

CSUN Pantry Pal

UML Diagrams

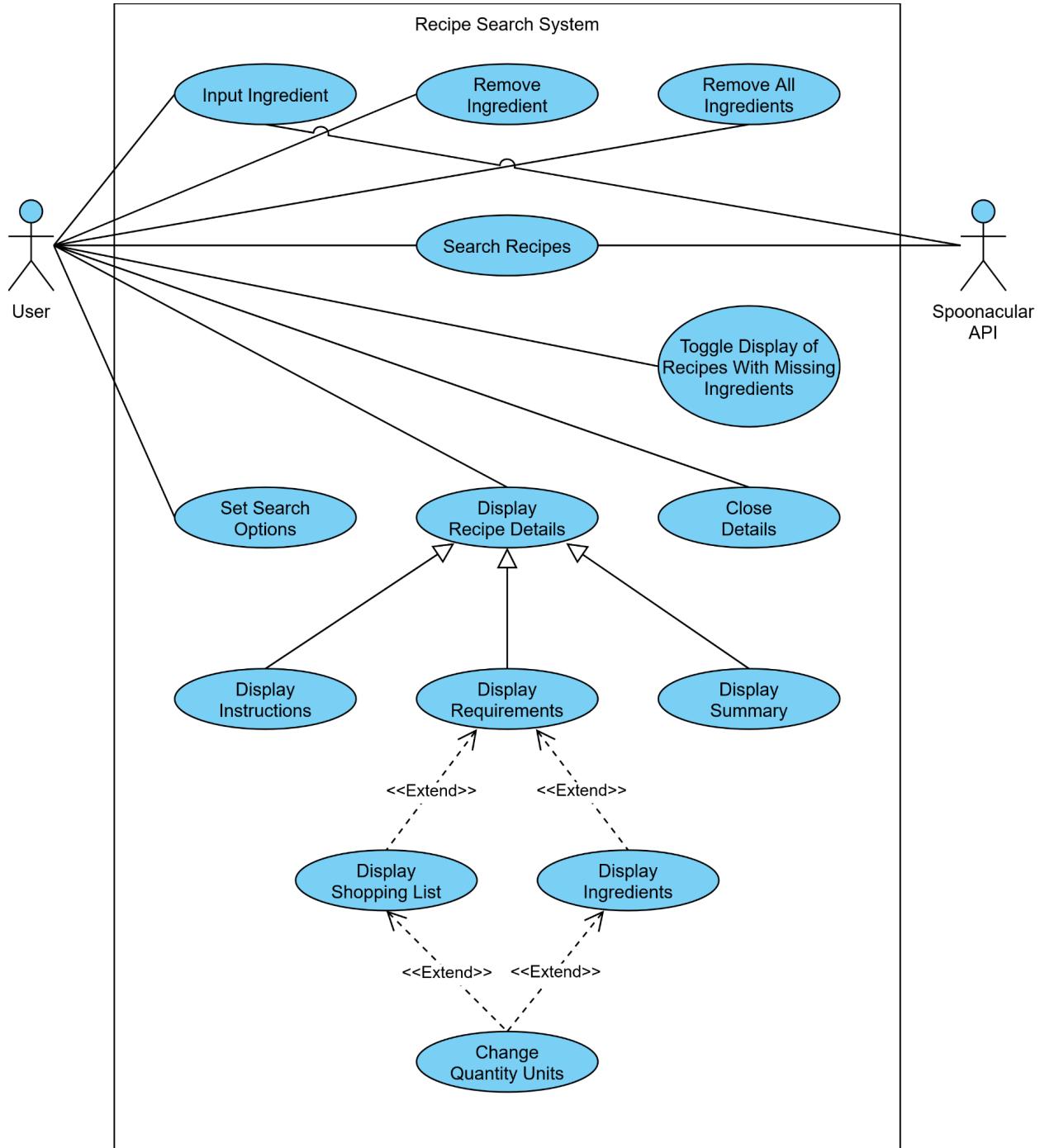
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Sheran Morais

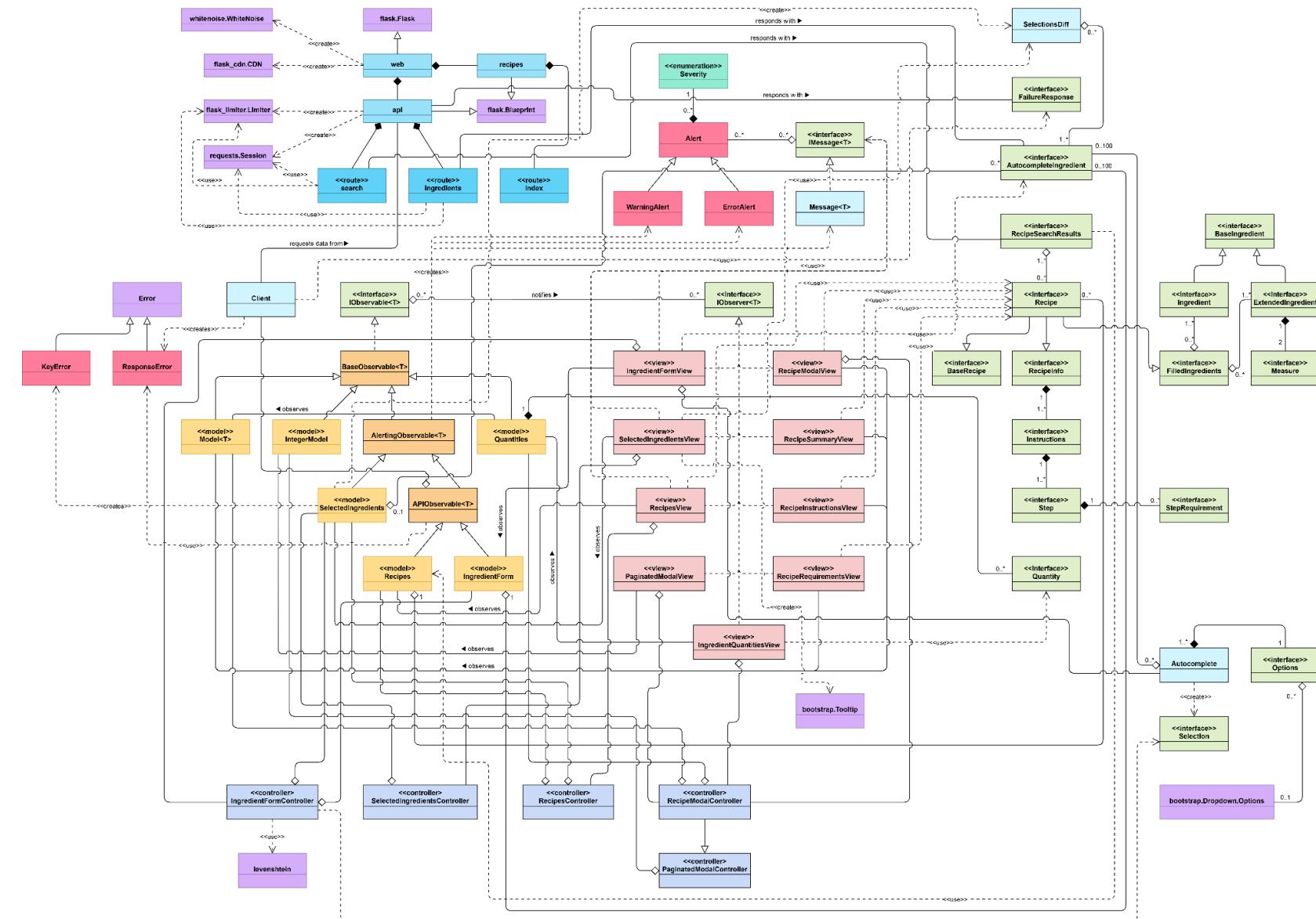
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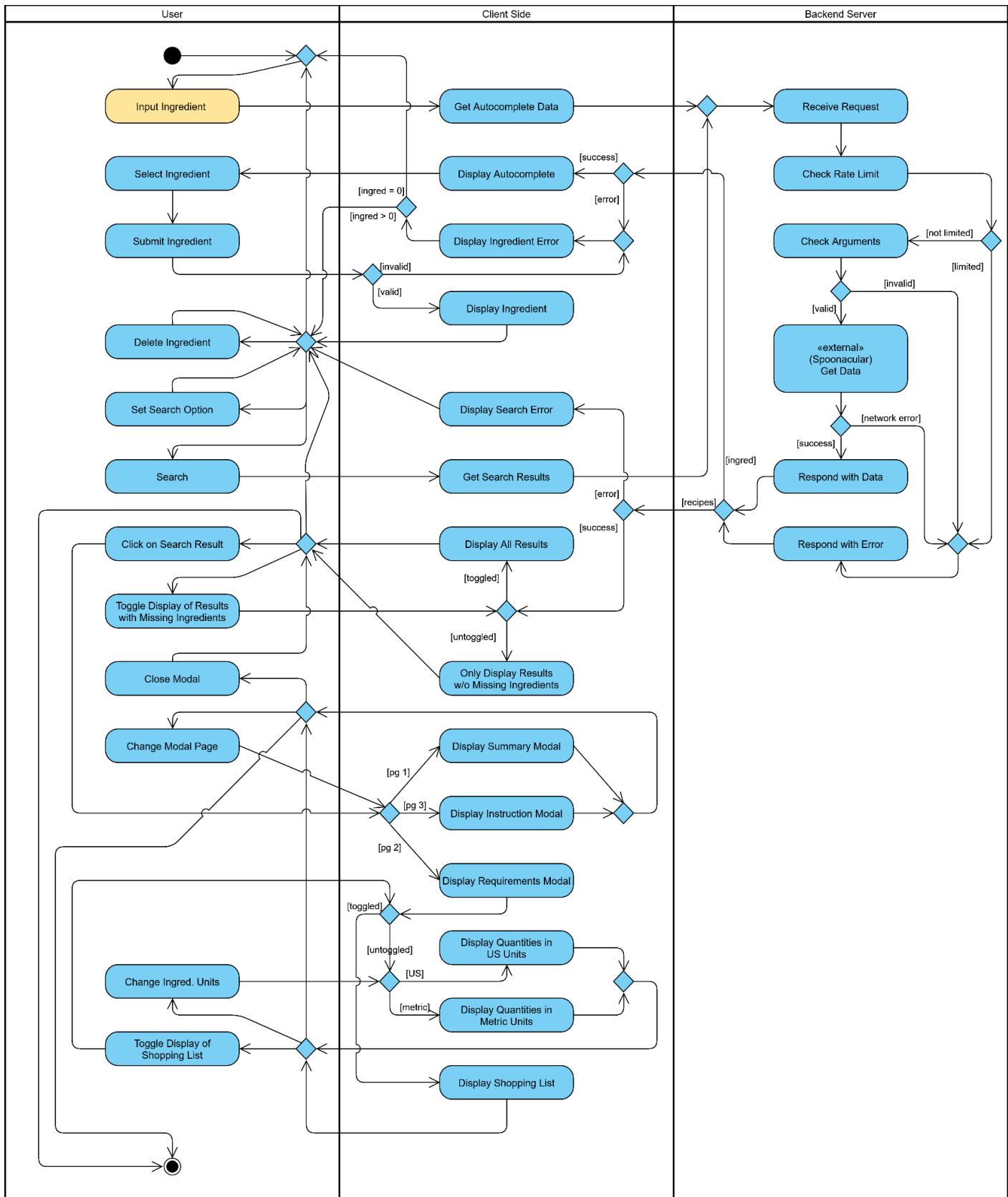
1. Use Case Diagram



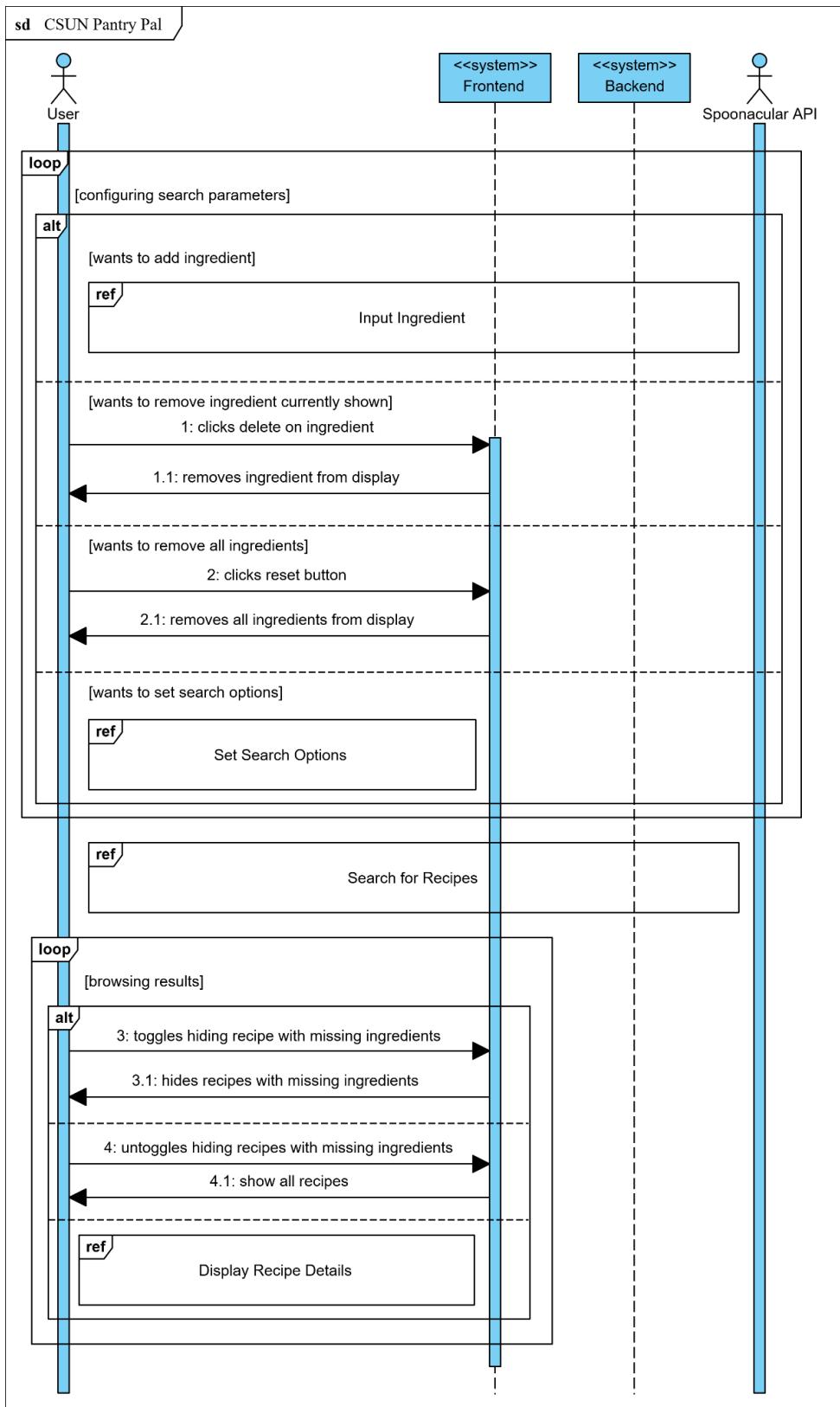
2. Class Diagram - Analysis



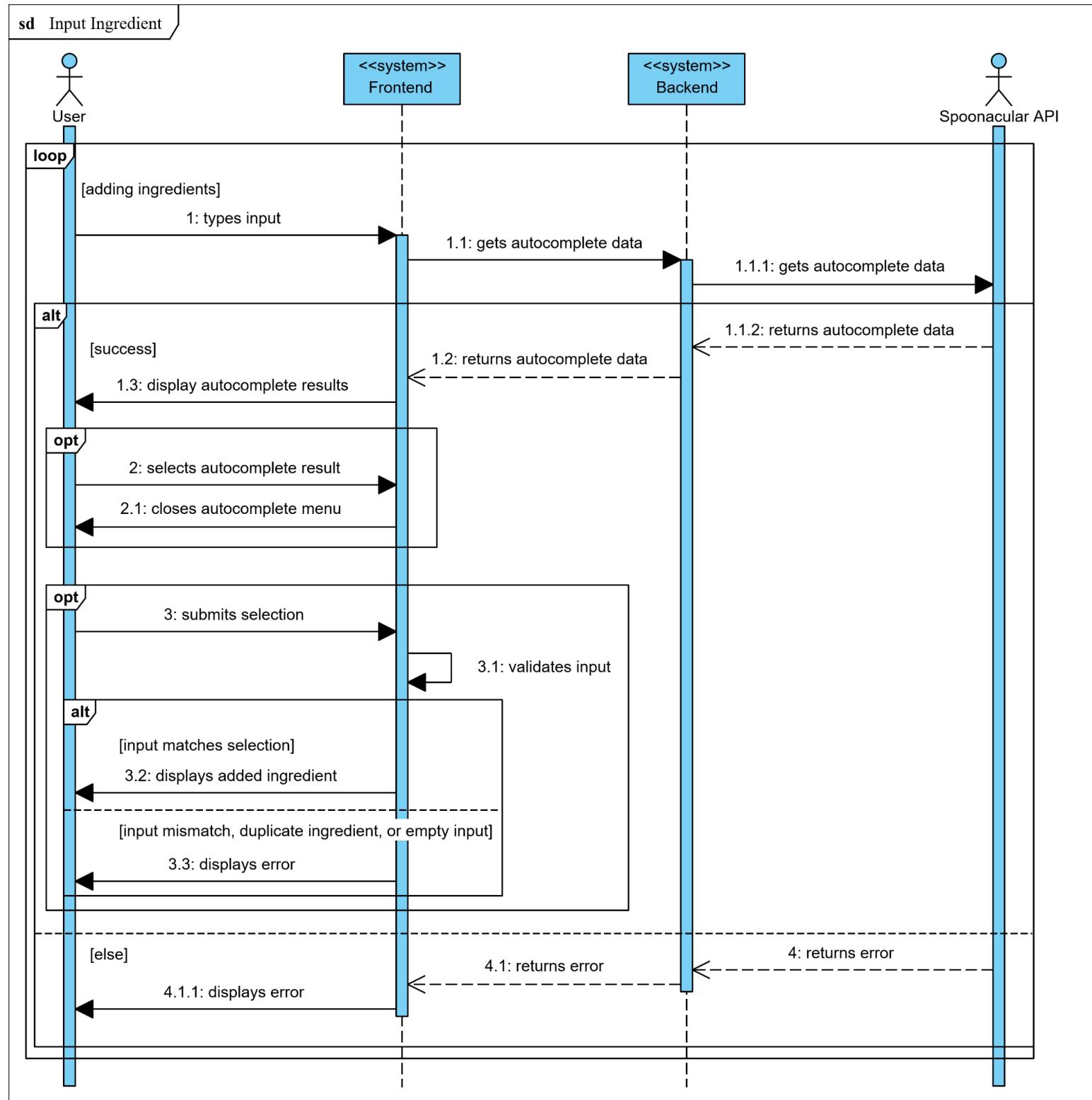
3. Activity Diagram - System



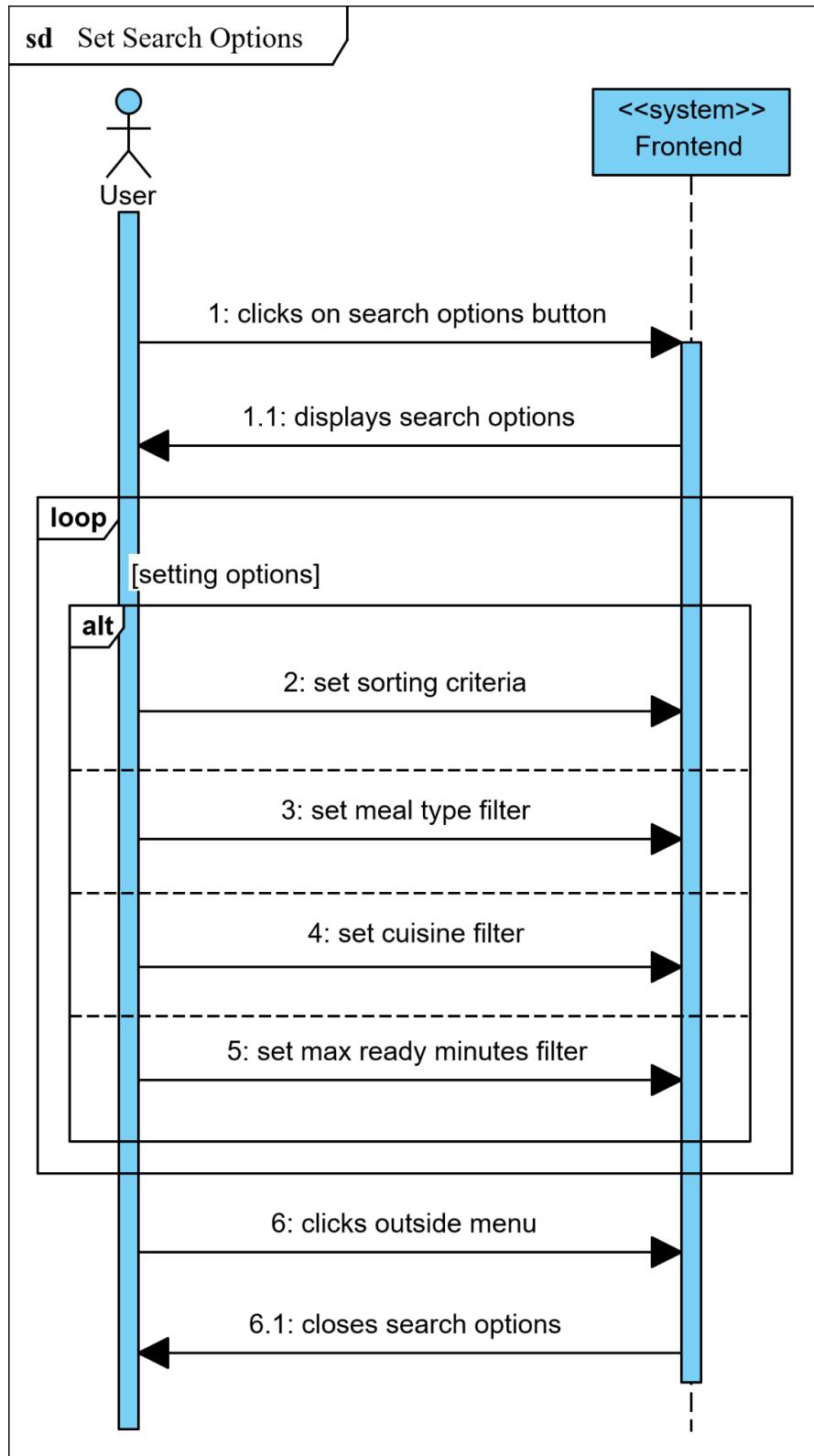
4. Sequence Diagram - System



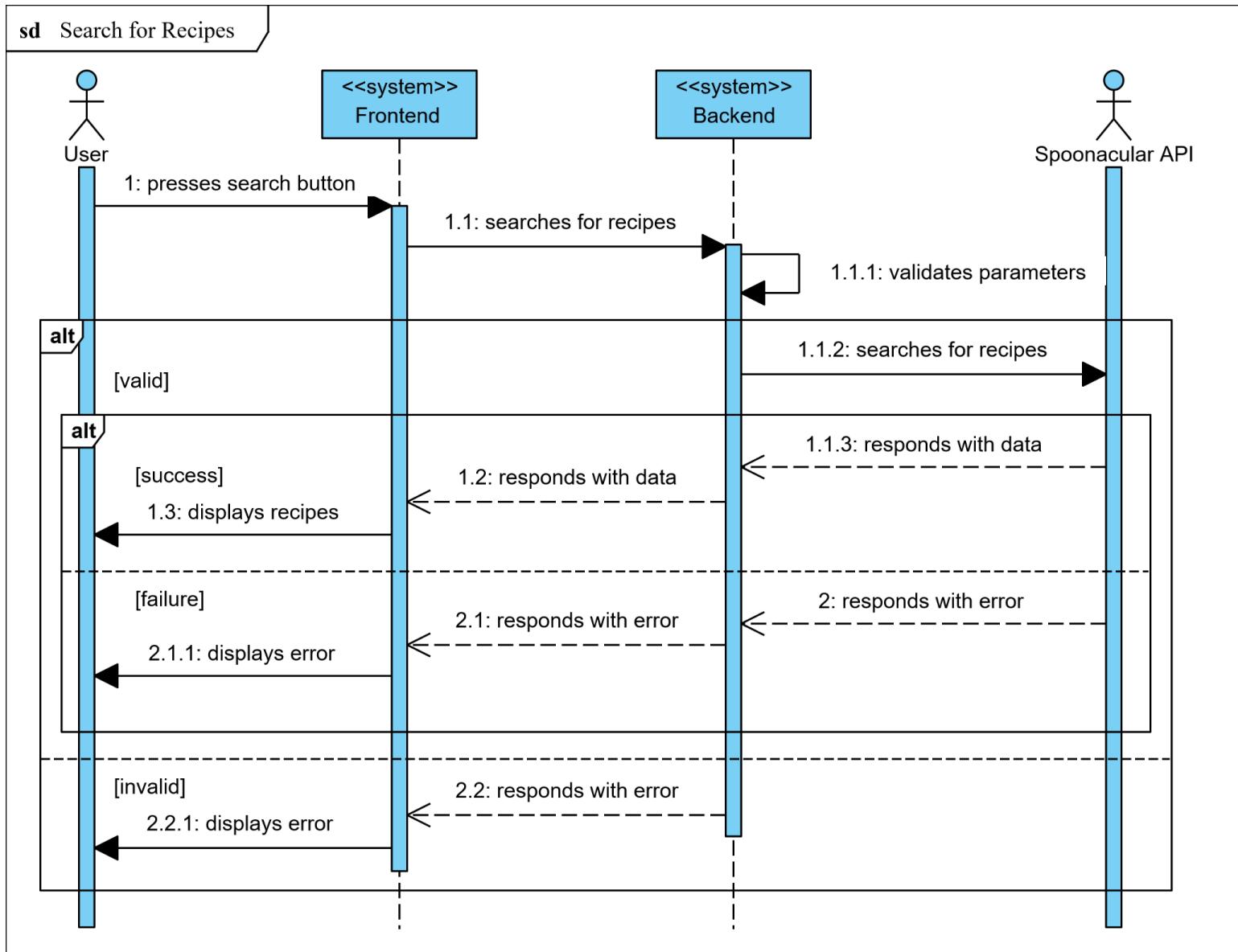
4.1 Input Ingredient



4.2 Set Search Options

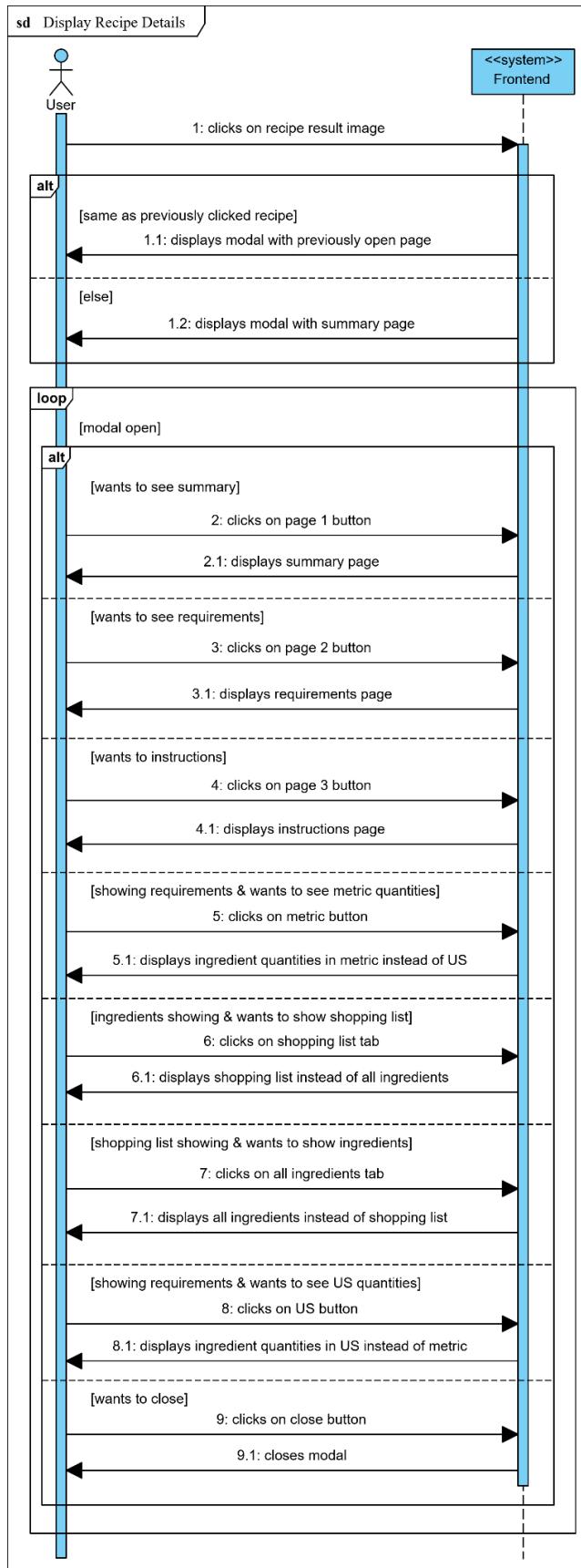


4.3 Search for Recipes

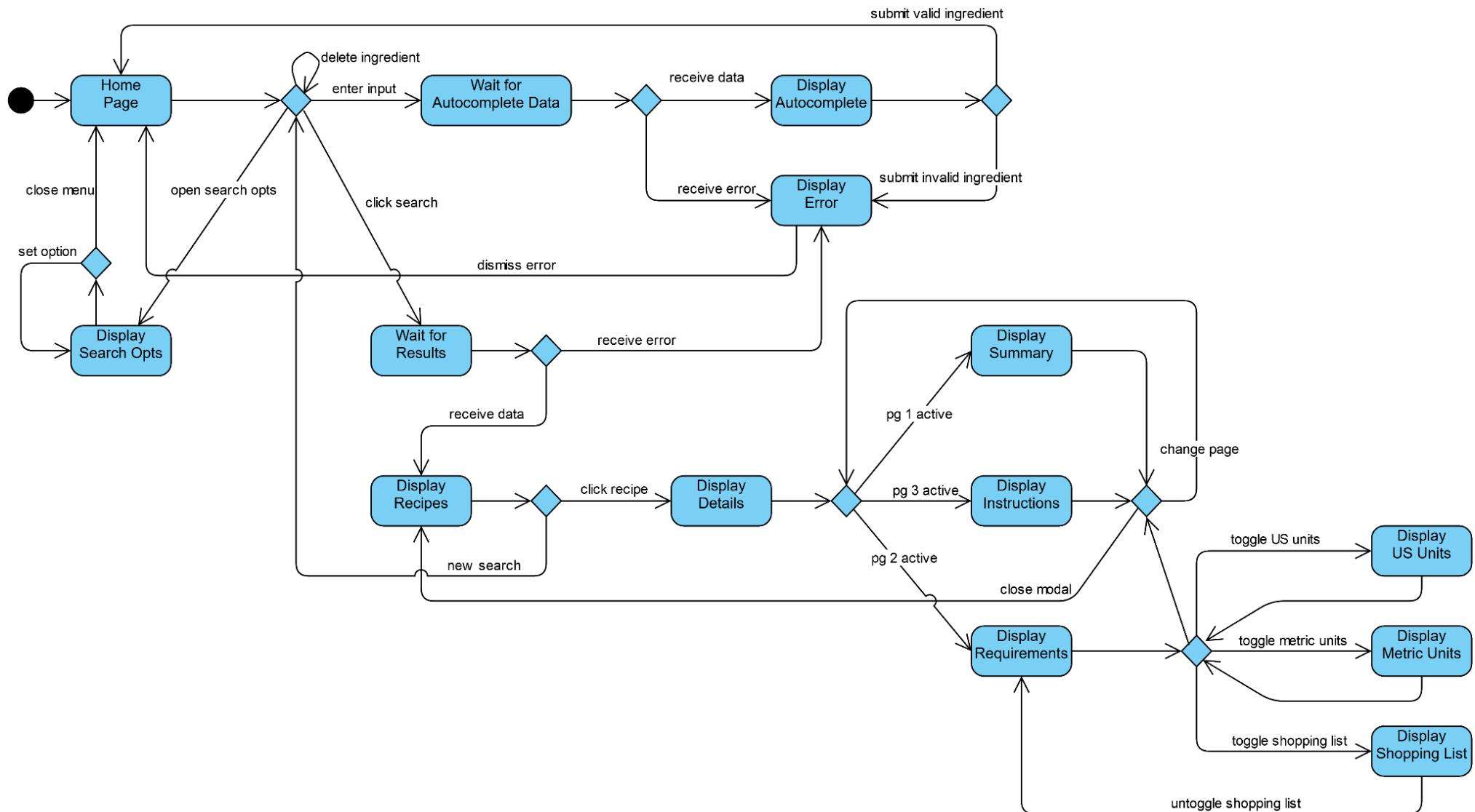


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4.4 Display Recipe Details

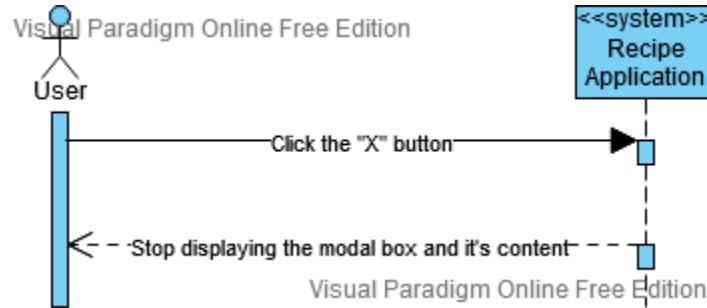


5. State-chart Diagram - System



6. Sequence Diagram - Function

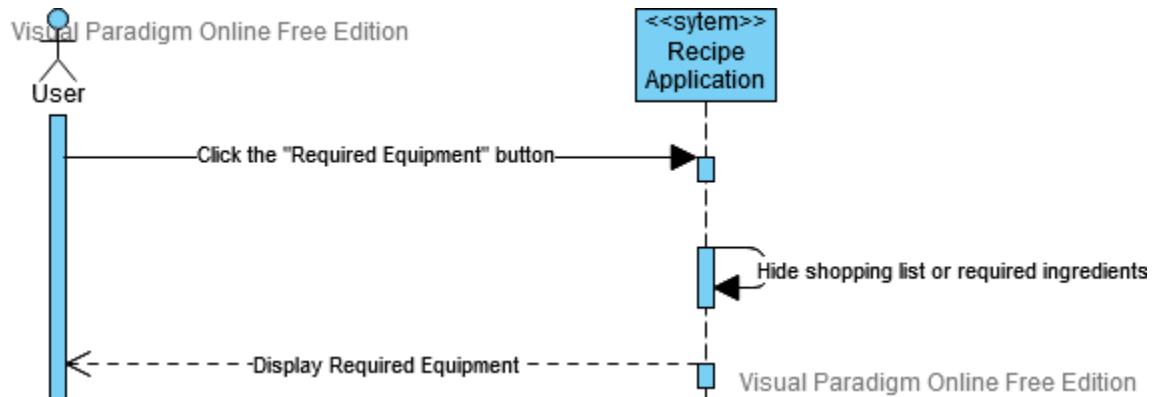
6.1 Close Recipe Details



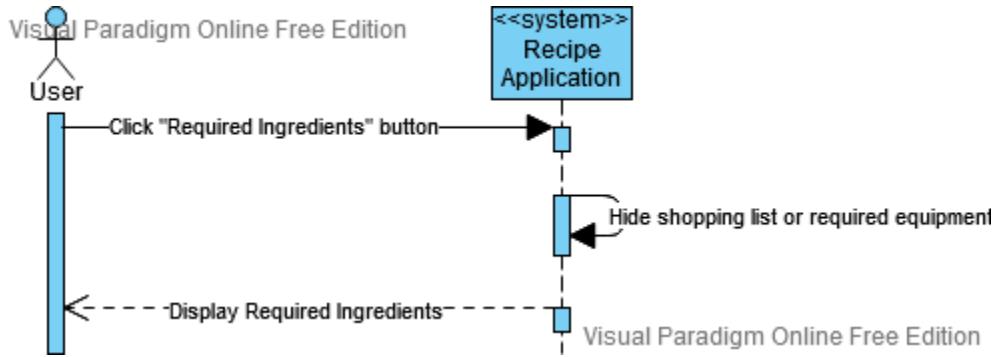
6.2 Display Recipe Details



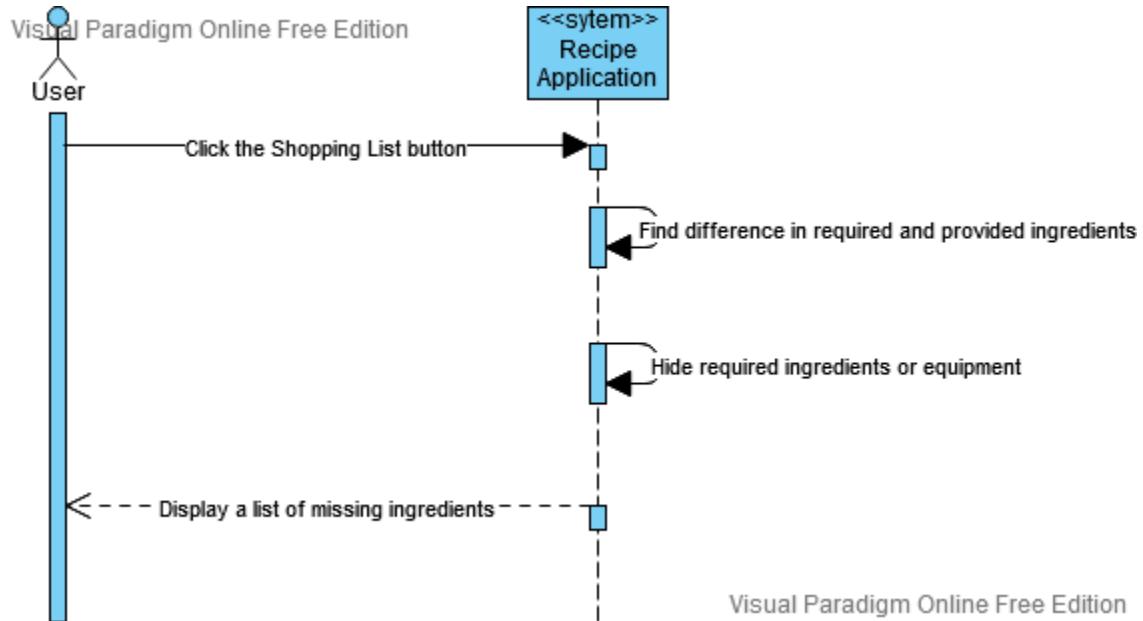
6.3 Display Required Equipment



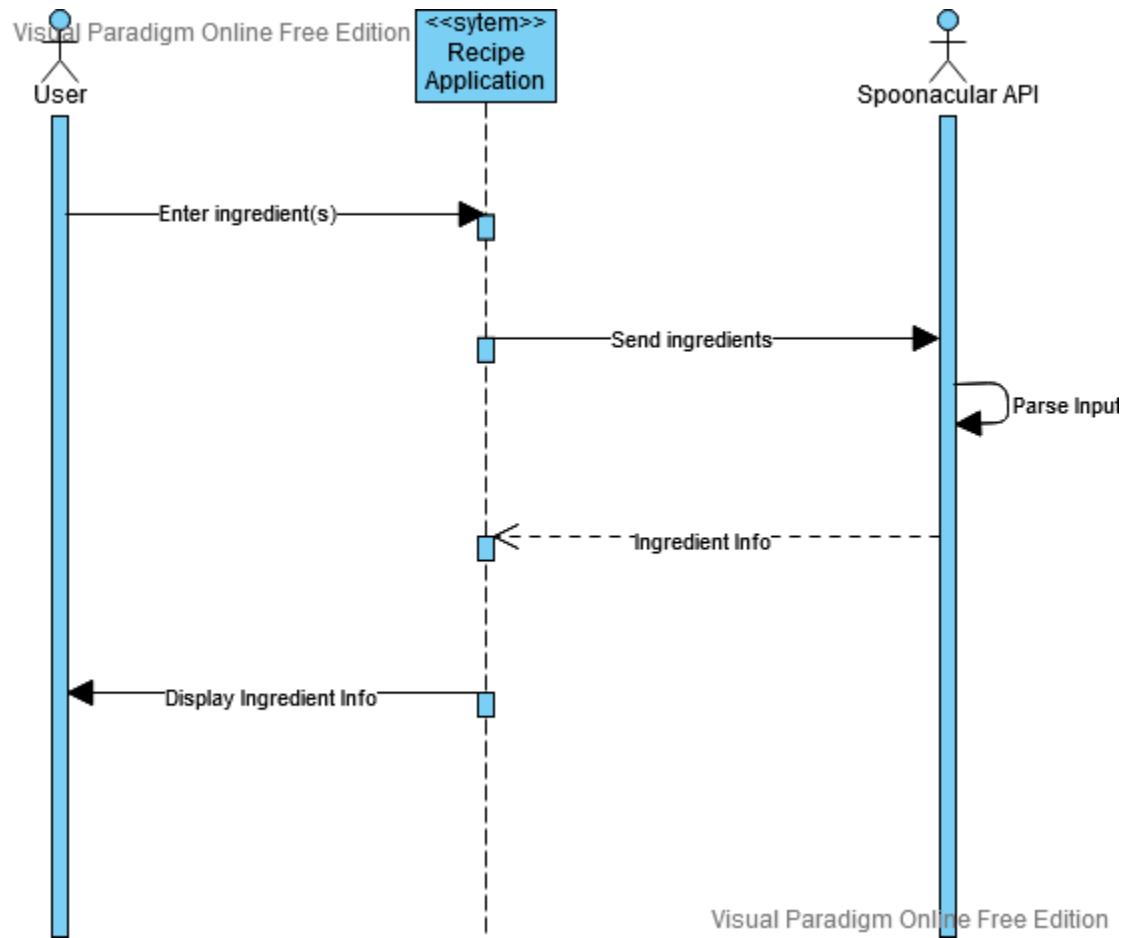
6.4 Display Required Ingredients



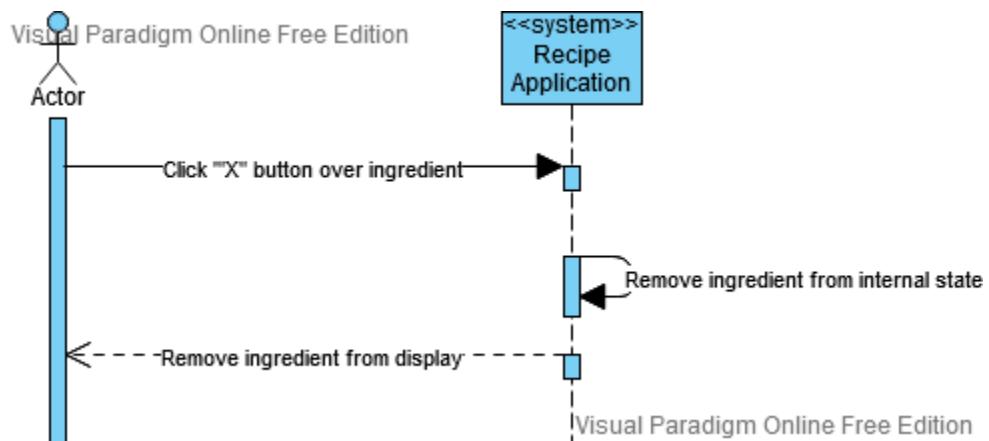
6.5 Display Shopping List



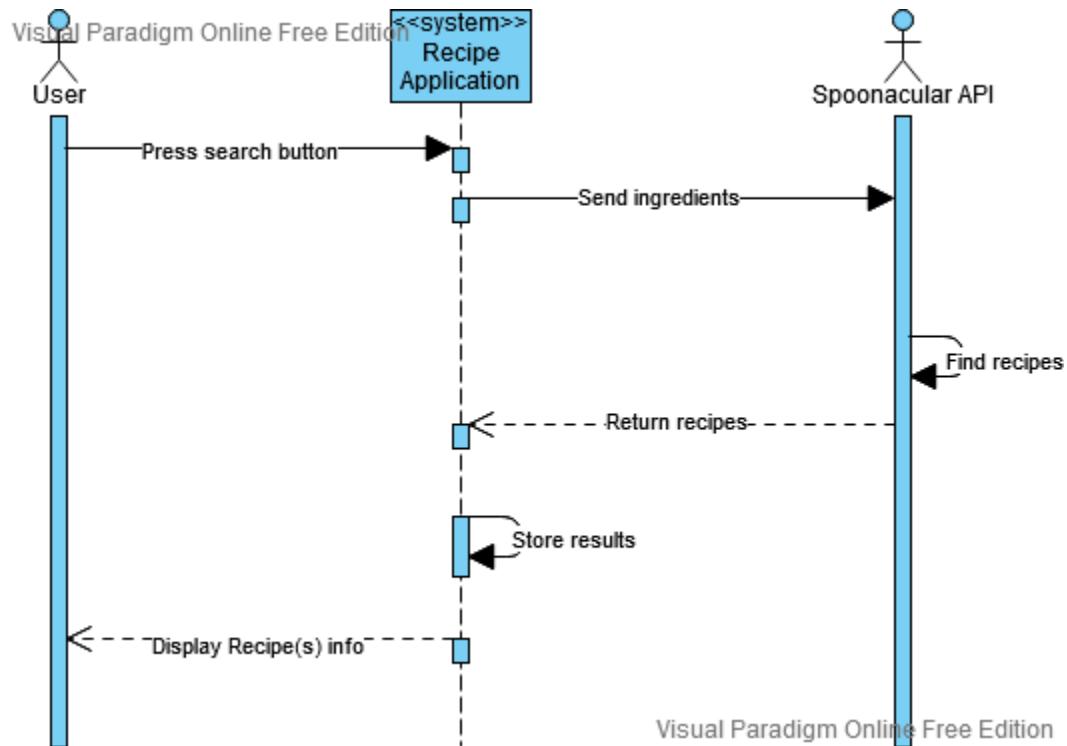
6.6 Input Ingredient



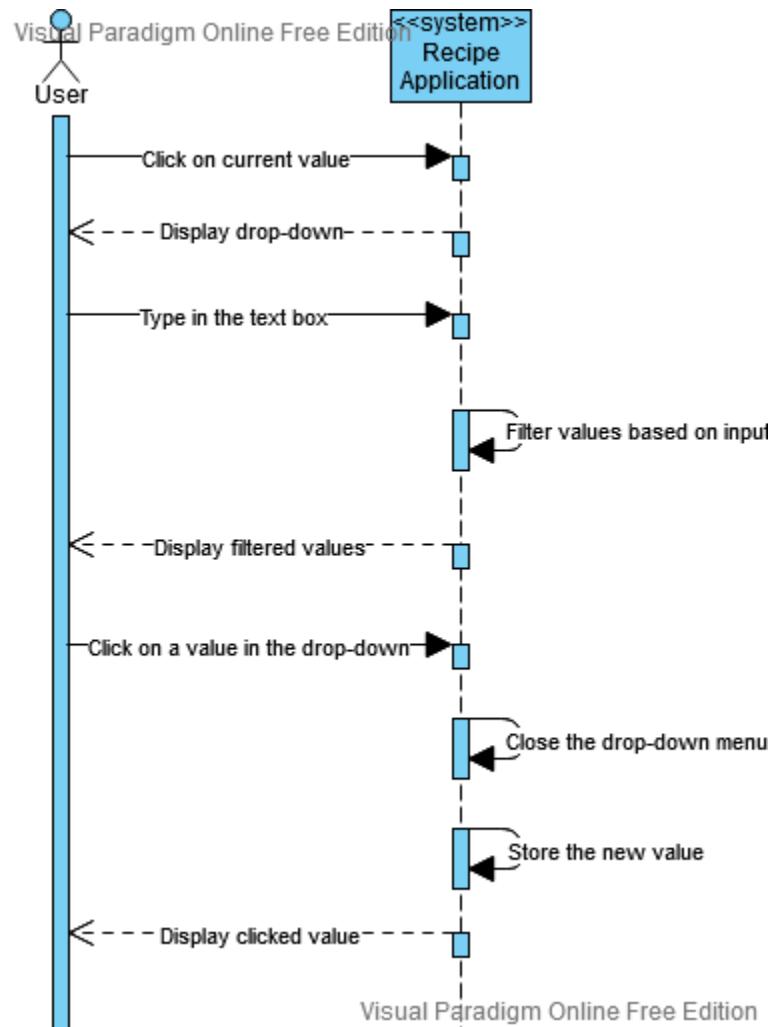
6.7 Remove Ingredient



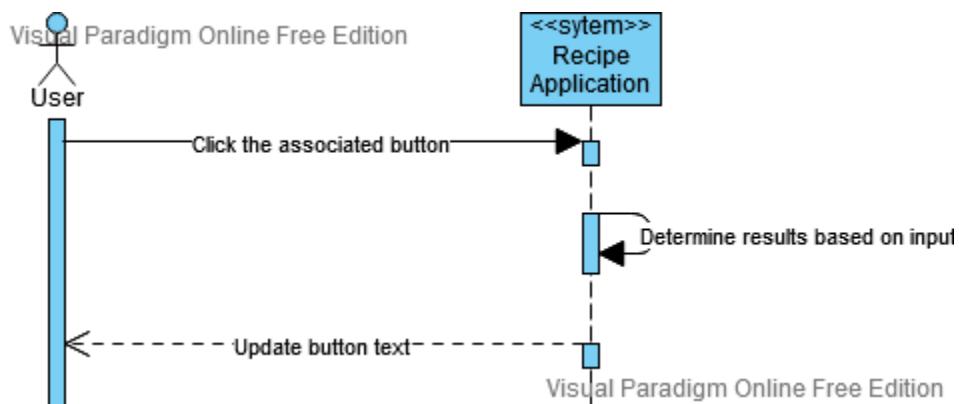
6.8 Search Recipes



6.9 Set Search Options

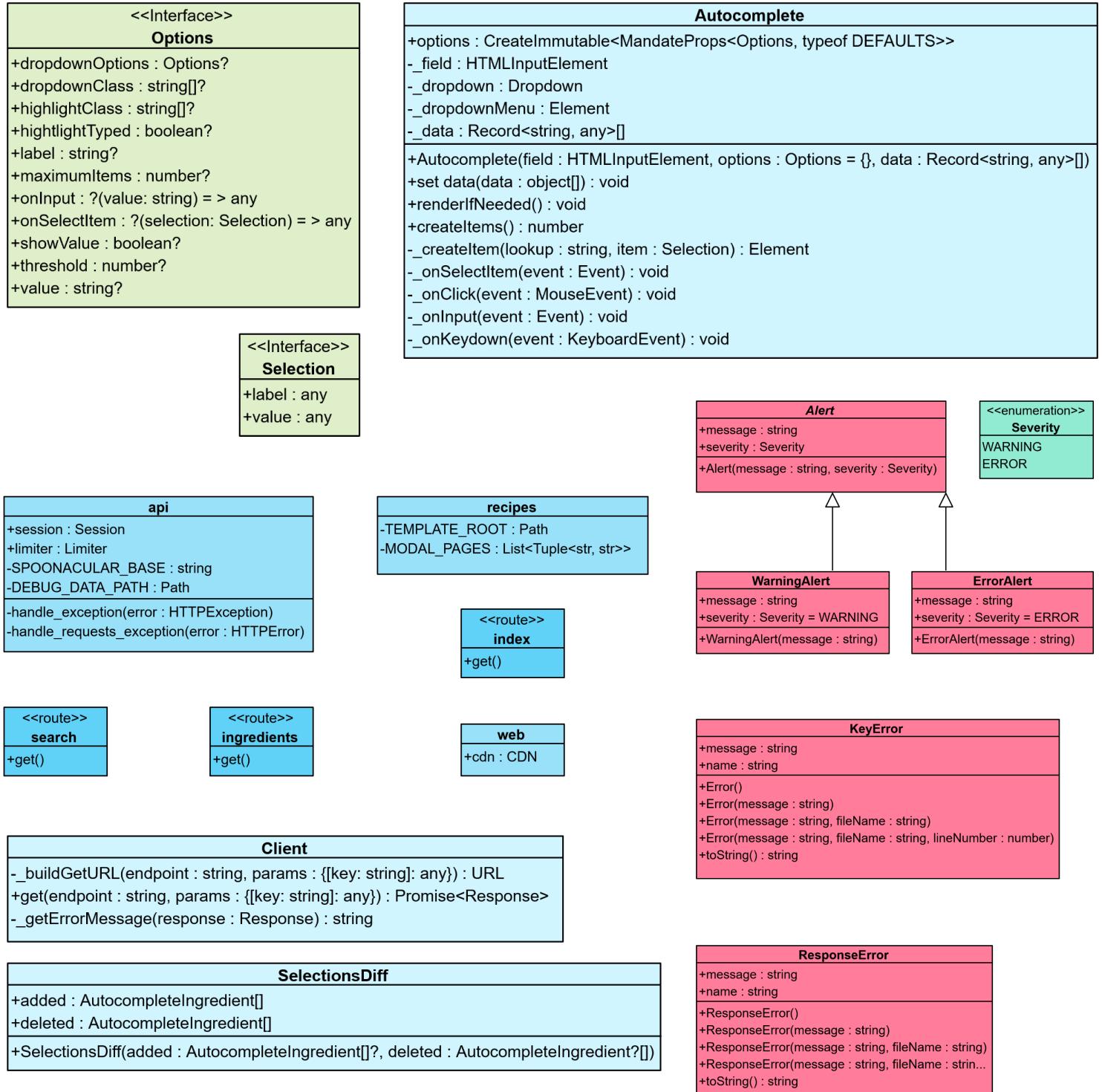


6.10 Toggle Display of Recipes With Missing Ingredients

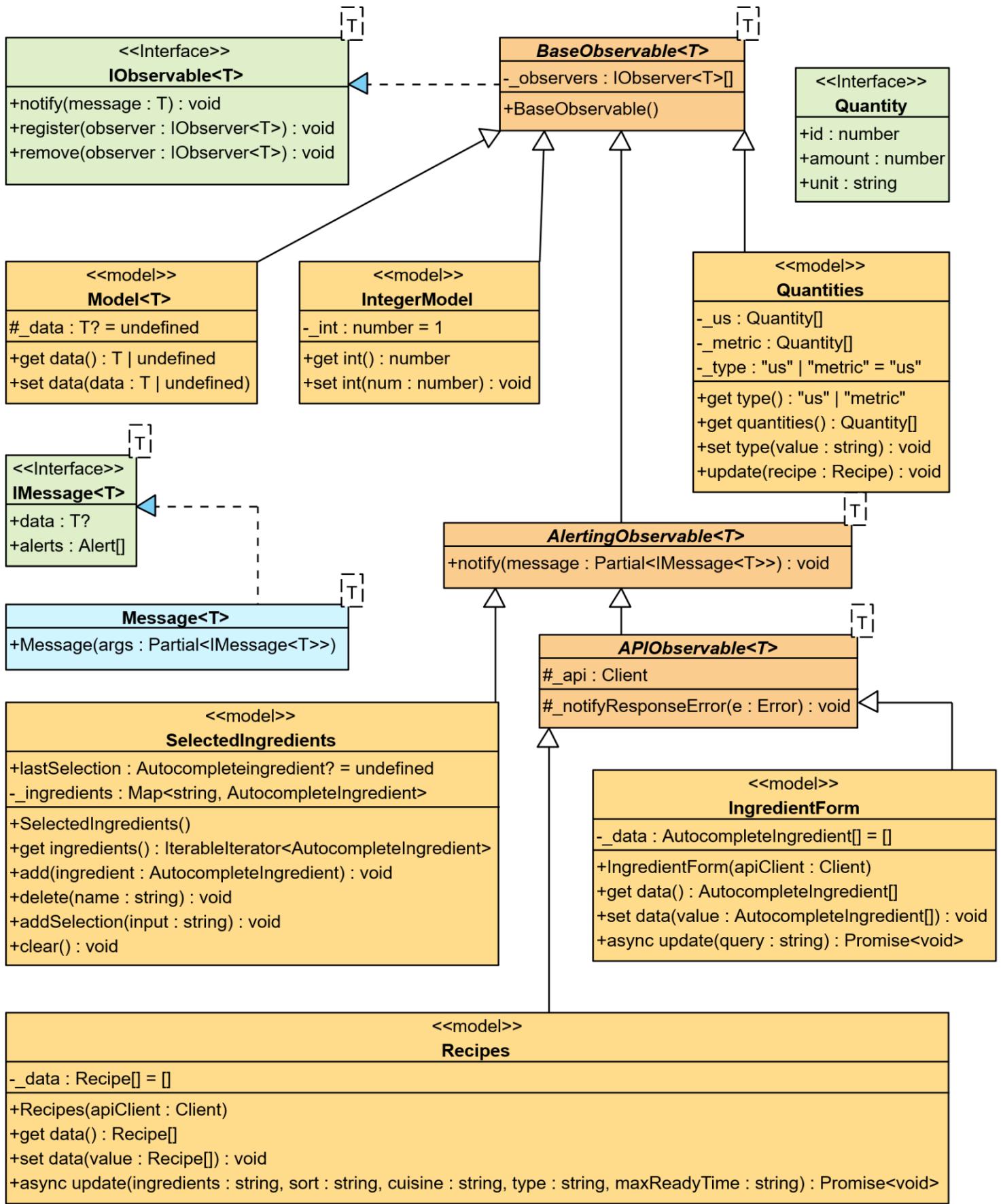


7. Class Diagram - Design

Note: refer to the analysis-level diagram to see all relationships



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```

<<controller>>
SelectedIngredientsController
- _model : SelectedIngredients
+ SelectedIngredientsController(selectionsModel : SelectedIngredients)
+ onReset(event : Event) : void
+ onDelete(name : string) : void

```

```

<<controller>>
RecipesController
- _recipes : Recipes
- _ingredients : SelectedIngredients
+ RecipesController(recipesModel : Recipes, ingredientsModel : SelectedIngredients)
+ async onSearch(sort : string, cuisines : string[], type : string, maxReadyTime : string) : Promise<void>

```

```

<<controller>>
IngredientFormController
- _formModel : IngredientForm
- _selectionsModel : SelectedIngredients
- _inputCount : number = 0
- _lastInput : string = ""
- _lastInputTime : number = 0
+ IngredientFormController(formModel : IngredientForm, selectionsModel : SelectedIngredients)
+ onInput(value : string, itemCount : number, maximumItems : number, threshold : number) : void
+ onSelectItem(item : Selection) : void
+ onSubmit(event : Event, input : string) : void

```

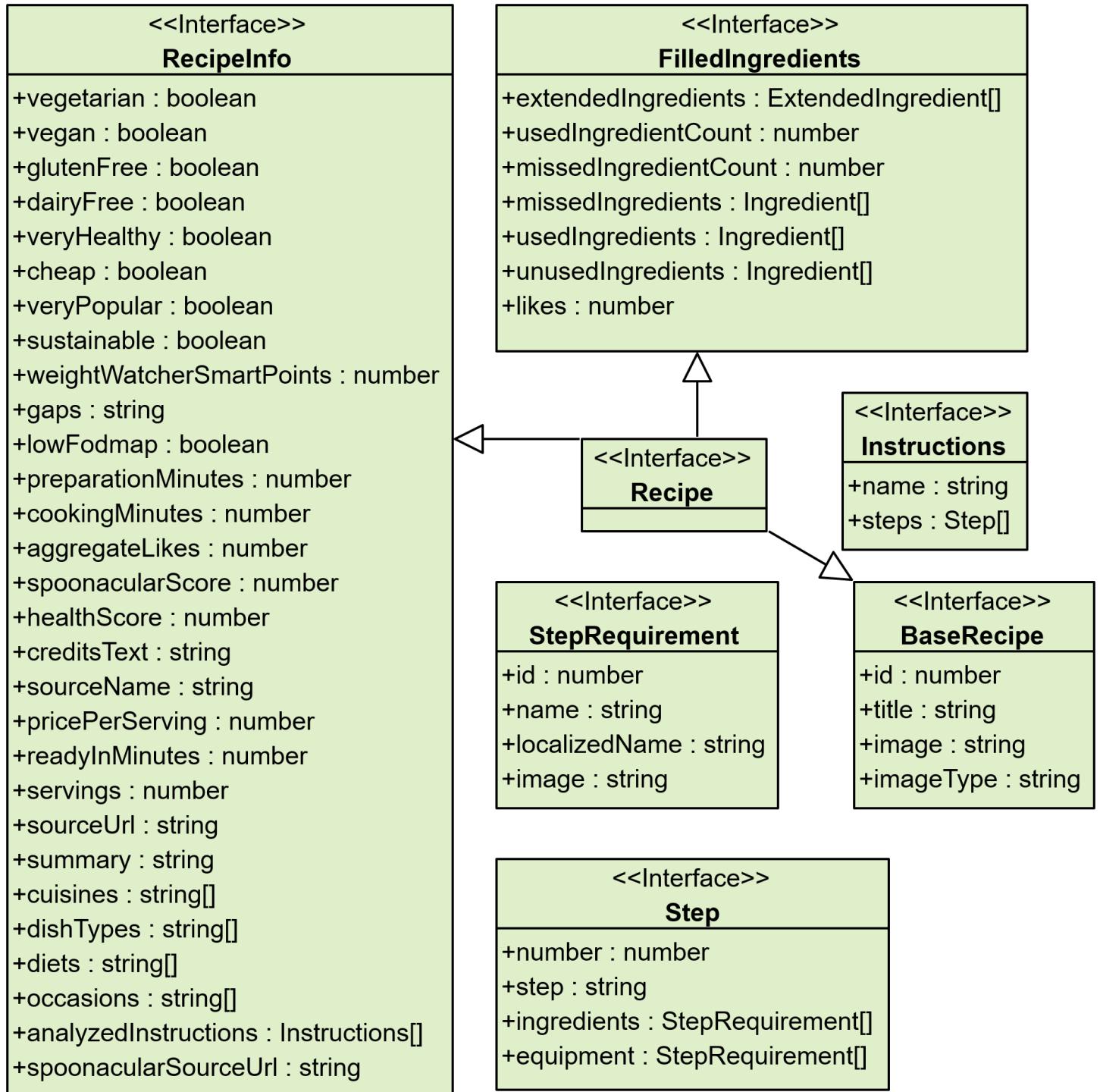
```

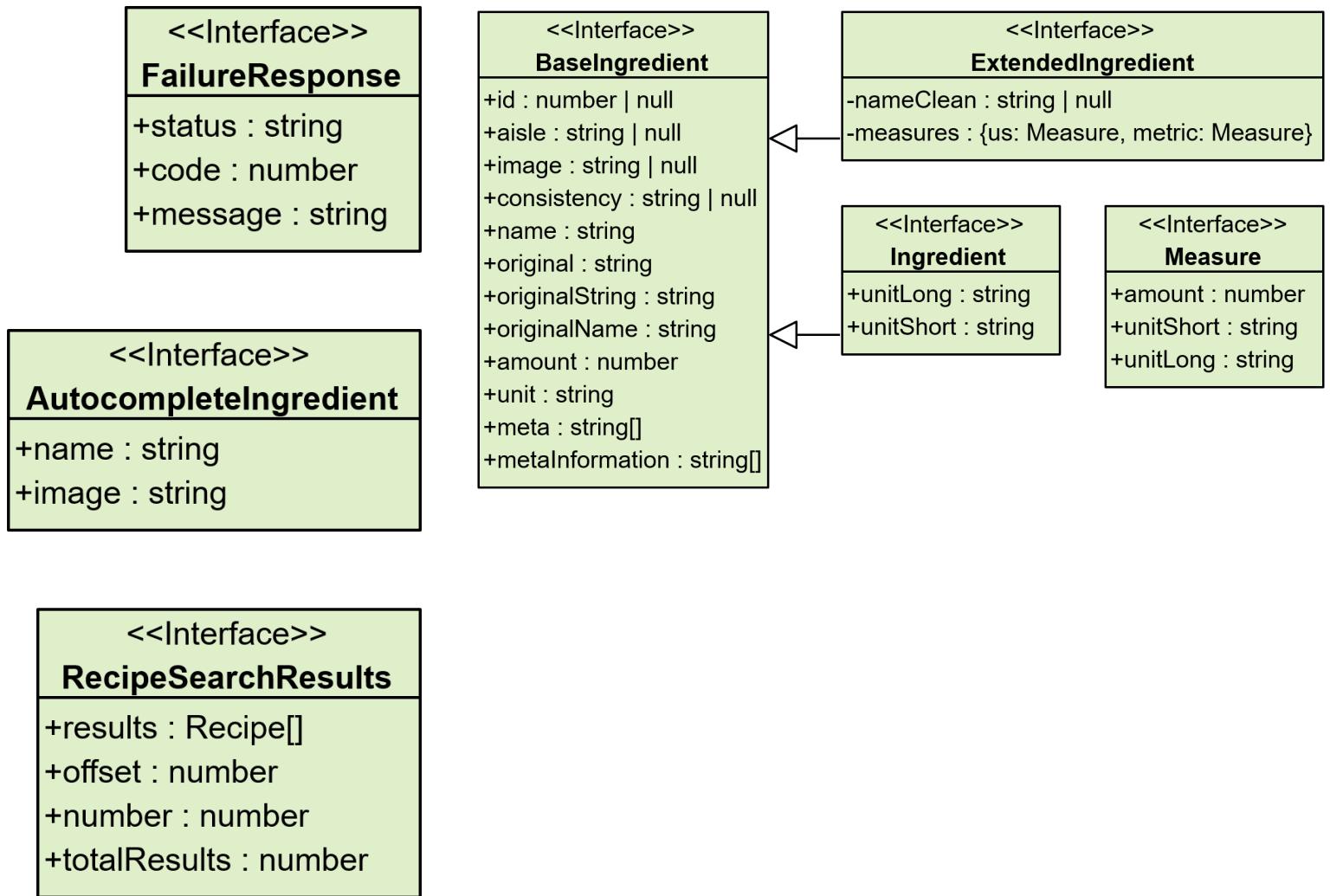
<<controller>>
RecipeModalController
- _data : Model<Recipe>
- quantities : Quantities
+ RecipeModalController(pageModel : IntegerModel, dataModel : Model<Recipe>, quantitiesModel : Quantities)
+ onClick(recipe : Recipe) : void
+ onUnitChange(unitType : string)

↓

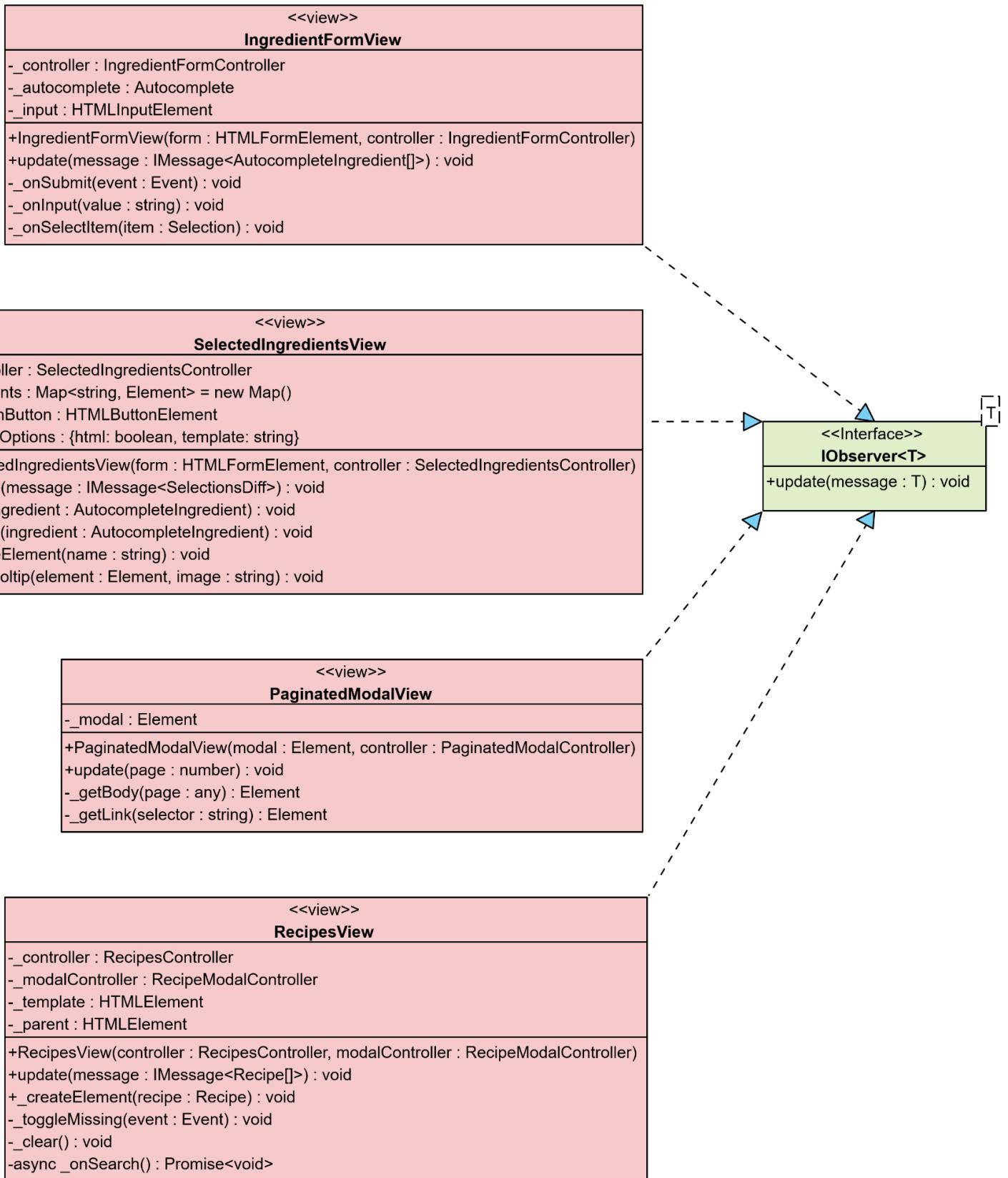
<<controller>>
PaginatedModalController
# _page : IntegerModel
+ PaginatedModalController(model : IntegerModel)
+ onNavigationClick(event : Event) : void

```

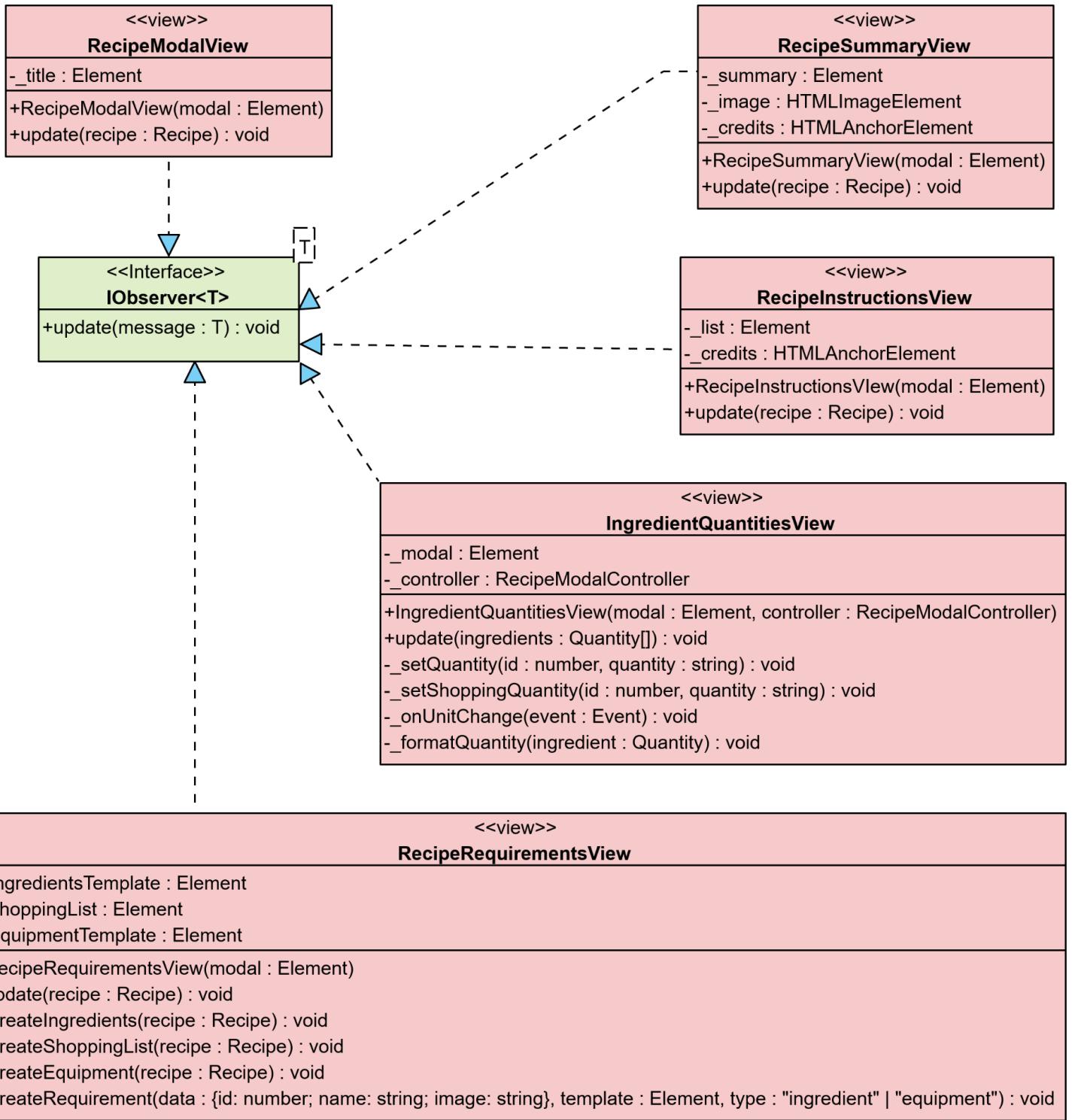




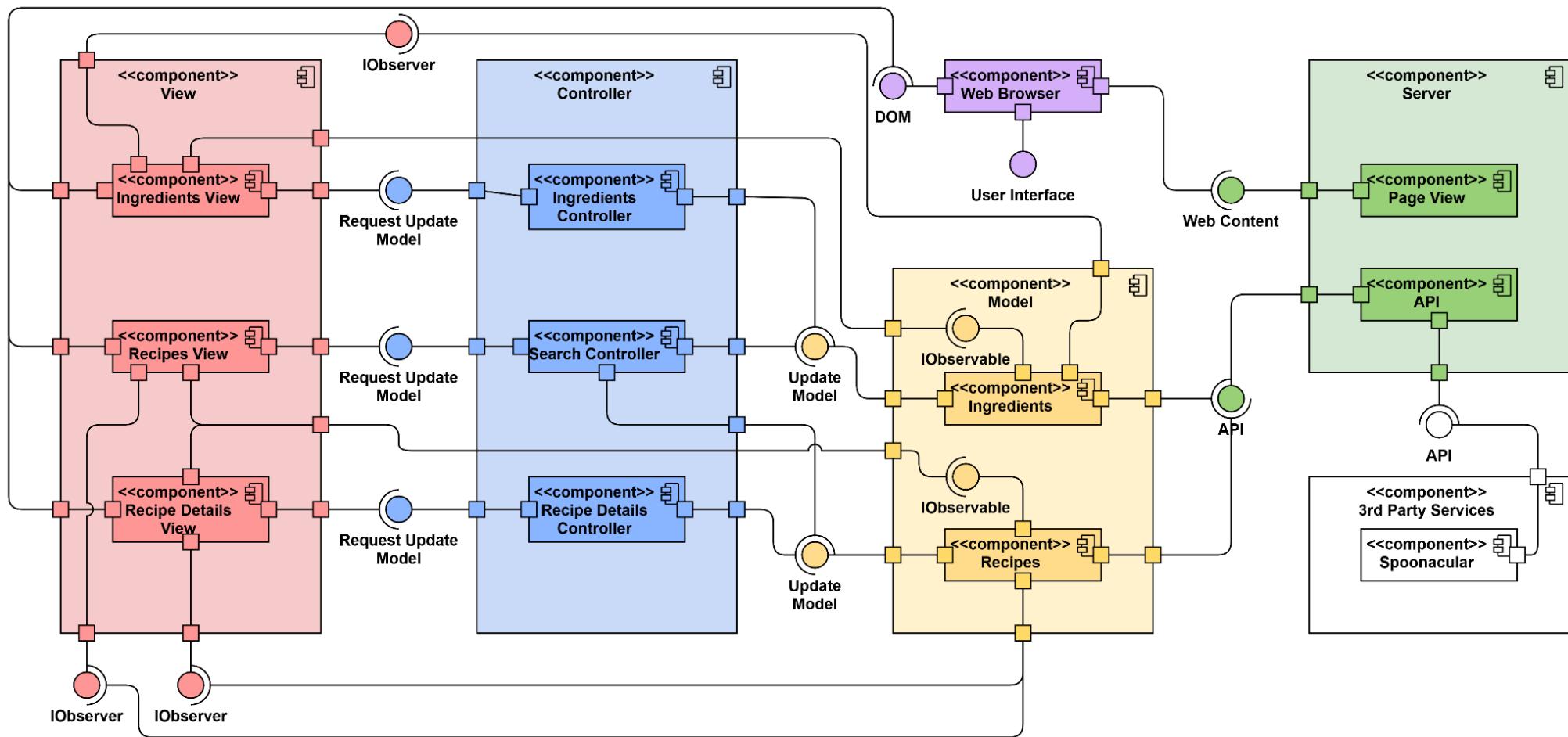
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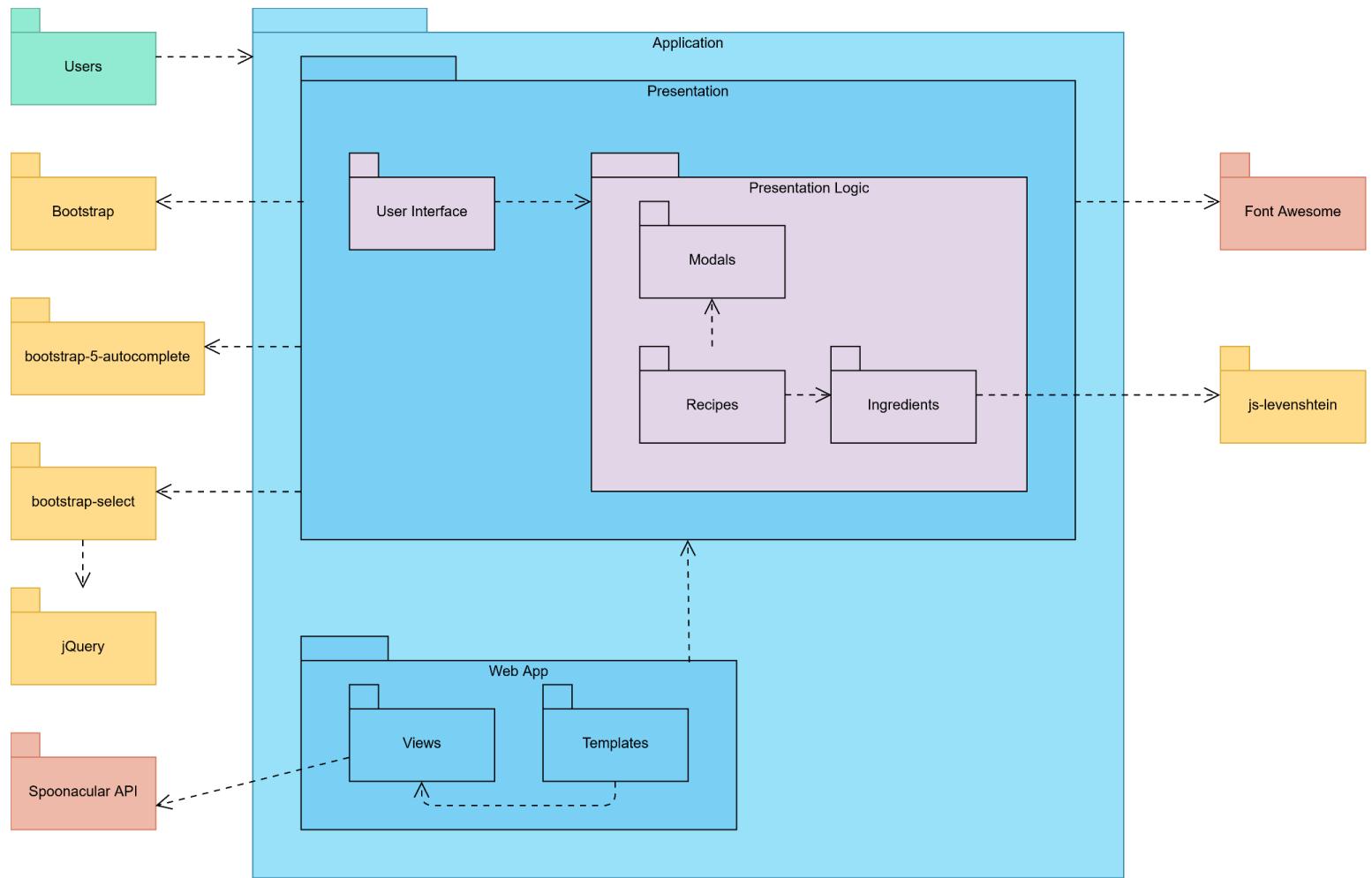
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8. Component Diagram



9. Package Diagram



10. Deployment Diagram

