:** Saving data with SQLite.
- 14. 3rd April 2022:** Adding platform specific app assets.
- 15. 5th April 2022:** Adding Firestore functionality.
- 16. 7th April 2022:** Adding chat functionality in the app.

1. INTRODUCTION

1.1. Problem Definition: This app focuses on the problems of the new generation that is cooking and eating healthy food. Most of working-class people are going the easy and unhealthy way that is fast food, because, they don't know how to make good home cooked food.

1.2. Project Overview/Specifications:

- This app is cross platform app which helps people to learn cooking.
- This app contains written as well as video tutorials of recipes.
- This app provides chatting interface for clearing doubts and getting additional guidance.
- This app is ads free and clutter free which makes it easy to use.

1.3. Software Specifications:

1) Windows / Mac OS

- 2 GB RAM minimum, 4 GB RAM recommended.
- 400 MB hard disk space plus at least 1 GB for Android SDK, emulator system images, and caches.
- Java Development Kit (JDK) 8.
- Java Runtime Environment (JRE) 8.
- Flutter SDK and DART SDK. (Latest Version)
- Optional for accelerated emulator: Intel processor with support for Intel VTx, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality.

2) Linux

- 2 GB RAM minimum, 4 GB RAM recommended.
- 400 MB hard disk space plus at least 1 GB for Android SDK, emulator system images, and caches.
- Oracle Java Development Kit (JDK) 8.
- GNU C Library (glibc) 2.11 or later.

2. LITERATURE REVIEW

2.1. Existing System: In Existing Systems Cookipedia is Cluttered and feature less UI which is less user intuitive:

1. **Fig. 1** shows that the app contains Inventory.
2. **Fig. 2** shows that the app contains Shopping List.
3. **Fig. 3** shows that the app contains Pantry.
4. **Fig. 4** shows that the app shows Recipe Page.

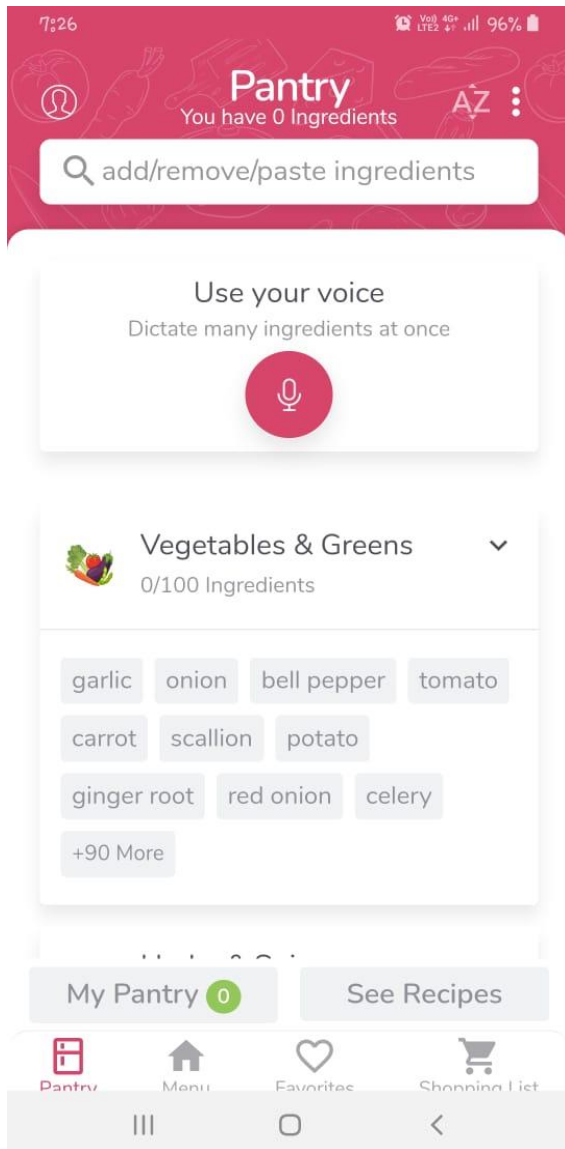


Fig. 1

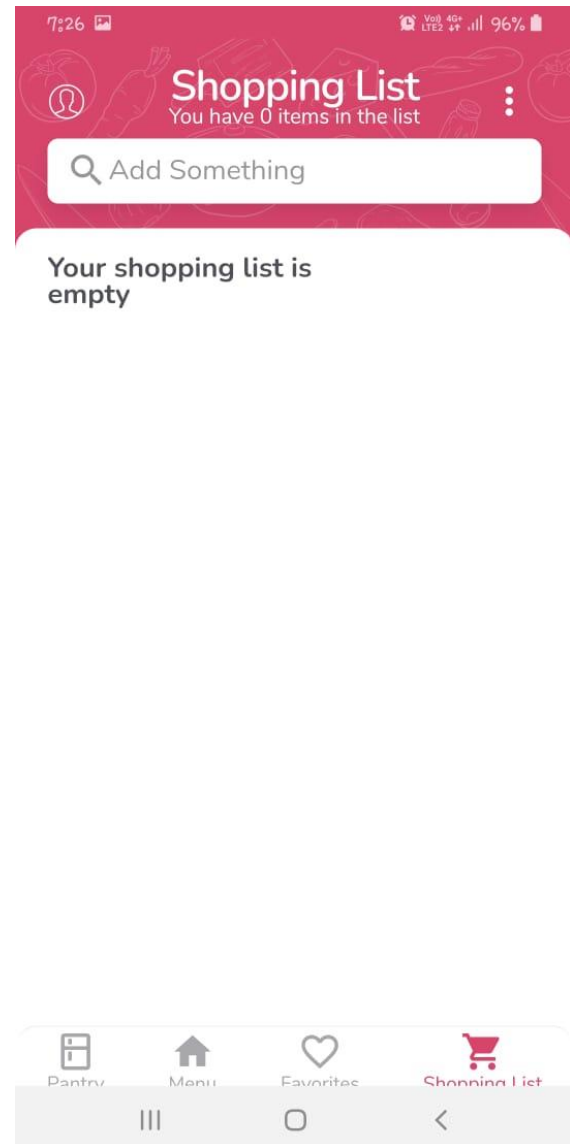


Fig. 2

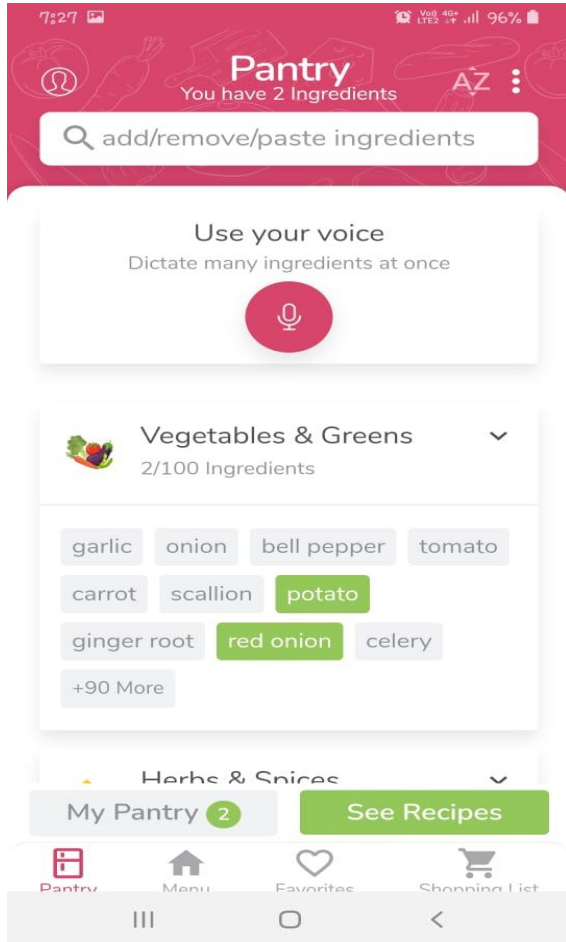


Fig. 3

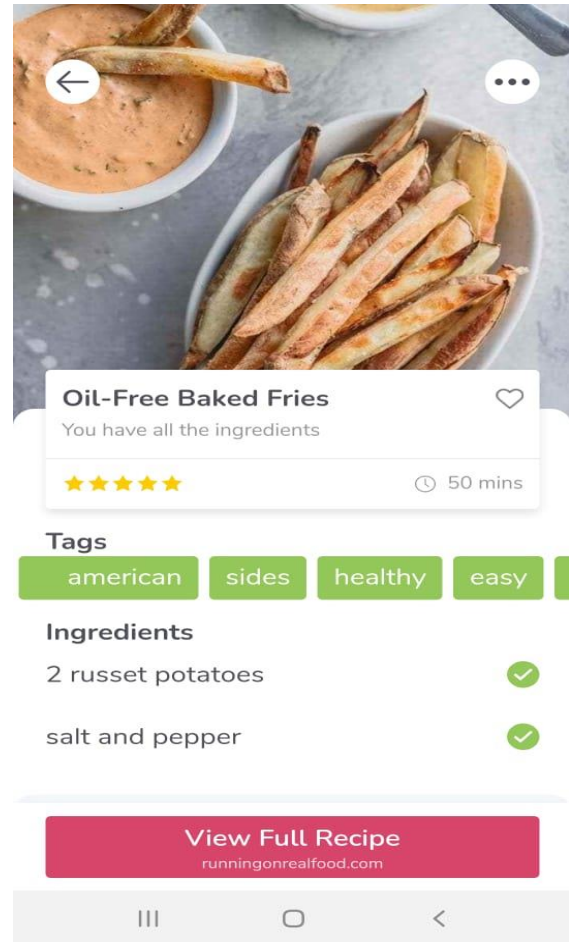


Fig. 4

2.2. Proposed System: With the proposed system we were able to bring functional and mature designs as follows:

1. **Fig. 5,6,7** its gives option to customize the app.
2. **Fig. 8** shows the recipe Home Page.
3. **Fig. 9** shows grocery reminder for app.
4. **Fig. 10** shows explore page of the app where user can explore the cooking community of cookipidia.

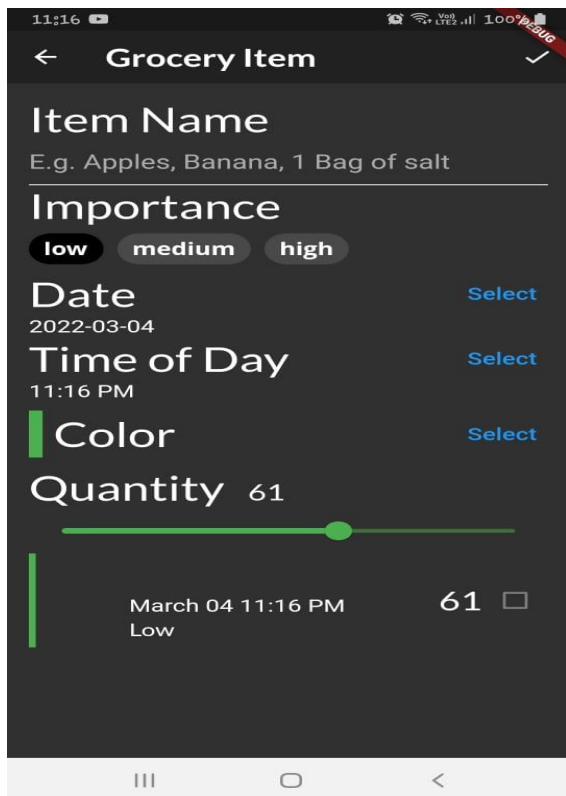


Fig. 5

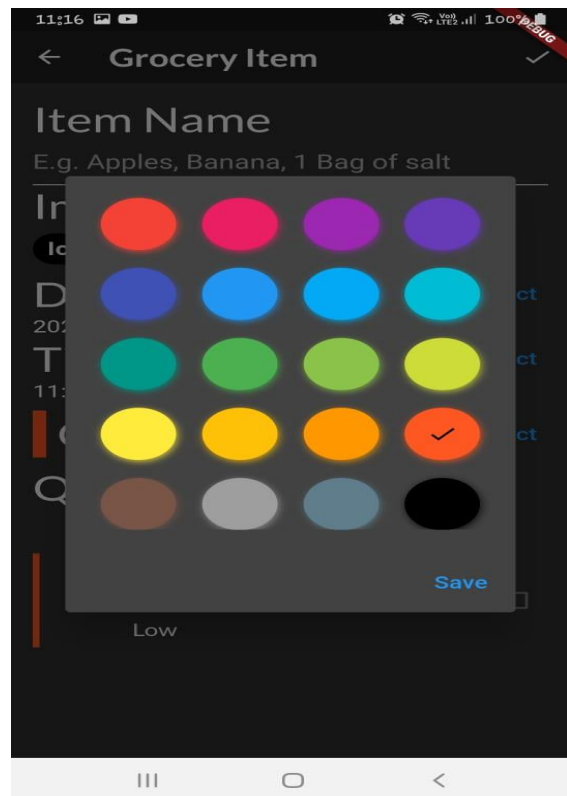


Fig. 6

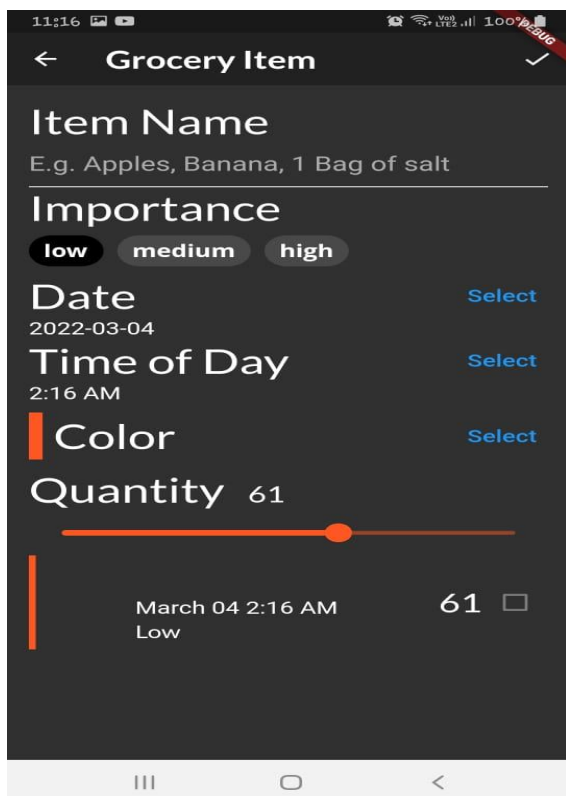


Fig. 7

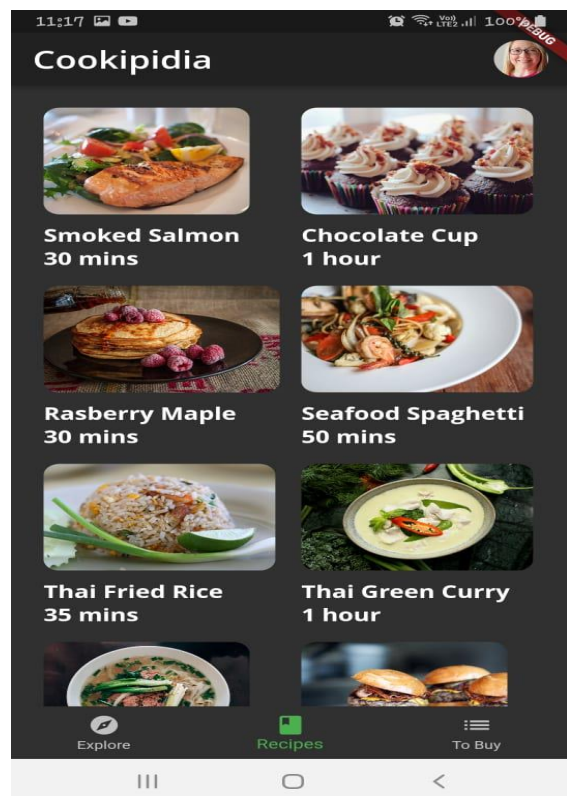


Fig. 8

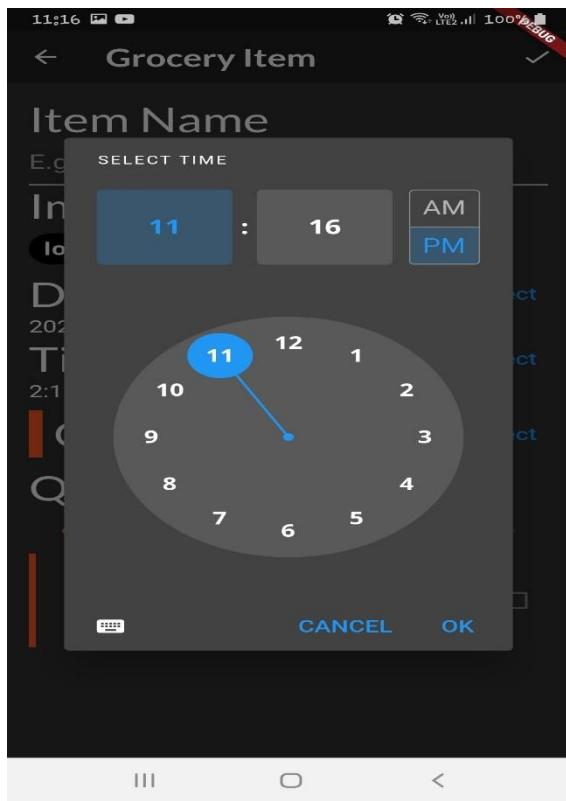


Fig. 9



Fig. 10

3.

PROBLEM FORMULATION

During software development, the main problem with existing app is:

- 1.** No existing system gives interactive learning on cooking.
- 2.** Most app available are just cook books or video Library that too un maintained.
- 3.** Current apps have adware.
- 4.** There is no app which has collaborative chat feature.
- 5.** No app contains video + text recipes.

4.

RESEARCH OBJECTIVES

The proposed work is aimed to carry out work leading to the development of an approach for cross platform app for learning cooking through written and videos method assisted with chat interface. The proposed aim will be achieved by dividing the work into following objectives:

1. Current system was tested
2. Flaws of current system were detected
3. Wishlist of requested features was made.
4. New app with ironed flaws and new features was created and tested.

5.

METHODOLOGY

The following methodology will be followed to achieve the objectives defined for proposed research work:

1. New features will be implemented to enhance user experience.
2. It focuses on providing users with basic idea of cooking ingredients.
3. App using following tools was created:
 - Flutter toolkit
 - Base language dart.
 - Cloud database: firebase
 - Few flutter widgets.

6.

RESULTS AND DISCUSSION

The app focuses on providing users with the basic idea of cooking ingredients. While also providing various users to communicate with each other and discuss about recipes. It also provides a list to maintain grocery items for the user.

The app frontend is implemented using various widgets of flutter and for the backend it uses Firestore & Firebase.

7. CONCLUSION AND FUTURE SCOPE

As one can observe that the app is very much ready for daily usage incorporates and families. few features that can be added to make it more productive are:

1. App for admin panel can be made.
2. Dedicated support app for faster query response can be made.

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