

# CRC Model

Food (Entity)	
<ul style="list-style-type: none"><li>•Stores:<ul style="list-style-type: none"><li>○ Shelf Life</li><li>○ Name</li><li>○ Dictionary[buy date: [quantity, expiration date]</li><li>○ Unit</li></ul></li><li>•Responsibilities:<ul style="list-style-type: none"><li>○ getters /updaters</li></ul></li></ul>	

Recipe (Entity)	
<ul style="list-style-type: none"><li>•Stores:<ul style="list-style-type: none"><li>○ Dictionary[str ingredients: float quantity]</li><li>○ Name</li><li>○ Servings</li><li>○ time</li><li>○ Instructions</li></ul></li><li>• Responsibility<ul style="list-style-type: none"><li>○ Change number of servings</li><li>○ Getters / updaters</li></ul></li></ul>	

FoodManager (Use Case)	
<ul style="list-style-type: none"><li>• Responsibilities:<ul style="list-style-type: none"><li>○ Make new food</li><li>○ Add food</li><li>○ Remove Food</li><li>○ Adds food that you don't have to shopping cart from recipe</li></ul></li></ul>	Food User

RecipeManager (Use Case)	
<ul style="list-style-type: none"><li>• Responsibilities<ul style="list-style-type: none"><li>○ Create recipe</li><li>○ Remove recipe</li><li>○ Change recipe details</li><li>○ Make a recipe and subtract a quantity from food</li><li>○ Categorizing food</li></ul></li></ul>	Recipe User

User (Entity)	
<ul style="list-style-type: none"> <li>• Stores             <ul style="list-style-type: none"> <li>◦ Name</li> <li>◦ Username</li> <li>◦ Email</li> <li>◦ Password</li> <li>◦ List[food]</li> <li>◦ List[shopping list]</li> <li>◦ List[recipes]</li> </ul> </li> <li>• Responsibilities             <ul style="list-style-type: none"> <li>◦ Getters / updaters/ setters</li> </ul> </li> </ul>	Food Recipe

ControlCenter (Controller)	
<ul style="list-style-type: none"> <li>• Responsibilities             <ul style="list-style-type: none"> <li>◦ Receives commands from user and outputs requested info</li> </ul> </li> </ul>	User Food Recipe RecipeManager FoodManager

## Command line

- Display recipes (no parameters) (kitchen)
  - Gives a list of all recipes in the kitchen
- Show recipe (no parameters) (recipe)
  - List of ingredients, instructions, servings
- Display recipes with (Food food\_name) (kitchen)
  - Displays the recipes with the given food first
  - If there are many foods it will display the recipes with the most number of ingredients that correspond
- Display food (kitchen)
  - Shows all the food you have with the quantity
- Show food by expiration (kitchen manager)
- Show shopping list (kitchen)
  - Shows what you need to buy
- Add ingredients to shopping list
  - Manually: input what foods you want to buy
  - Automatically: puts all ingredients needed for recipe you don't already have into shopping cart
- Make recipe (int servings, str recipe)
  - Subtracts the food quantity from food, assumes that you use the oldest food to newest