

# MealPlanner Application

Group Code:  
**CAI1\_SWD4\_G1**

# Project Overview

**Simplifying meal planning by offering a mobile app that helps users organize and plan their weekly meals.**  
**It allows users to browse, save, and view meal details, even offline.**



# Key Features

User  
Authentication

Meal of the  
Day

Meal  
Search

Favorite  
Meals

Meal  
Planning

Meal  
Categories

Guest  
Mode

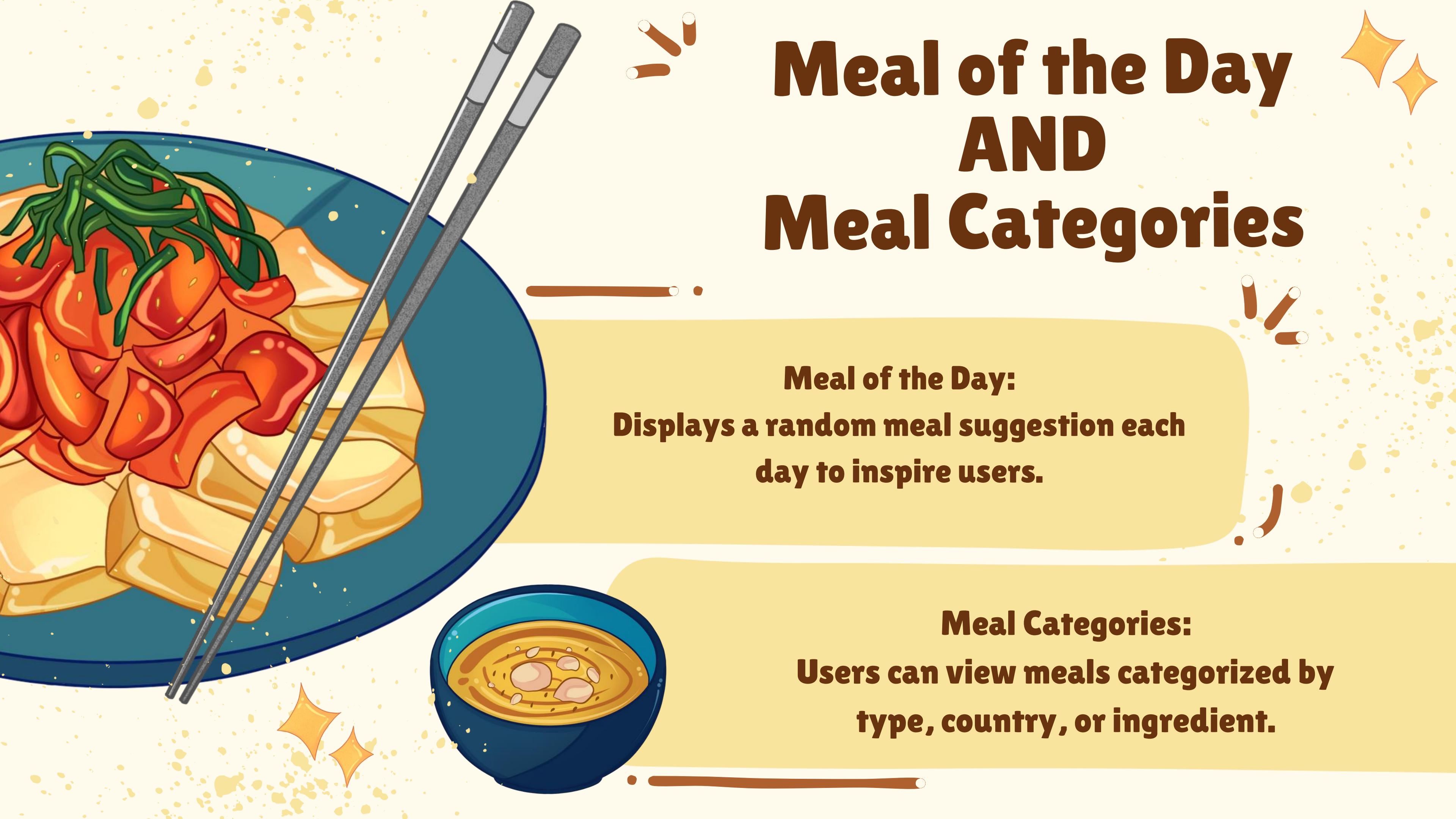
Offline  
Access

# User Authentication AND Guest Mode



**User Authentication:**  
Provides user login/signup options using Firebase Authentication.

**Guest Mode:**  
Allows users to explore meal categories and daily suggestions without requiring an accounts



# Meal of the Day AND Meal Categories

**Meal of the Day:**  
**Displays a random meal suggestion each day to inspire users.**

**Meal Categories:**  
**Users can view meals categorized by type, country, or ingredient.**



# Meal Search

**Allows users to search for meals based on various filters like country, ingredient, or category.**

# Favorite Meals

**Users can add and remove meals from their favorite list, stored locally.**



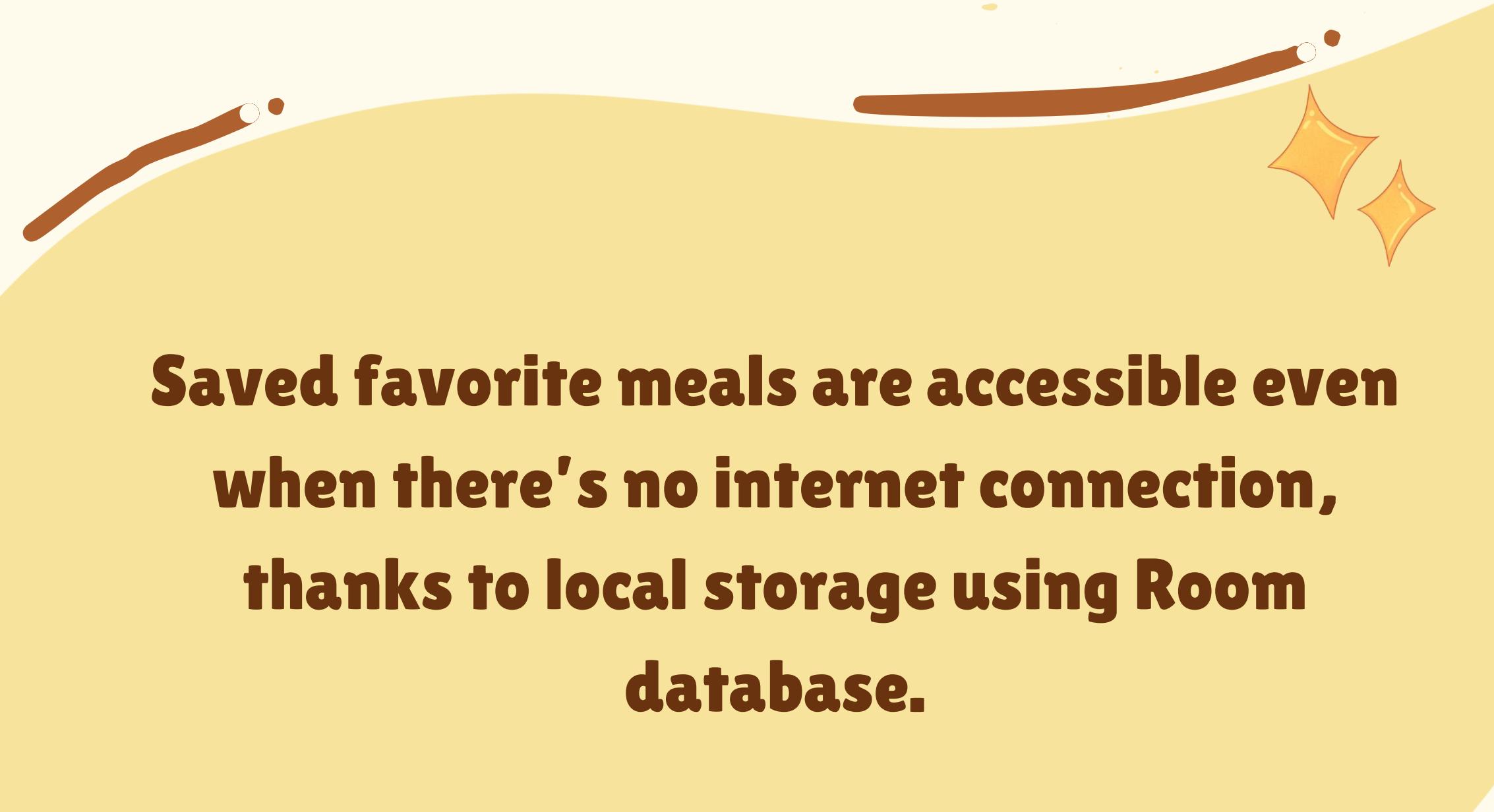
# Meal Planning

**Enables users to add meals to  
their weekly meal plans for better  
organization.**

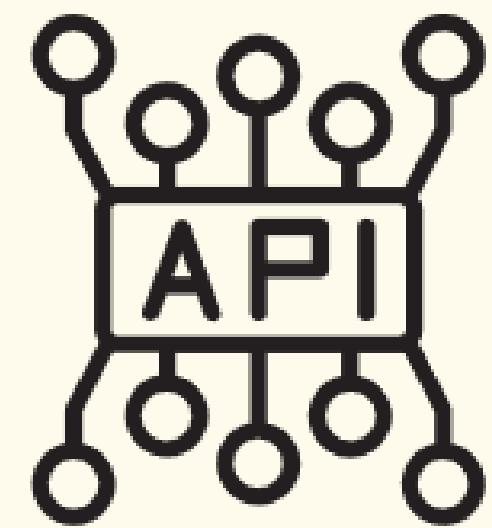




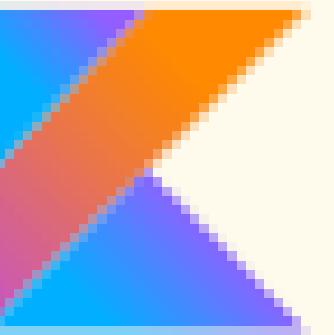
# Offline Access



**Saved favorite meals are accessible even when there's no internet connection, thanks to local storage using Room database.**



**Retrofit**



**Kotlin**



**Room Database**

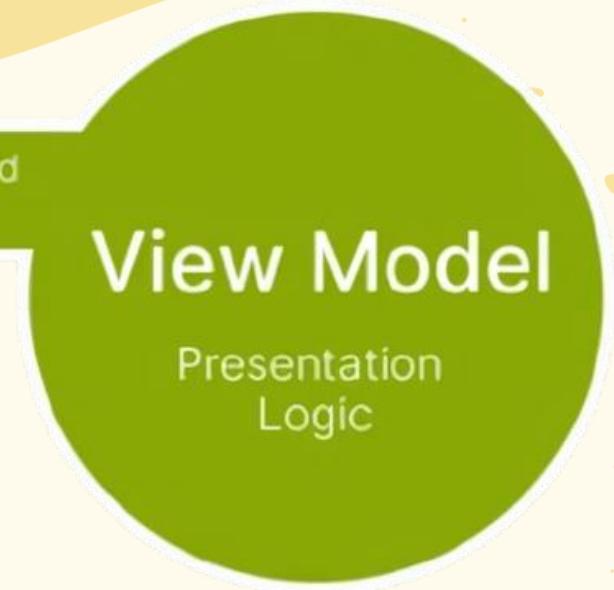
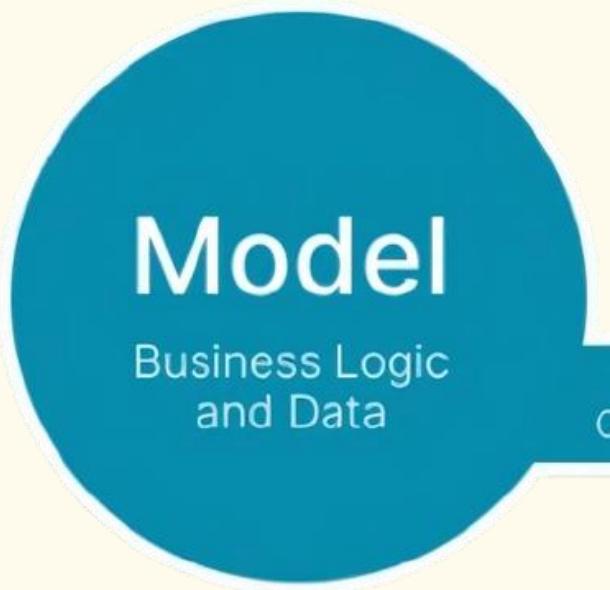


**Firebase  
Authentication**



**android**

# **Technologies and Tools**



# Technologies and Tools

- 
- 1 Android Studio: The main IDE for coding and debugging the application.
  - 2 Firebase Authentication: Handles user login and registration, including social logins like Google.
  - 3 Room Database: Manages local data storage, enabling offline access to favorite meals.
  - 4 Retrofit: For network requests to fetch meal data from APIs.
  - 5 MVVM: Improves modularity and testability by separating UI from business logic.

# Thank you

