
Design Document for NutritionTracker

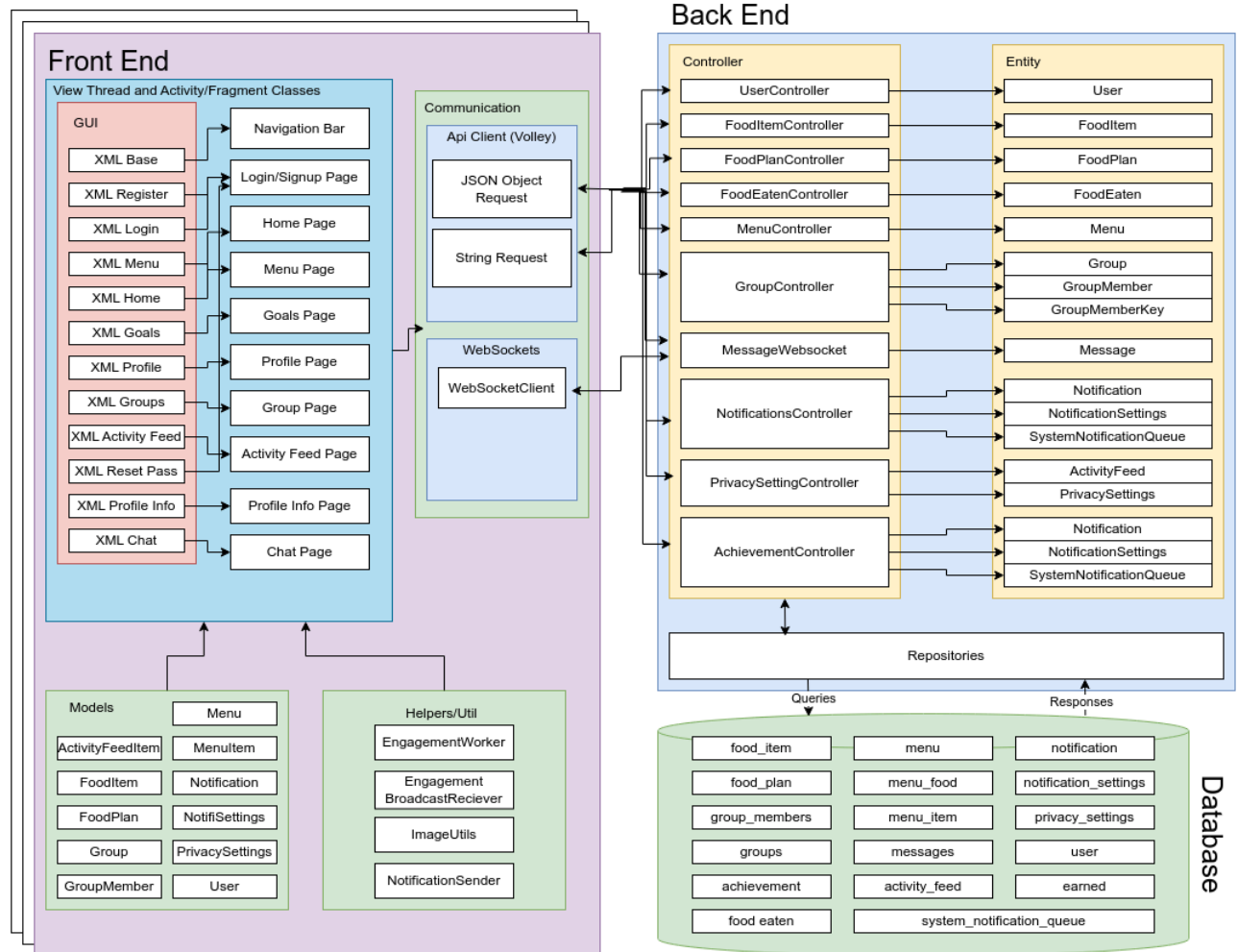
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Front End

The front end is built using native Android with Java, following a modular approach that separates concerns for maintainability and efficiency. The main components are organized as follows:

View/Fragment Classes:

The UI layer comprises Activities and Fragments, each dedicated to a specific feature like Home, Menu, Goals, Profile, etc. Views are defined in XML layouts for consistent and structured UI.

Navigation:

A bottom navigation bar enables seamless switching between features, with the Android Navigation component managing Fragment transitions and back stack behavior.

Communication:

The app uses the Volley library for REST API communication, and a custom WebSocketClient for real-time updates like chat and activity feeds.

Models:

Core objects like Menu, FoodItem, Group, and User are represented by model classes to maintain data consistency and type safety throughout the application.

Helpers/Util:

Utility classes handle tasks such as image processing, data formatting, authentication, profile management, and notifications.

XML Resources:

Layouts are organized by feature, including base components, navigation, menus, profiles, and settings, ensuring maintainability and clean structure.

Back End:

The back end is built with Spring Boot, hosted on a remote server provided by Iowa State University. Each major function has at least one controller and one entity. Controllers act as intermediaries between the front end and back end, using repositories to connect to the SQL database. Some repositories include optimized queries for efficient database searches.

Database:

All saved information is stored in an SQL database. This information contains user data and settings, food items, menus of food items, groups and their members, messages, achievements, and activity feed items. In the database, foreign keys are used to connect elements that are related to each other.

