

# LAB 7 – Assignment 3

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## Q1) Team Name:

SoftwareSizzlers

## Q2) Team Members:

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## Q3) Problem Statement:

Many students face challenges when it comes to cooking, especially when they move to a new place and lack cooking skills. This can lead to various issues such as malnutrition, weakness, and an inability to concentrate on their studies. The lack of access to familiar recipes from their parents or favorite chefs further compounds the problem. Students need a convenient and easy way to access recipes, especially those provided by their parents, and receive step-by-step guidance to prepare these dishes.

## Q4) Problem Solution:

To address the above mentioned challenges, we propose the development of a Java-based mobile application that provides a comprehensive solution. This app will allow users, primarily students, to access a wide range of recipes, including those from their parents or favorite chefs. The app will also offer a platform for parents and chefs to upload their recipes effortlessly.

Key Features and Functionalities:

1. **Recipe Repository:** The app will serve as a repository of various recipes, including those from parents and renowned chefs. Users can browse, search, and select recipes based on their preferences.
2. **User Profiles:** Users can create profiles and personalize their recipe collections. They can save their favorite recipes and mark recipes from their parents or favorite chefs.
3. **Recipe Upload:** Parents and chefs can easily upload their recipes, including step-by-step instructions, ingredients, cooking time, and images. This feature ensures a constantly growing and diverse recipe database.
4. **Step-by-Step Cooking Guide:** Each recipe will include a detailed step-by-step guide with images or videos, making it easier for novice cooks to follow along.
5. **Ingredient List and Measurements:** The app will provide accurate measurements and ingredient lists, helping users shop for ingredients efficiently.
6. **User Feedback and Ratings:** Users can rate and provide feedback on recipes, helping others choose the best recipes.
7. **User Interaction:** The app can facilitate user interactions, such as asking questions about a recipe or sharing their experiences with the community.
8. **Personalization:** The app can suggest recipes based on users' preferences and cooking skill levels.

Overall, this app will not only alleviate the cooking challenges faced by students but also promote healthier eating habits, self-sufficiency, and an improved ability to focus on their studies. By bridging the gap between students and their favorite recipes, it aims to enhance their overall well-being and nutrition.

**Q5) Topics of the course that will be covered:**

- Class Definition
- Inheritance
- Collection/Iterators
- Lists
- Stacks
- Set/Maps

**Q6) Tools that we'll work on:**

- GitHub – Version Control
- Eclipse
- Trello – Task Management
- Documentation – MediaFire

**Q7) Schedule of the project:**

The project's duration will be 5 weeks.

- Week 1: Designing the UI and planning the object-oriented design (classes) of whole application.
- Week 2: Coding the UI using Java FX.
- Week 3: Implementing Logic of the software as backend using the designed UML
- Week 4: Reviewing and adding new features.
- Week 5: Testing and Deployment.