ADVANCED COMPUTER SCIENCE

Fridge Management

Submitted by

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I. INTRODUCTION

"Fridge management" to maintain, update and control the content of fridge. Where a person can manage his/her fridge contents. He/She can find products according to product name or category. As it comes with built-in cooking videos with ingredients suggestion one can quickly look at available items for the recipe in the list and if it's not available in the fridge one can buy it. The Application could also make suggestions of items to buy so that it can be added to the buy list.

Who will be using this application?

The targeted audience for this application will be
1. Household persons who want to track their products.
2. Who are interested in cooking. Cooking recipes are easily available in the application.
3. Who wanted to teach their kid about healthy food.
4. Who wanted to make a shopping list of His/hers choice.

Need of the system:

- To track the product quantity and the expire.
- To get suggestion regarding the product to buy and their benefits.
- To create a shopping list so that user can purchase it for the next time.

II. FUNCTIONALITY OF THE SYSTEM

Fridge Management application supports below functionalities:

Manage Fridge (add, update and delete product) :
- The user can add an item to manage fridge list in which the item consist of basic information such as the quantity category to which the item belongs and the expiry date of the product.
- The user can update a particular field of the item at any point of time.
- The user can delete an item from the list.

Filter item using name or category in Manage Fridge:
- The user can use filter tool if he don't remember about the product expire or any such details. Users can even check through category.

Arrange item according to expire date (early expire first or late expire first):
- The user can check his/her product expire by arranging them with respect to their expire.
- By this user can use the early expire products first.

Managing Shopping List (add, update and delete) :
- The user can add his/her favourite item to the checklist so that next time when they go for shopping they will not miss out any useful item for their cooking plans.
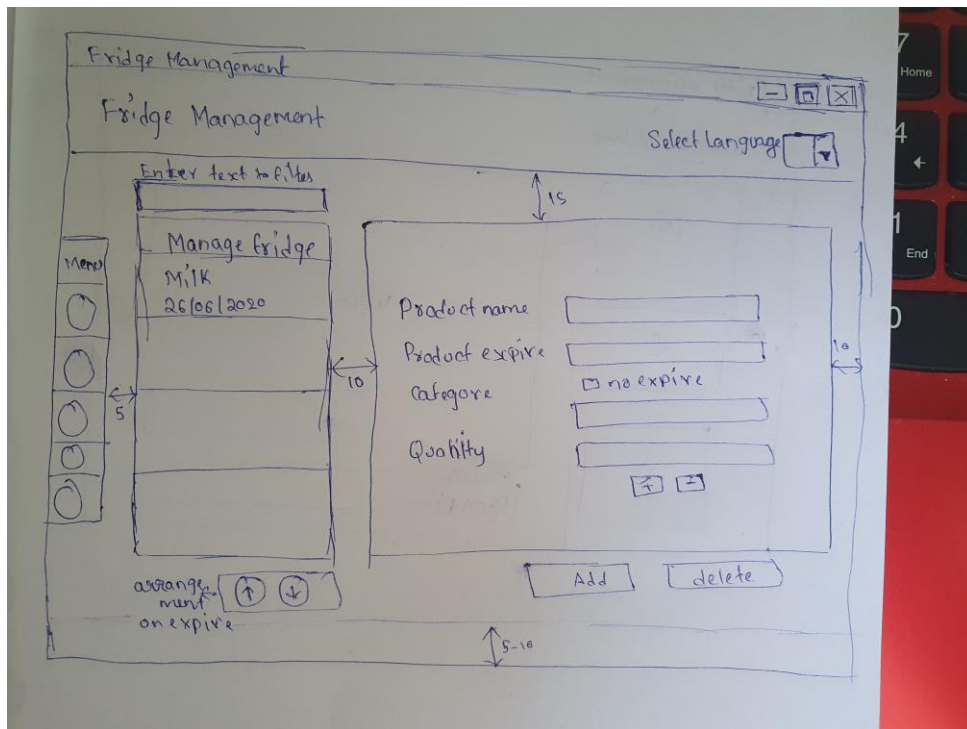
Play cooking videos:
- The user can select different recipe based on their interest.
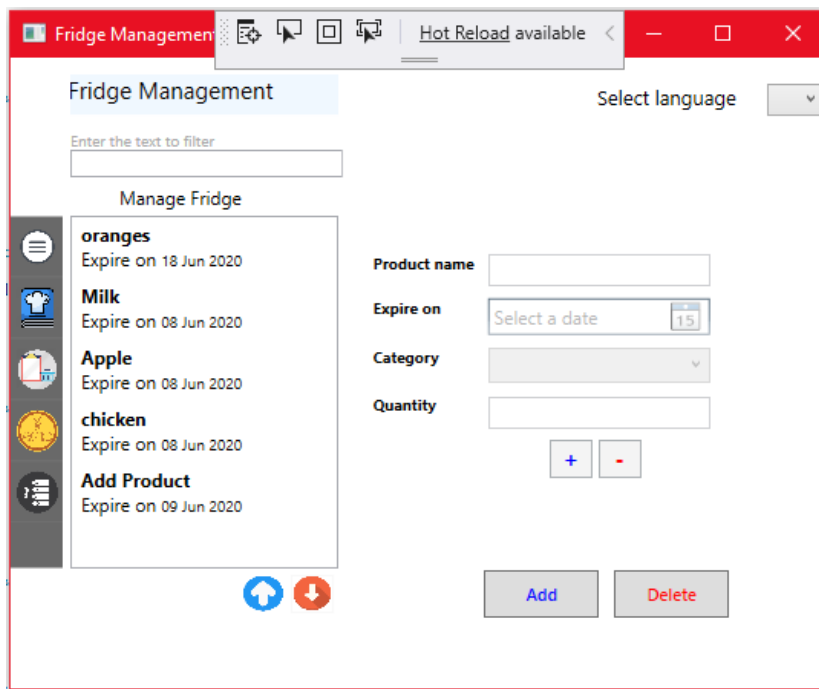
Find food items (suggestions to buy):
- The user can select the products from suggestion list.

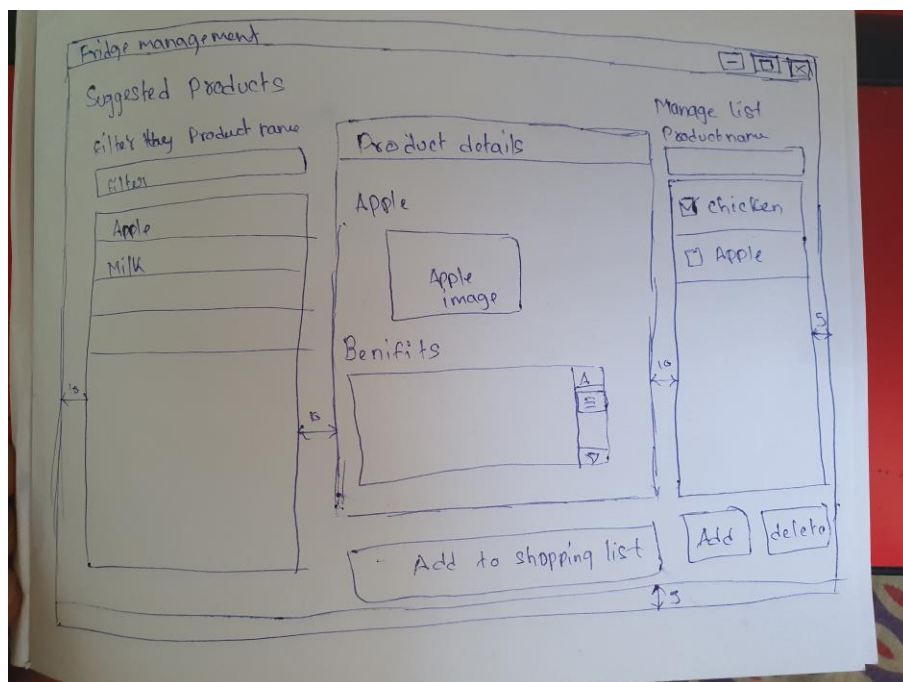
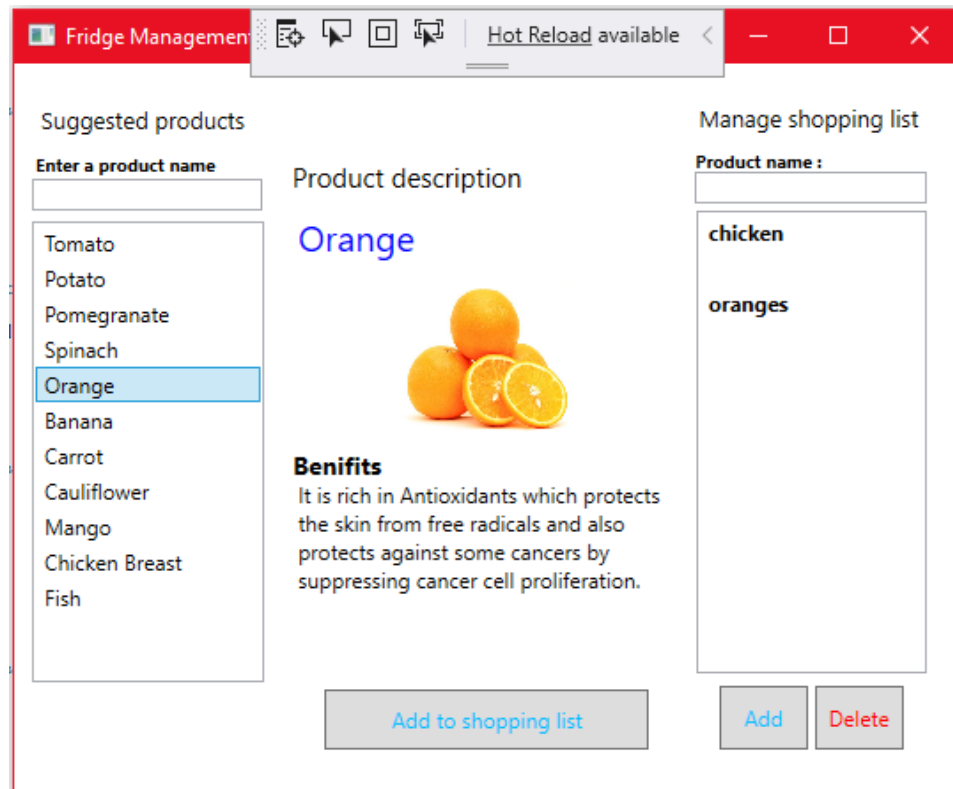## Manage fridge (main window)

1. Wireframe

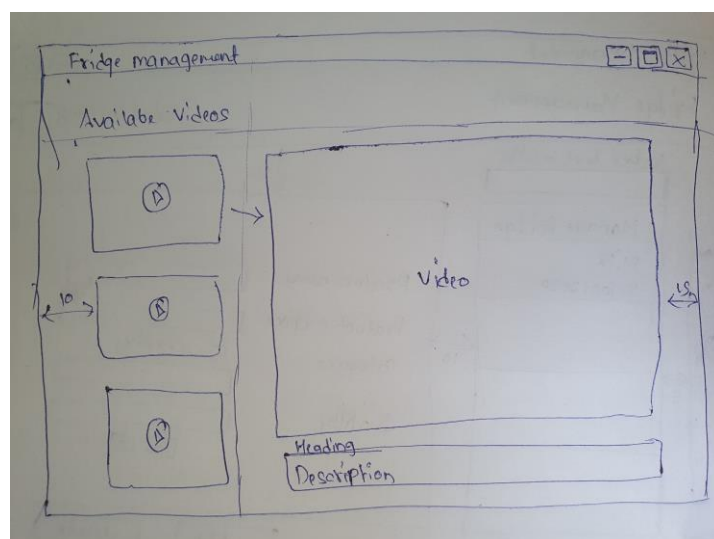## 2. Implemented designs

Suggestion to buy and shopping list

1. Wireframe
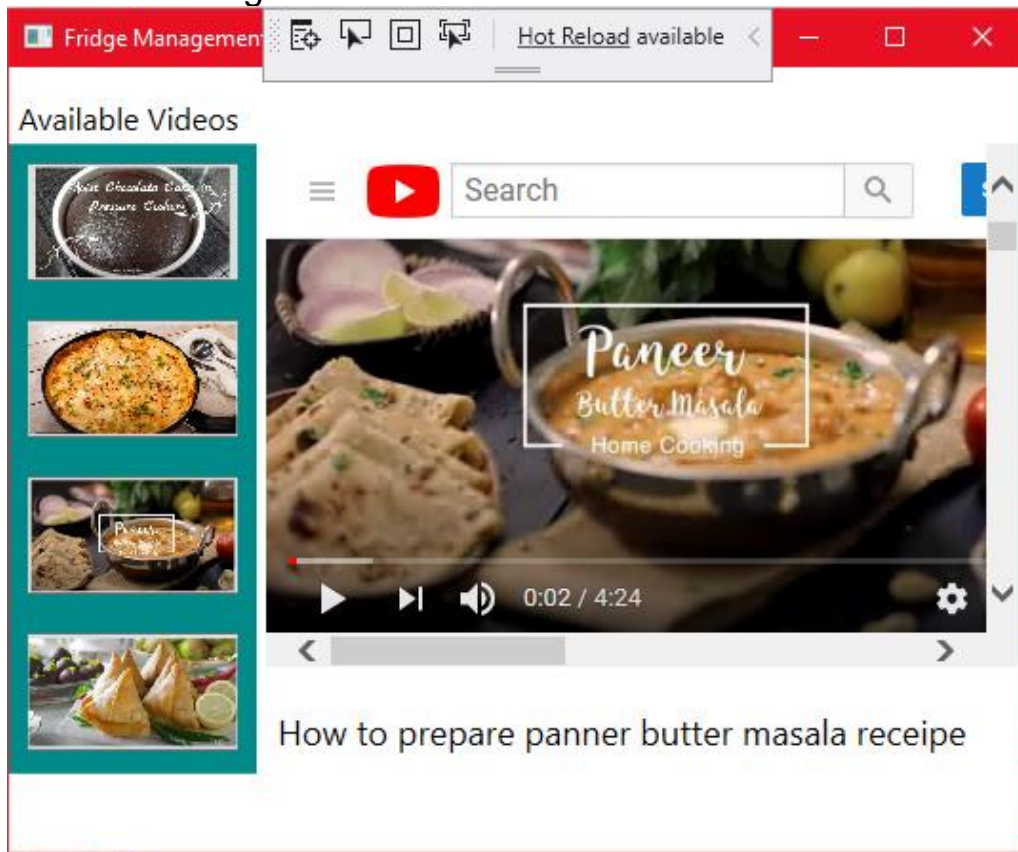
2.Implemented design

Cooking video window

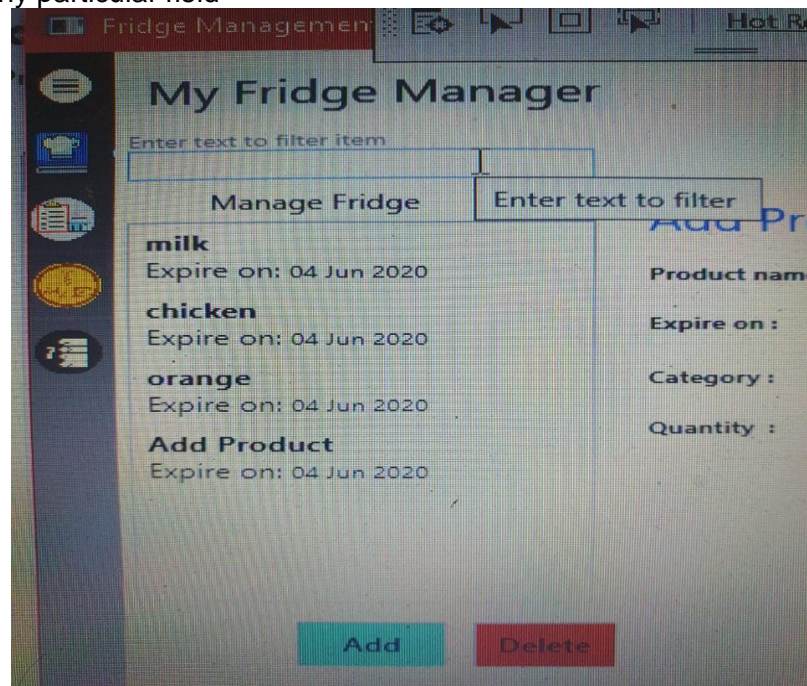## 1.wireframe

2.Implemented design

# IV Result Discussion

1. Dialogue Principles:

1.1 Suitability for learning:

- As suitability for learning states that users should have any kind of guide through learning stage. As stated We are able get an information when you try to move your cursor to any particular field

1.2 Self-descriptiveness:
- According to self-descriptiveness the user should get any kind of feedback whenever it makes sense.
- As stated whenever user tries to delete an item he/she will be getting a feedback.
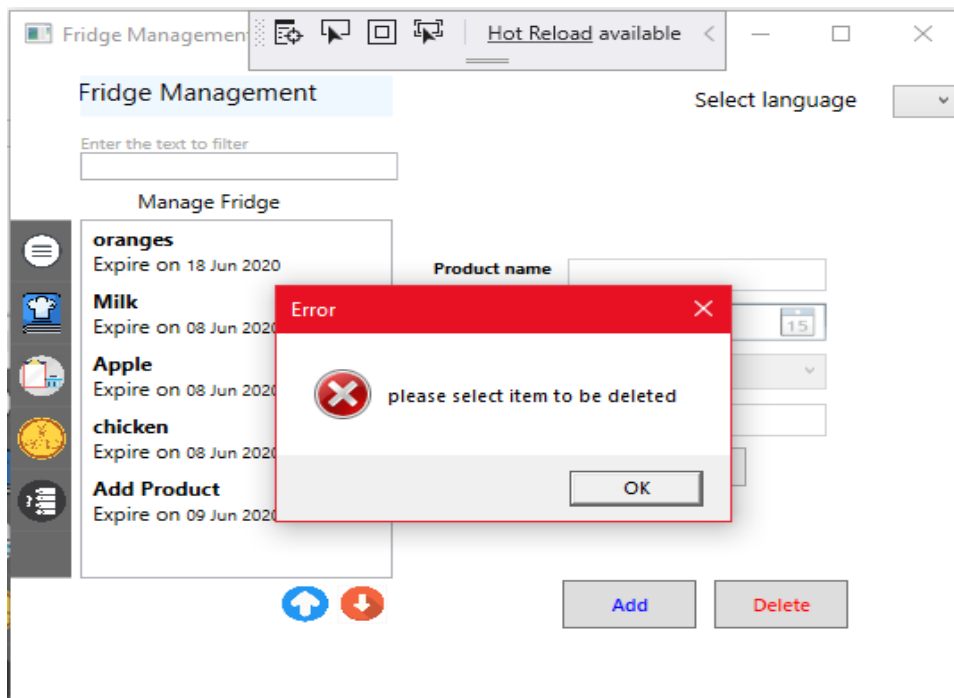
1.3 Error tolerance:
- It a preventive way to help with input values so that errors can be reduced. An input value can be provided so that users can select from it.
- As stated above a date picker and combo box have been used in order to reduce error in the application.

2. Gestalt Principles:
2.1 Proximity, similarity:
- Proximity is defined as elements which are placed together are perceived to be related to than which are placed far.
- As stated above the buttons which are places close together are related to each other and the buttons which are placed far are not related
- Similarity can be achieved by using elements such as shapes, colours and size.
- As stated the elements present shares identical shapes size and colour.

Product name	
Expire on	Select a date 15
Category	⌄
Quantity	

+	-

Add	**Delete**

3.2 Future scope

The future scope for this application are as follows

- To implement buy product facility to the user.
- To implement category wise filter in suggestion to buy.
- To implement quiz to the application so that children's can learn.
- To implement Add to shopping list from suggestions to buy products.
- To implement a mobile application in which the desktop application should be synchronized so that user will get notifications regarding product expire and user shopping list will be stored in mobile so next time when they go for shopping they won't miss any product.