

MASTER CHEF

# Cooking Ideas App



**GRAMADA CATALINA  
CONSTANTINESCU ANDREEA**

Team leader:

***Cibotaru Bianca***

# Prezentarea aplicatiei

*Toti am fost pusi macar o data in situatia in care am vrut sa gatim ceva anume dar nu am avut ingredientele necesare. Aplicatia noastra iti va arata ce poti gati folosind numai ingredientele pe care le ai la indemana.*

## Functionalitate

Aplicatia ofera posibilitatea de inregistrare si logare intr-un cont in care vei putea vizualiza date despre tine precum varsta, inaltime, greutate. Prin intermediul acestuia, utilizatorul poate cauta retete in functie de ingredientele pe care le are la indemana sau dupa denumirea retetei pe care doreste sa o gaseasca.

## Etapele proiectarii aplicatiei

- Stabilirea cerințelor și definirea obiectivelor (posibilitatea de register si de login, profilul cu datele utilizatorului, posibilitatea cautarii retetelor dupa ingrediente, dar si dupa denumire)
- Inițierea proiectului (stabilirea tehnologiilor folosite si impartirea sarcinilor catre fiecare membru al echipei)
- Dezvoltarea proiectului (realizarea fiecarui tip de diagrama si dezvoltarea proiectului in paralel in back-end si front-end)
  - crearea bazei de date
  - realizarea posibilitatii de register
  - realizarea posibilitatii de login
  - crearea profilului utilizatorului
  - realizarea cautarii dupa denumire
  - realizarea cautarii dupa ingrediente
- Testarea aplicatiei

## Tehnologii folosite

- limbaj de programare: C#
- server BD: SQL SERVER
- ORM: Entity Framework
- crearea diagramelor: draw.io
- management task-uri: trello
- UI: Angular

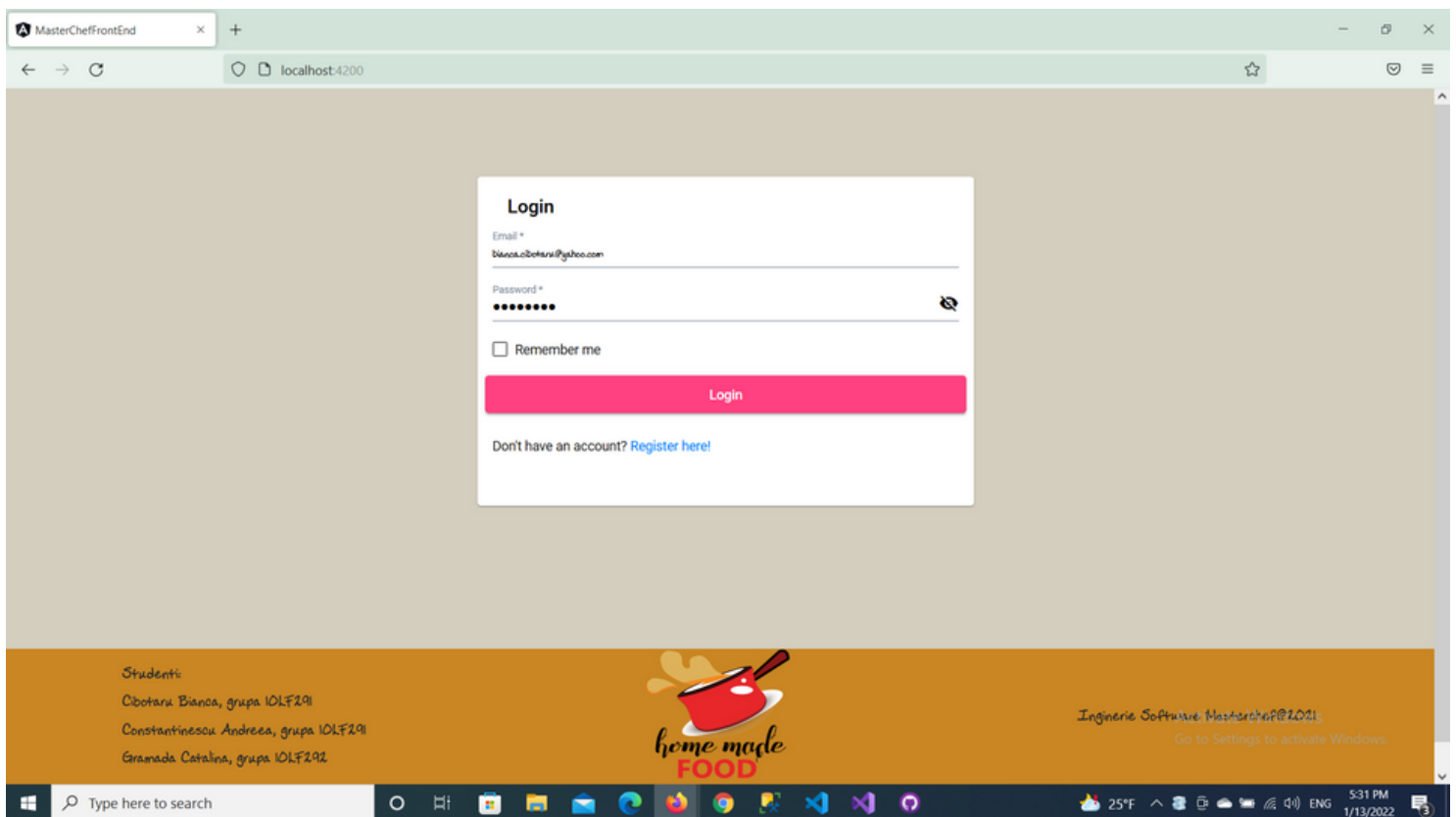


# Scenarii de utilizare

# 1

Pornirea aplicatiei.

Utilizatorul nu are cont, asa ca intra pe pagina de inregistrare.



The screenshot shows a web browser window with the address bar displaying 'localhost:4200/register'. The page features a 'Register' form with the following fields: Email (filled with 'test@yahoo.com'), Password (filled with 8 dots), Password Confirmation (filled with 8 dots), First Name (filled with 'Maria'), Last Name (filled with 'IONESCU'), Your height (filled with '170'), Your weight (filled with '55'), and Your age (filled with '18'). A red 'Register' button is at the bottom of the form. The browser's taskbar at the bottom shows the Windows logo, a search bar, and various application icons. A footer banner contains the text 'Studenti: Obotaru Bianca, grupa 10LF291', a logo with a red pot, and 'Inginerie Software Masterchef@1021'.

MasterChefFrontEnd

localhost:4200/register

### Register

Email \*  
test@yahoo.com

Password \*  
••••••••

Password Confirmation \*  
••••••••

First Name \*  
Maria

Last Name \*  
IONESCU

Your height  
170

Your weight  
55

Your age  
18

Register

Studenti:  
Obotaru Bianca, grupa 10LF291

Inginerie Software Masterchef@1021

25°F Mostly cloudy

5:32 PM  
1/13/2022

Dupa inregistrare, utilizatorul intra pe pagina sa de profil, de unde poate cauta retete.

The screenshot shows a web browser window with the address bar displaying 'localhost:4200/my-profile'. The page has a header with the 'home made FOOD' logo and navigation links: 'LOG OUT', 'SEARCH RECIPE', and 'SEARCH RECIPE BY INGREDIENTS'. The main content area is titled 'MY PROFILE' and features a cartoon chef character. To the right of the character, it says 'HELLO EVERYBODY, I AM MARIA IONESCU' and lists user statistics: 18 recipes, 170 followers, 55 likes, and the email 'test@yahoo.com'. The browser's taskbar and footer banner are identical to the previous screenshot.

MasterChefFrontEnd

localhost:4200/my-profile

home made FOOD

LOG OUT

SEARCH RECIPE

SEARCH RECIPE BY INGREDIENTS

### MY PROFILE

HELLO EVERYBODY, I AM  
**MARIA IONESCU**

18  
170  
55  
test@yahoo.com

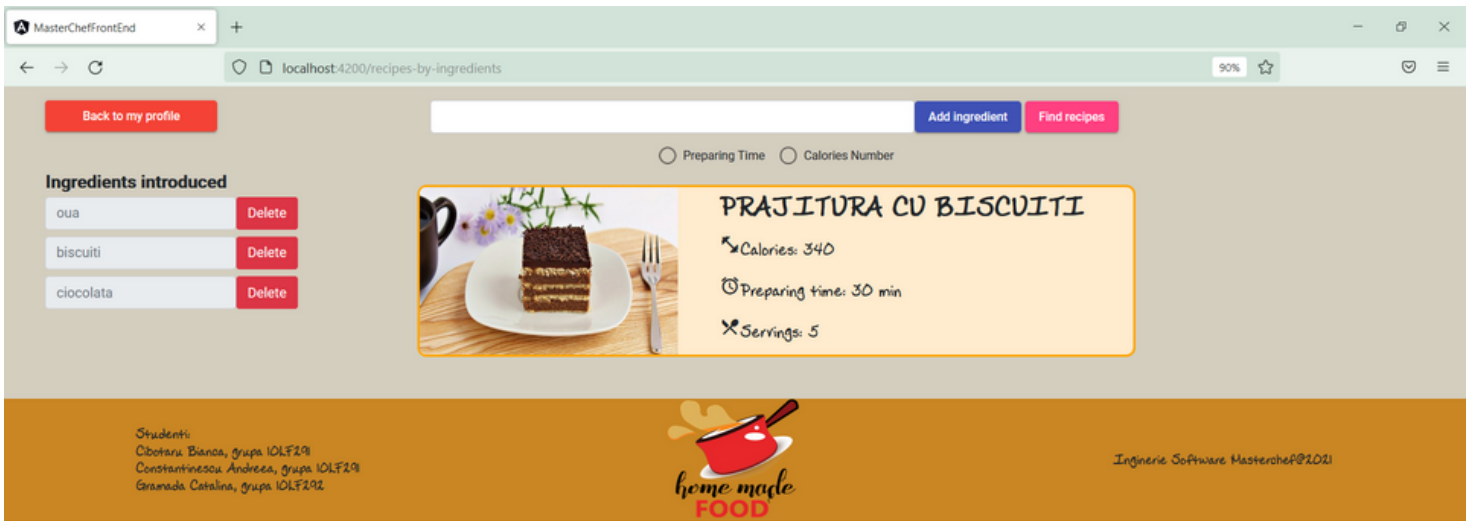
Studenti:  
Obotaru Bianca, grupa 10LF291  
Constantinescu Andreea, grupa 10LF291  
Gramada Catalina, grupa 10LF292

Inginerie Software Masterchef@1021

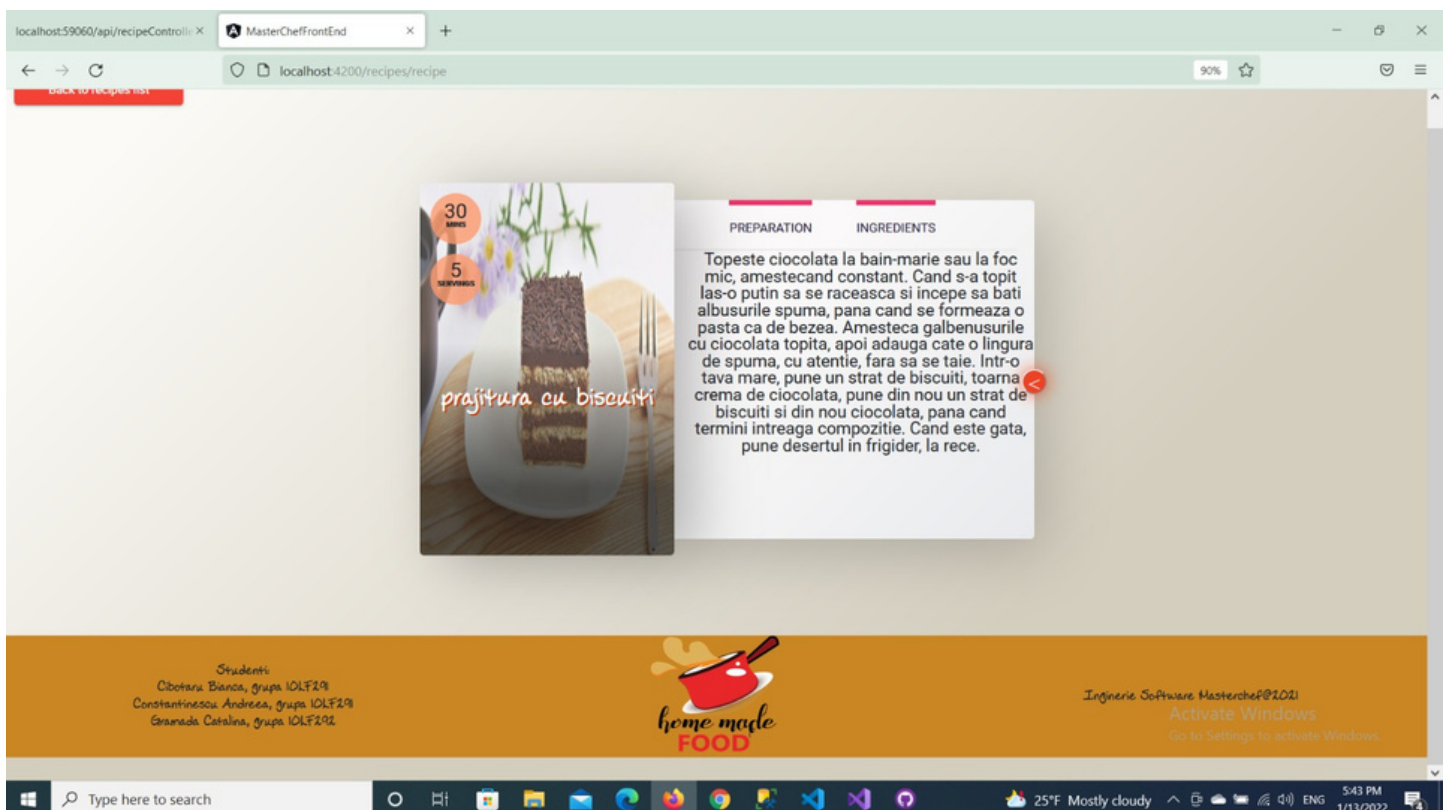
25°F Mostly cloudy

5:33 PM  
1/13/2022

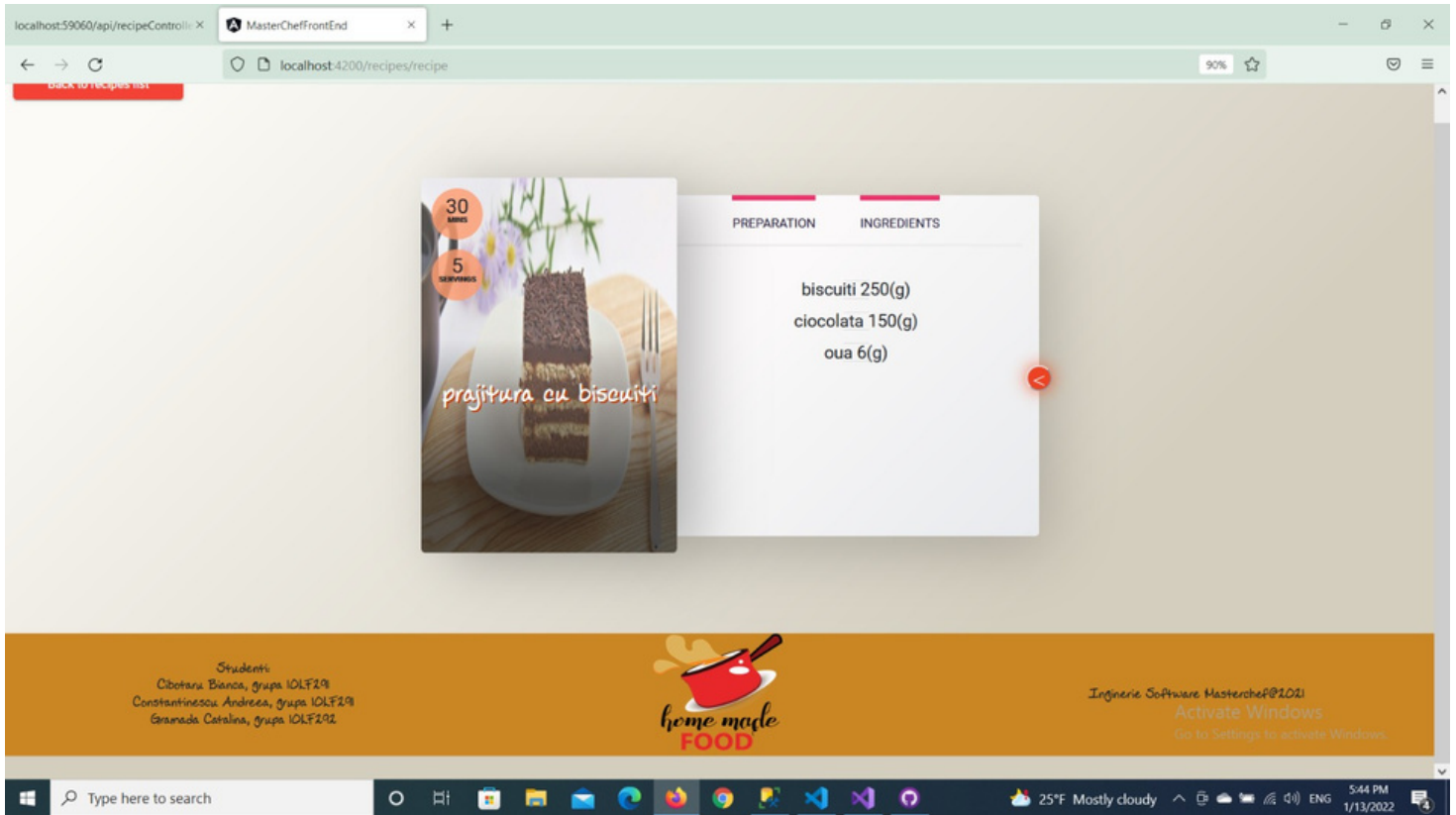
Utilizatorul cauta o reteta dupa ingrediente.



Gasirea retetei si deschiderea ei. (Vizualizarea modalitatii de preparare)



# Vizualizarea ingredientelor retetei.

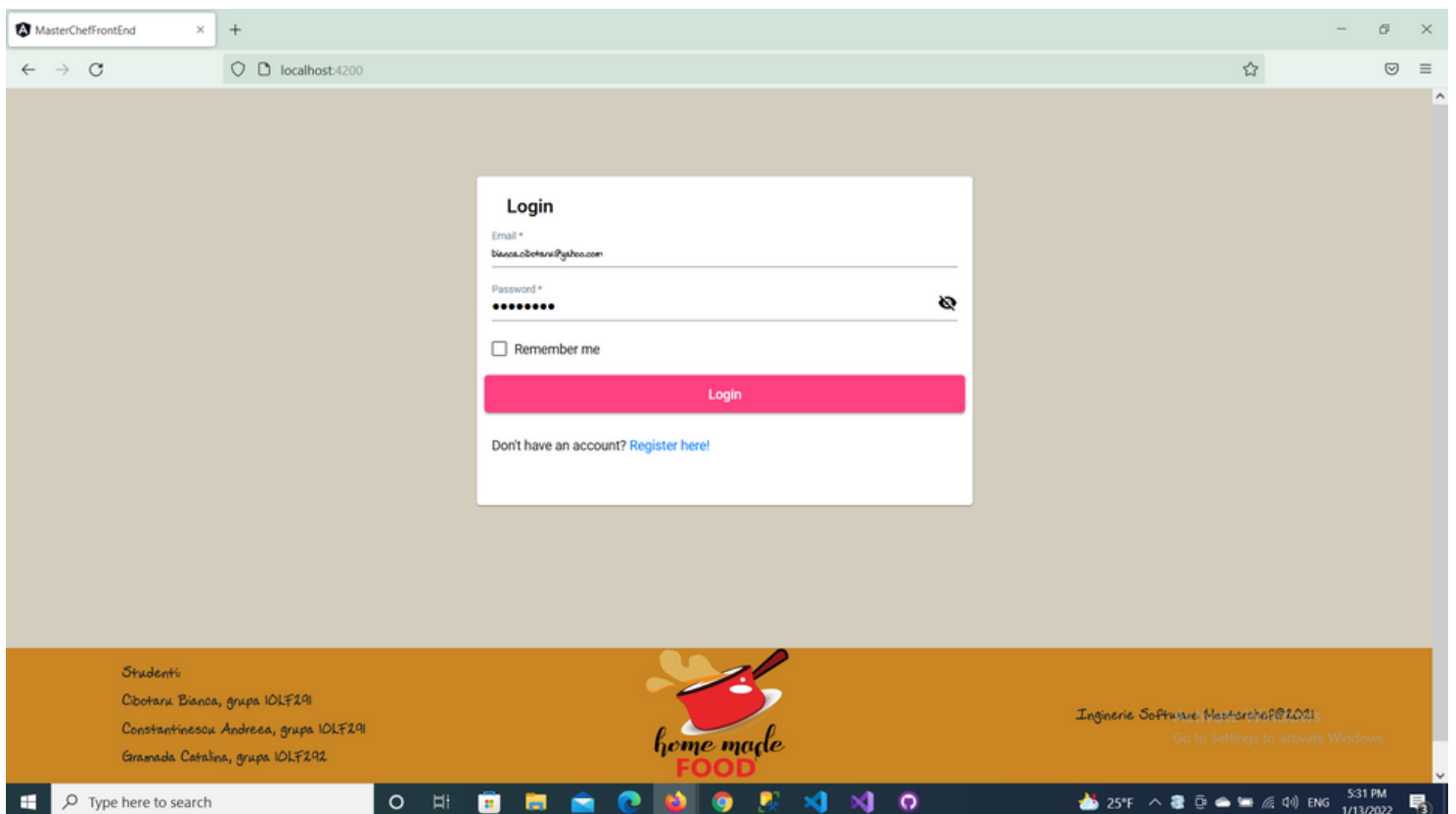




# Scenarii de utilizare

## 2

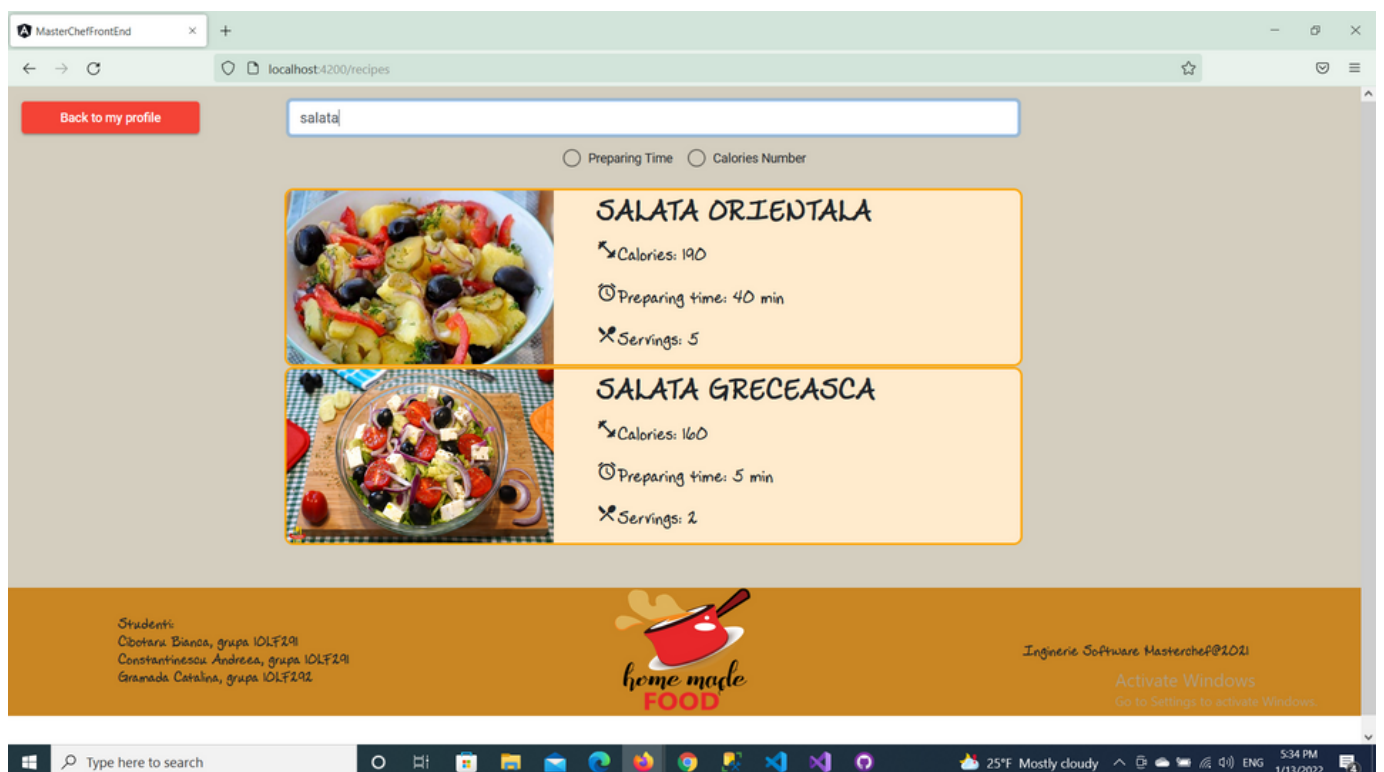
Pornirea aplicatiei.  
Utilizatorul are deja cont in aplicatie.



Dupa logare, utilizatorul intra pe pagina sa de profil, de unde poate cauta retete.

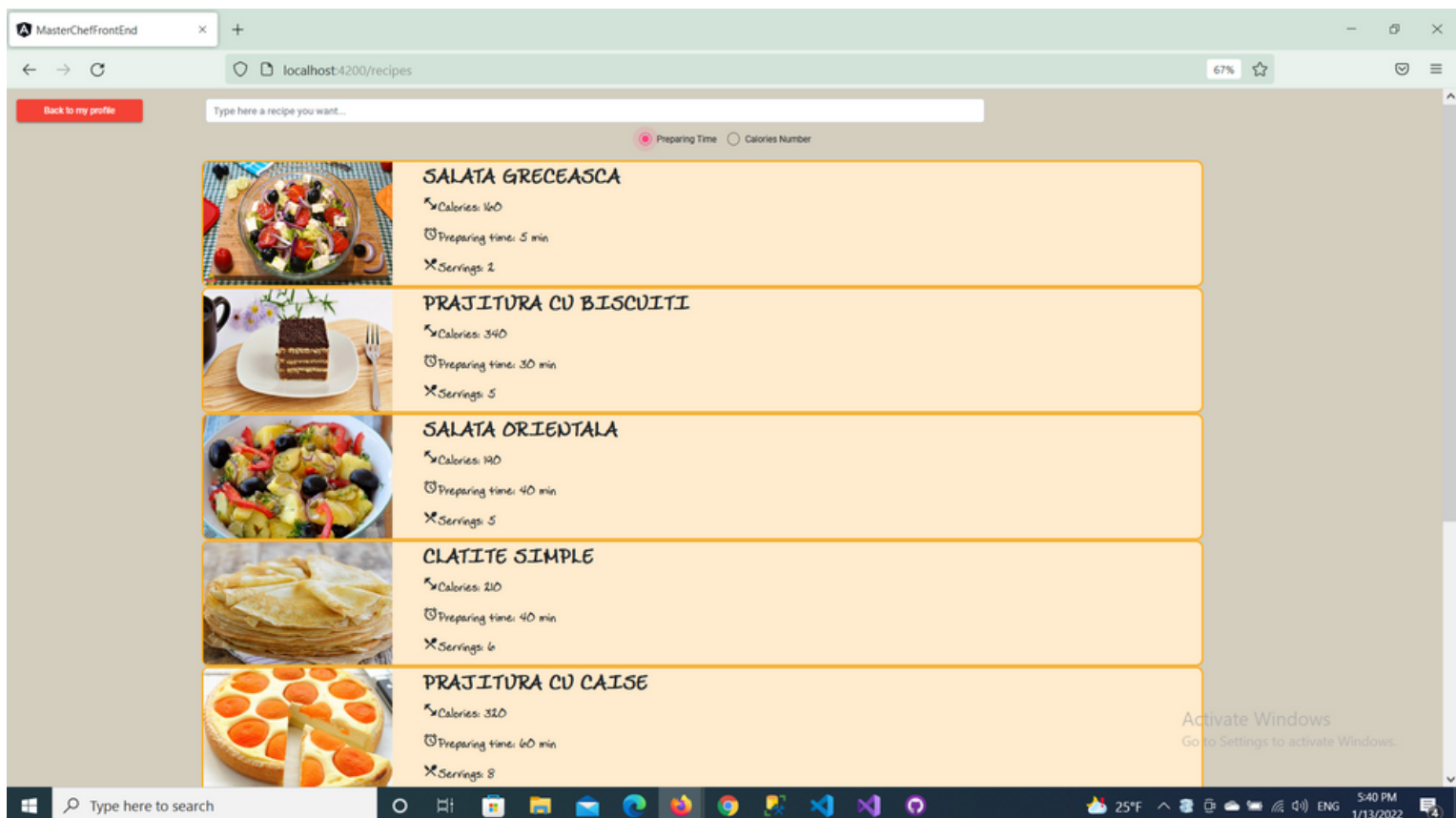


Utilizatorul cauta o reteta dupa denumire.





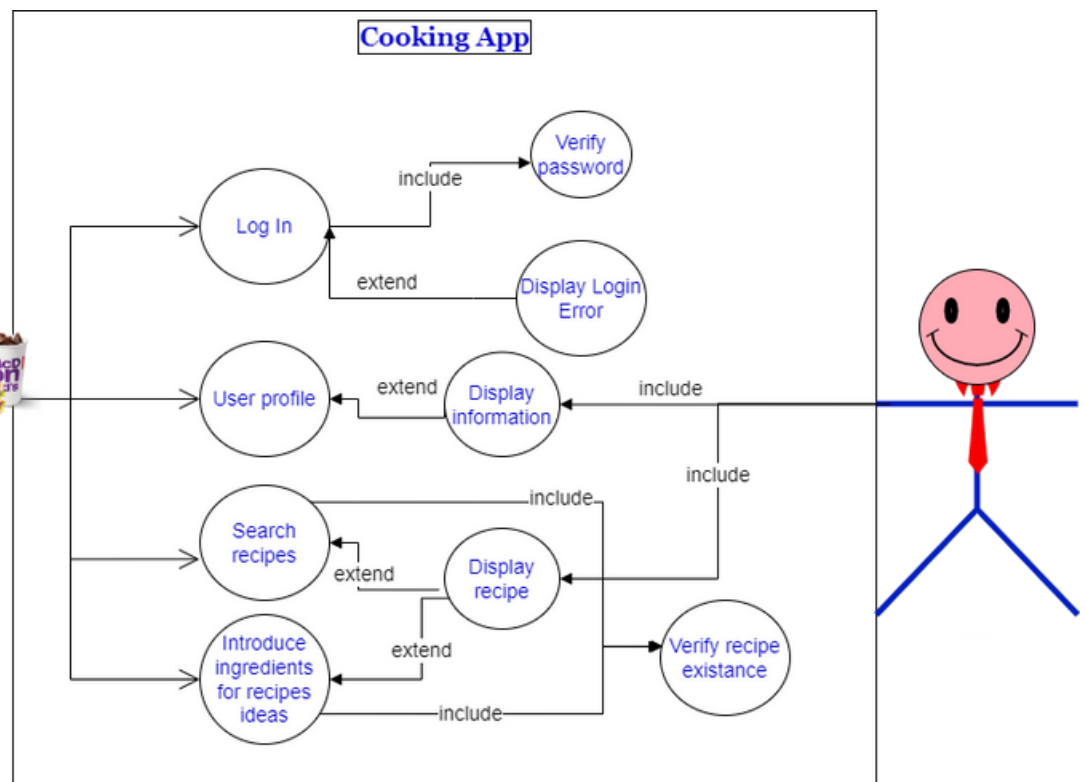
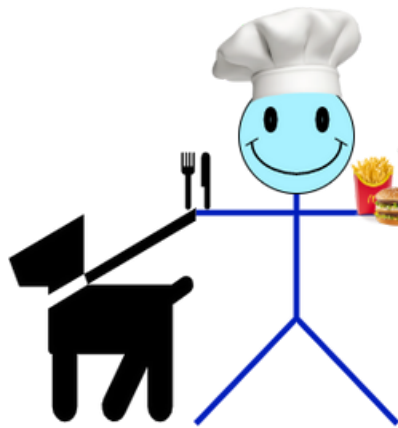
Utilizatorul sorteaza toate retetele in functie de timpul necesar prepararii pentru a alege una mai rapida.



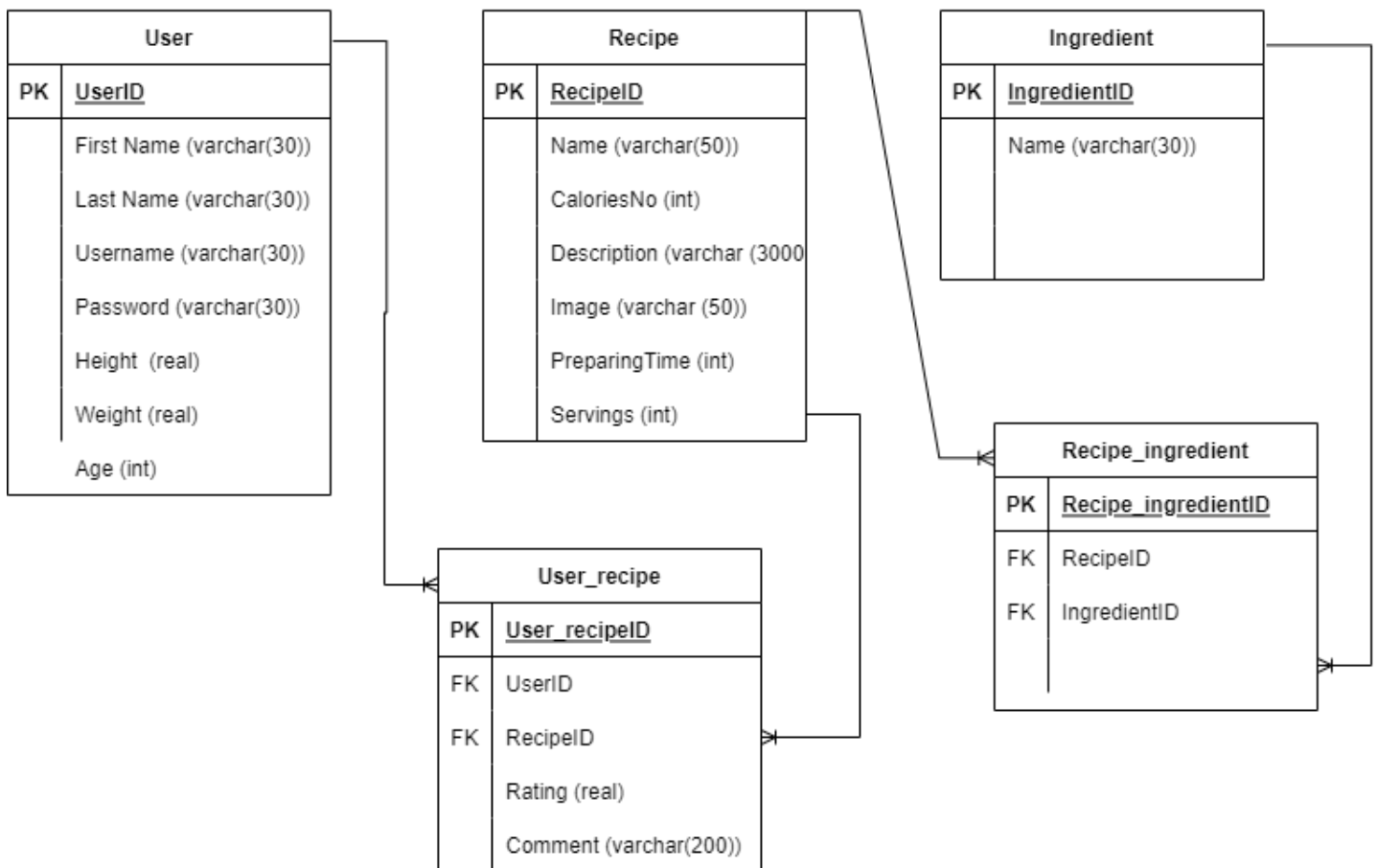


# Diagrame

## Diagrama cazurilor de utilizare



# Diagrama bazei de date



# Diagrama de clase

## Models

User
UserId: int
FirstName: string
LastName: string
UserName: string
Height: float
Weight: float
Age: int
Email: string

Recipe
RecipeId: int
Name: string
Description: string
Image: string
CaloriesNr: int
PreparingTime: int
Servings: int
ListOfIngredients: list <ingredient>

Ingredient
IngredientId: int
IngredientName: string
Amount: int

## Controllers

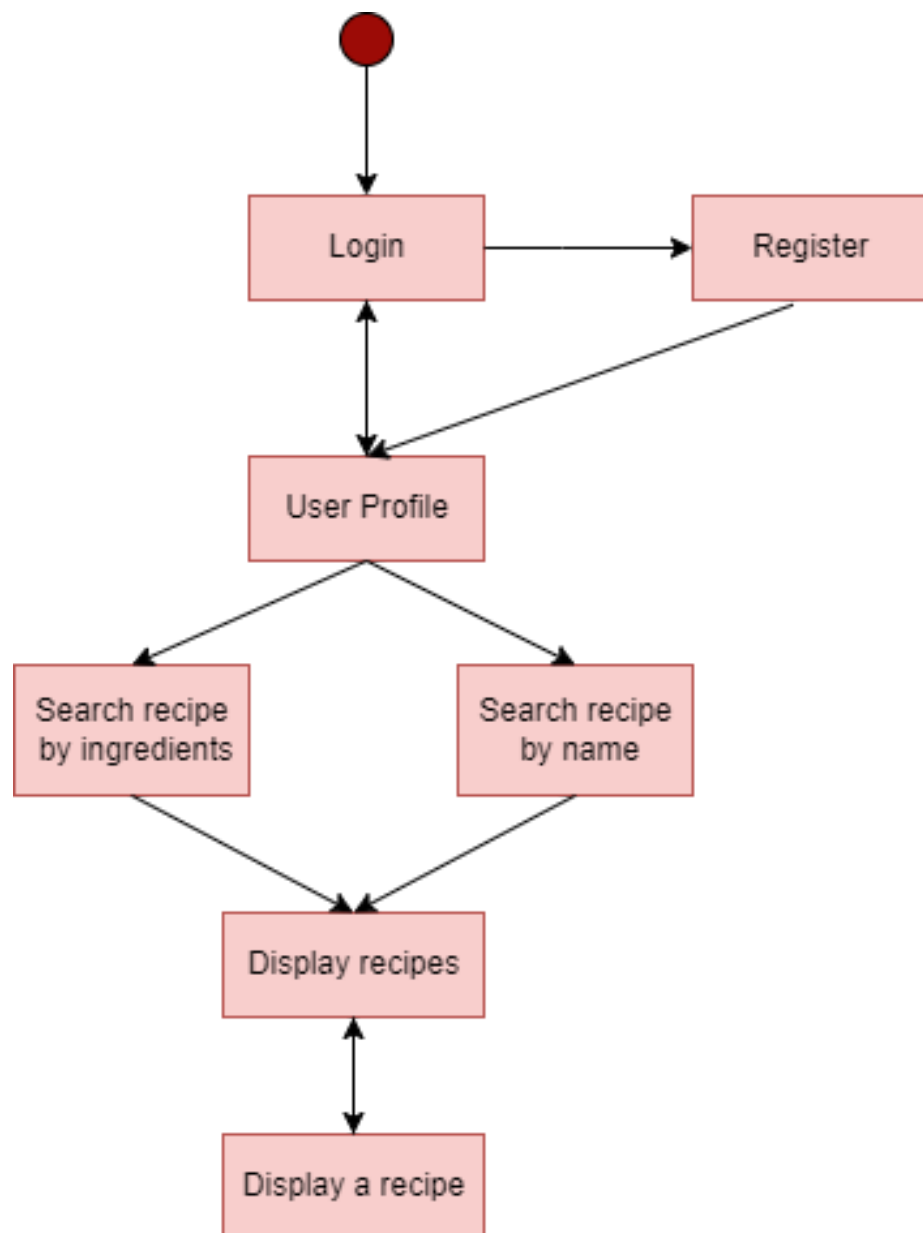
LoginController
GetUserByEmailAndPassword

RecipeController
SearchRecipeByName
GetRecipe

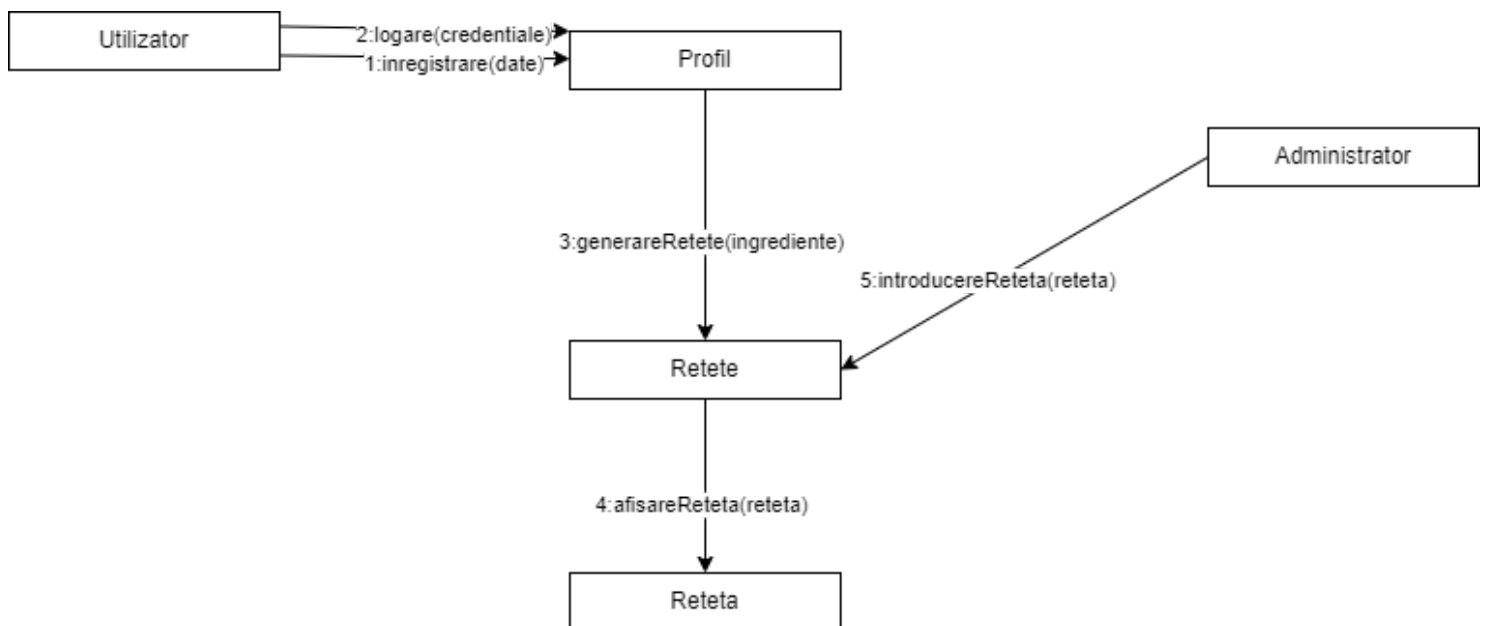
RegisterController
AddUser

IngredientsController
SearchRecipeByIngredients
+ method(type): type

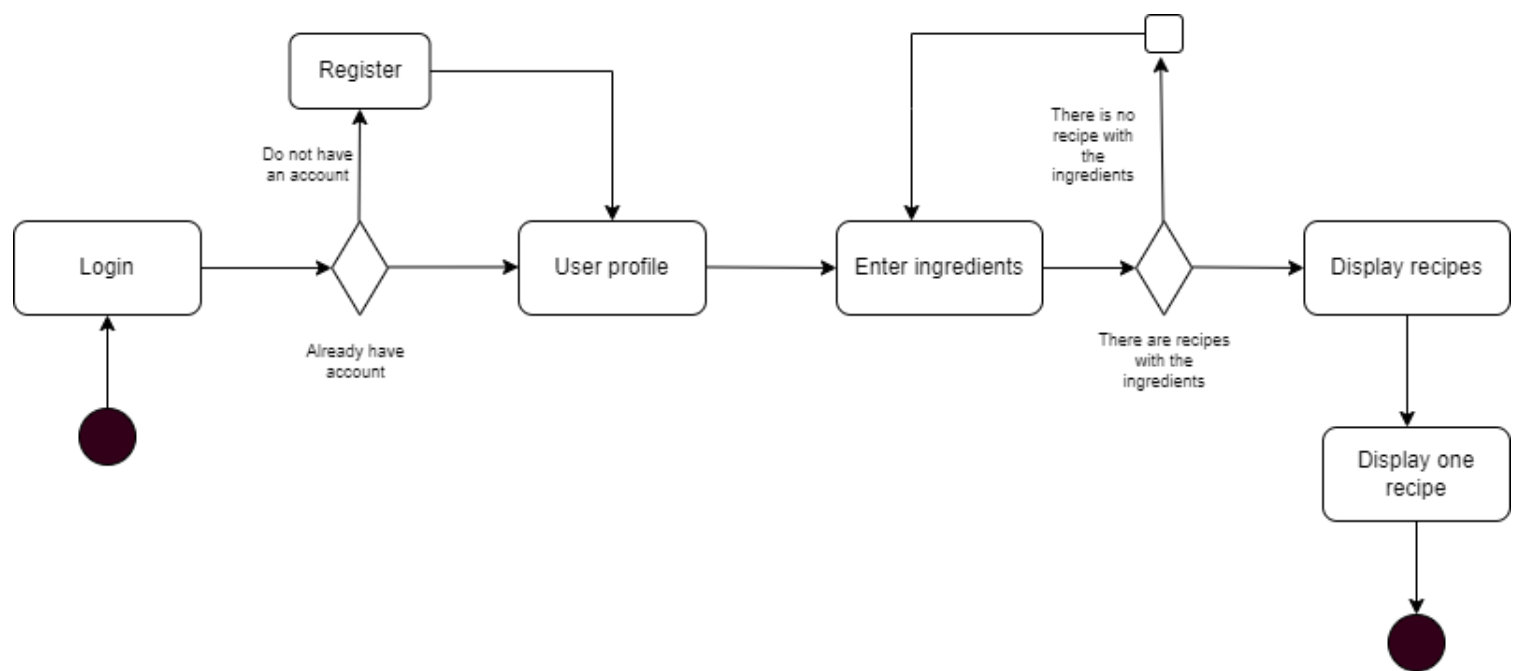
# Diagrama de stare



# Diagrama de colaborare



# Diagrama de activitati

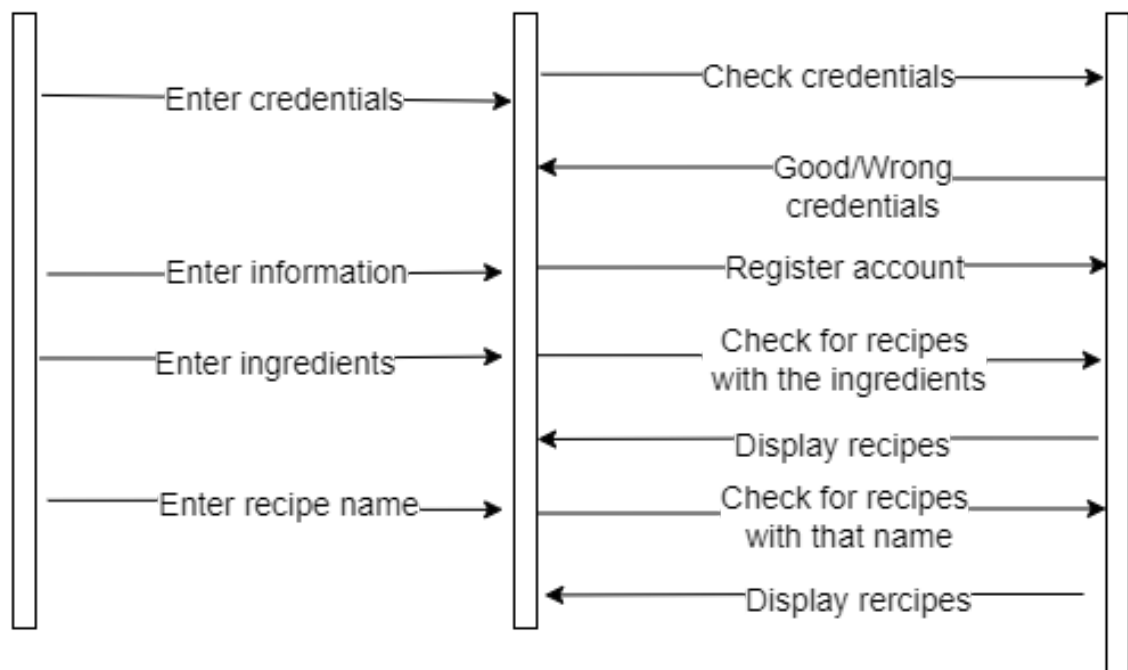


# Diagrama de interactiviuni

User

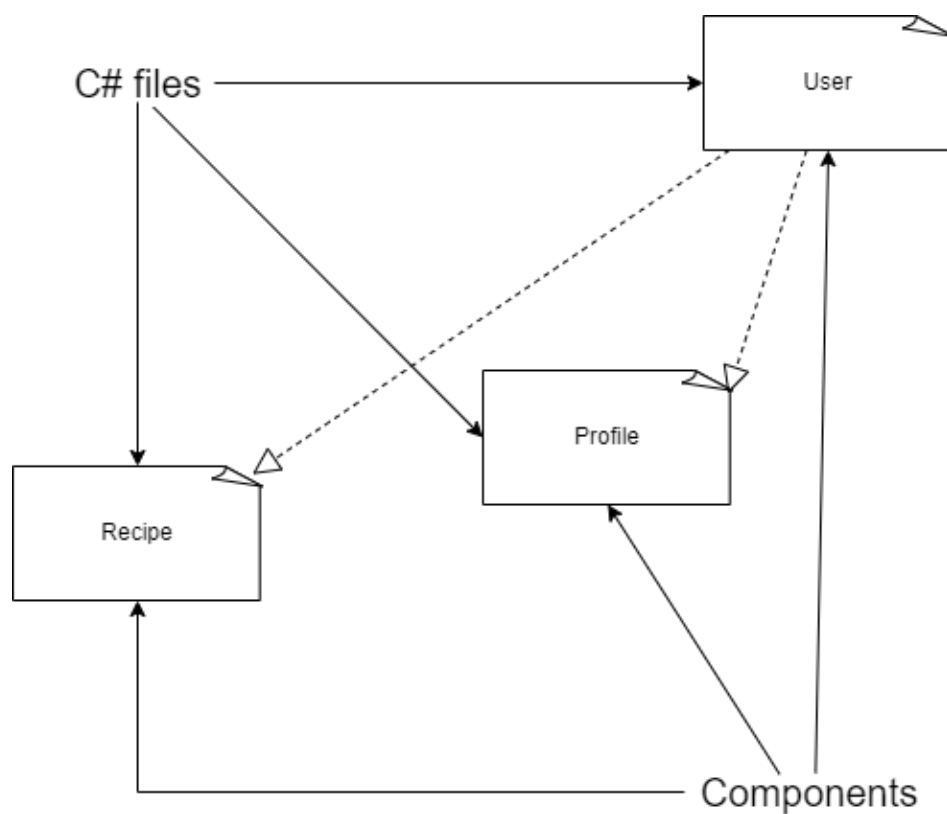
Application

Database

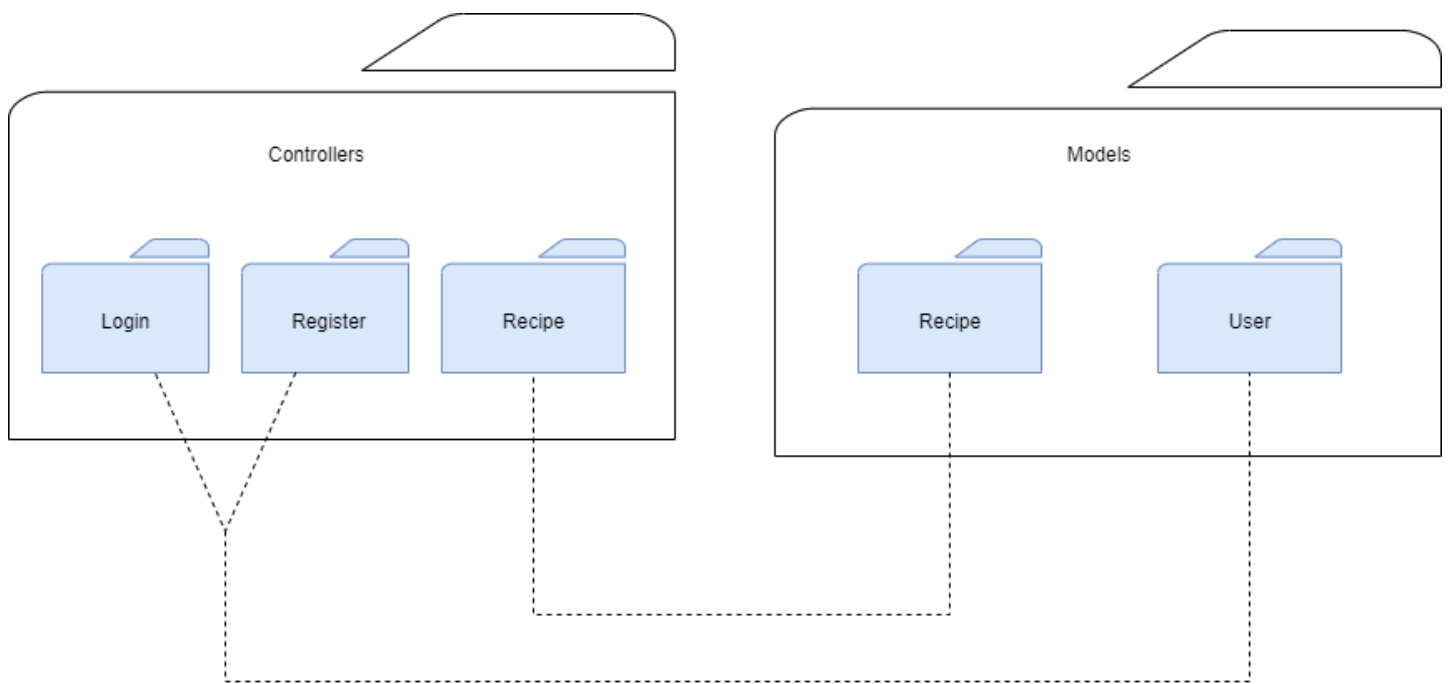




# Diagrama de componente



# Diagrama de pachete



# Diagrama de desfășurare

