Recipe

- name : String
- difficulty : Difficulty
- type : Type
- ingredients : List<Ingredient>
- recipeGuide: String

- Recipe(String, Difficulty, Type, List<Ingredient>, String)

<<enum>> Diffuculty
<<enum>> Type

+ getName(): String
+ getDifficulty(): Difficulty
+ getType(): Type
+ getIngredients(): List<Ingredient>
+ getRecipeGuide(): String
+ toString(): String

Ingredient

- name : String
- quantity : int

+ Ingredient(String, int)
+ setQuantity(int) : void
+ getName() : String
+ getQuantity() : int
+ toString() : String

Ex2_Ricette
implements Iterable

- instance : Ex2_Ricette
- recipes : List<Recipe>
+ SUBSTITUTE_RECIPE : BiFunction<Recipe, Recipe, Recipe>

- Ex2_Ricette(List<Recipe>)
+ getInstance(List<Recipe>) : Ex2_Ricette
+ iterator() : Iterator<Recipe>
+ addRecipe(Recipe) : void
+ removeRecipe(Recipe) : void
+ modifyRecipe(Recipe, Recipe, BiFunction<Recipe, Recipe, Recipe) : Recipe
+ getMappaTipologiaRicette() : Map<Recipe.Type, List<Recipe>
+ getHashMappaIngredientiQuantitaPerTipologiaRicette(Recipe.Type) : Map<String, List<String>

SpicyIngredient

+ SpicyIngredient(String, int)
+ toString() : String

RecipeBuilder

- name : String
- difficulty : Difficulty
- type : Type
- ingredients : List<Ingredient>
- recipeGuide: String

+ RecipeBuilder()
+ setName(String): RecipeBuilder
+ setDifficulty(Difficulty); RecipeBuilder
+ setType(Type): RecipeBuilder
+ addIngredient(Ingredient): RecipeBuilder
+ removeIngredient(Ingredient): RecipeBuilder
+ setRecipeGuide(String): RecipeBuilder
+ build(): Recipe

Use