Recepteskonyv

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# **Chapter 1**

# **Data Structure Index**

# 1.1 Data Structures

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# **Chapter 2**

# File Index

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# **Chapter 3**

# **Data Structure Documentation**

# 3.1 Ingridient Struct Reference

#include <Ingridient.h>

#### **Data Fields**

- char IngName [40]
- MeasurementType MType
- struct Ingridient \* NextNode

# 3.1.1 Detailed Description

Ingrident struct that stores and Ingridient name, Mesurment Type of the ingridient in the form of an enum and an ingridient pointer that is used to make a linked list.

# 3.1.2 Field Documentation

# 3.1.2.1 IngName

char Ingridient::IngName[40]

The ingridients name.

### 3.1.2.2 MType

MeasurementType Ingridient::MType

The type of the ingridnient.

### 3.1.2.3 NextNode

```
struct Ingridient* Ingridient::NextNode
```

The pointer to the next Ingridient.

The documentation for this struct was generated from the following file:

• C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Ingridient.h

# 3.2 Recipe Struct Reference

```
#include <Recipe.h>
```

### **Data Fields**

- char RecName [100]
- struct Recipe \* NextNode
- RecipeIngridient \* RecIng
- bool blsFavorite

# 3.2.1 Detailed Description

The struct that stores recipe values.

#### 3.2.2 Field Documentation

### 3.2.2.1 blsFavorite

```
bool Recipe::bIsFavorite
```

A boolean value that dictates if the recipe is Favorite or not.

#### 3.2.2.2 NextNode

```
struct Recipe* Recipe::NextNode
```

The pointer to the next recipe in the recipe linked list.

# 3.2.2.3 Reclng

```
RecipeIngridient* Recipe::RecIng
```

The pointer to the first element of the RecipeIngredient linked list.

#### 3.2.2.4 RecName

char Recipe::RecName[100]

The name of the recipe

The documentation for this struct was generated from the following file:

• C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Recipe.h

# 3.3 Recipelngridient Struct Reference

#include <RecipeIngridient.h>

#### **Data Fields**

- · int IngAmount
- Ingridient \* IngData
- struct RecipeIngridient \* NextNode

# 3.3.1 Detailed Description

A wrapper struct that connects the Ingridient stuct and the Recipe struct and it stores ingridient amount. The IngData points to the selected Ingridient. The NextNode is used to point to the next element of the RecipeIngridinent linked list.

### 3.3.2 Field Documentation

#### 3.3.2.1 IngAmount

int RecipeIngridient::IngAmount

The amount of the selected ingridient.

## 3.3.2.2 IngData

Ingridient\* RecipeIngridient::IngData

The pointer of the selected ingridient.

#### 3.3.2.3 NextNode

struct RecipeIngridient\* RecipeIngridient::NextNode

The pointer to then next RecipeIngridient in the chained list.

The documentation for this struct was generated from the following file:

• C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/RecipeIngridient.h

# **Chapter 4**

# **File Documentation**

# 4.1 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Ingridient.c File Reference

```
#include "Ingridient.h"
#include <stdio.h>
#include "Recipe.h"
#include "debugmalloc.h"
```

#### **Functions**

- Ingridient \* CreateIngridient (char \*Name, MeasurementType Type)
- void AddIngridientTo (Ingridient \*list, Ingridient \*ToAdd)
- void AddOrCreateIng (Ingridient \*\*list, Ingridient \*ToAdd)
- void DeleteIngridient (Ingridient \*\*listPtr, Ingridient \*ToDelete, Recipe \*\*RecListPtr)
- Ingridient \* FindIngridientByName (Ingridient \*list, char \*IngName)
- void PrintIngNameByIndex (Ingridient \*list, int IngridientIndex)
- void PrintAllIng (Ingridient \*list)
- void DeleteAllIng (Ingridient \*\*listPtr, Recipe \*\*RecListPtr)

#### 4.1.1 Function Documentation

## 4.1.1.1 AddIngridientTo()

Adds an Ingridient to an already existing Ingridient linked list.

#### **Parameters**

list	The first address of the list.
ToAdd	The Pointer of Ingridient that will be added to the list.

# 4.1.1.2 AddOrCreateIng()

This function is not used.

### **Parameters**

list	
ToAdd	

# 4.1.1.3 CreateIngridient()

Creates an Ingridient pointer.

#### **Parameters**

Name	Name of the ingridient.
Туре	Mesurment type of the ingridient.

#### Returns

Ingridient pointer.

# 4.1.1.4 DeleteAllIng()

Deletes all ingrideients. This will delete all the recipes too

#### **Parameters**

listPtr	The address of the first element of the Recipe linked list.
RecListPtr	The address of the first element of the Ingridient linked list.

# 4.1.1.5 DeleteIngridient()

Deletes and element of the linked list.

#### **Parameters**

listPtr	Pointer of the first address.
ToDelete	The list element that will be deleted.
RecListPtr	Pointer of the first element of the Recipe linked list.

# 4.1.1.6 FindIngridientByName()

Finds an ingridient by name

#### **Parameters**

list	The address of the first element of the ingridient linked list.
IngName	A name of the ingrident that is being searched.

### Returns

The address of the Ingridient.

# 4.1.1.7 PrintAllIng()

Prints all Ingridients.

### **Parameters**

list The address of the first element of the Ingridient linked list.

# 4.1.1.8 PrintlngNameByIndex()

Prints the elemnt definded by the index.

# **Parameters**

list	The address first element of the Ingridient linked list.
IngridientIndex	an index.

# 4.2 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Ingridient.h File Reference

#include "debugmalloc.h"

#### **Data Structures**

· struct Ingridient

#### **Typedefs**

- · typedef struct Recipe Recipe
- typedef enum MeasurementType MeasurementType
- · typedef struct Ingridient Ingridient

#### **Enumerations**

enum MeasurementType { kilogramm , liter , darab }

# **Functions**

- Ingridient \* CreateIngridient (char \*Name, MeasurementType Type)
- void AddIngridientTo (Ingridient \*list, Ingridient \*ToAdd)
- void AddOrCreateIng (Ingridient \*\*list, Ingridient \*ToAdd)
- void DeleteIngridient (Ingridient \*\*listPtr, Ingridient \*ToDelete, Recipe \*\*RecListPtr)
- Ingridient \* FindIngridientByName (Ingridient \*list, char \*IngName)
- void PrintIngNameByIndex (Ingridient \*list, int IngridientIndex)
- void PrintAllIng (Ingridient \*list)
- void DeleteAllIng (Ingridient \*\*listPtr, Recipe \*\*RecListPtr)

# 4.2.1 Typedef Documentation

## 4.2.1.1 Ingridient

typedef struct Ingridient Ingridient

Ingrident struct that stores and Ingridient name, Mesurment Type of the ingridient in the form of an enum and an ingridient pointer that is used to make a linked list.

# 4.2.1.2 MeasurementType

typedef enum MeasurementType MeasurementType

Enum that indicates the ingridient mesurement type.

#### 4.2.1.3 Recipe

typedef struct Recipe Recipe

# 4.2.2 Enumeration Type Documentation

#### 4.2.2.1 MeasurementType

enum MeasurementType

Enum that indicates the ingridient mesurement type.

#### Enumerator

kilogramm	
liter	
darab	

### 4.2.3 Function Documentation

### 4.2.3.1 AddIngridientTo()

Adds an Ingridient to an already existing Ingridient linked list.

### **Parameters**

list	The first address of the list.	
ToAdd	The Pointer of Ingridient that will be added to the list.	

### 4.2.3.2 AddOrCreateIng()

This function is not used.

#### **Parameters**

list	
ToAdd	

### 4.2.3.3 CreateIngridient()

Creates an Ingridient pointer.

#### **Parameters**

Name	Name of the ingridient.
Туре	Mesurment type of the ingridient.

#### Returns

Ingridient pointer.

# 4.2.3.4 DeleteAllIng()

Deletes all ingrideients. This will delete all the recipes too

### **Parameters**

listPtr	The address of the first element of the Recipe linked list.
RecListPtr	The address of the first element of the Ingridient linked list.

# 4.2.3.5 DeleteIngridient()

Deletes and element of the linked list.

#### **Parameters**

listPtr	Pointer of the first address.
ToDelete	The list element that will be deleted.
RecListPtr	Pointer of the first element of the Recipe linked list.

# 4.2.3.6 FindIngridientByName()

Finds an ingridient by name

#### **Parameters**

list	The address of the first element of the ingridient linked list.
IngName	A name of the ingrident that is being searched.

#### Returns

The address of the Ingridient.

# 4.2.3.7 PrintAllIng()

Prints all Ingridients.

4.3 Ingridient.h

#### **Parameters**

list The address of the first element of the Ingridient linked list.

### 4.2.3.8 PrintlngNameByIndex()

Prints the elemnt definded by the index.

#### **Parameters**

list	The address first element of the Ingridient linked list.
IngridientIndex	an index.

# 4.3 Ingridient.h

#### Go to the documentation of this file.

```
00002 // Created by hejag on 23/11/2024.
00003 //
00004
00005 #ifndef INGRIDIENT_H
00006 #define INGRIDIENT_H
00007 #include "debugmalloc.h"
80000
00009
00010 typedef struct Recipe Recipe;
00011
00015 typedef enum MeasurementType {
          kilogramm,
00017
          liter,
00018
         darab
00019 } MeasurementType;
00020
00024 typedef struct Ingridient {
00028 char IngName[40];
00032 MeasurementType MType;
00036 struct Ingridient *NextNode;
00037 } Ingridient;
00038
00045 Ingridient *CreateIngridient(char *Name, MeasurementType Type);
00052 void AddIngridientTo(Ingridient *list, Ingridient *ToAdd);
00053
00059 void AddOrCreateIng(Ingridient **list, Ingridient *ToAdd);
00060
00067 void DeleteIngridient(Ingridient **listPtr, Ingridient *ToDelete, Recipe **RecListPtr);
00068
00075 Ingridient *FindIngridientByName(Ingridient *list, char *IngName);
00076
00082 void PrintIngNameByIndex(Ingridient *list, int IngridientIndex);
00083
00088 void PrintAllIng(Ingridient *list);
00095 void DeleteAllIng(Ingridient **listPtr, Recipe **RecListPtr);
00096 #endif //INGRIDIENT_H
```

# 4.4 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/input.c File Reference

```
#include "debugmalloc.h"
#include "input.h"
#include <stdio.h>
#include "Ingridient.h"
#include "Recipe.h"
```

#### **Functions**

- Ingridient \* IngInput ()
- MeasurementType IngTypeEnumerator (char \*TypeString)
- char \* IngTypeDenumerator (MeasurementType Mtype)
- void StrKiller (char \*str)
- Recipe \* RecInput (Ingridient \*list)
- bool IsFavChecker (char \*TypeString)

### 4.4.1 Function Documentation

### 4.4.1.1 IngInput()

```
Ingridient * IngInput ()
```

### 4.4.1.2 IngTypeDenumerator()

Converts MeasurementType enum to a string.

#### **Parameters**

Mtype | MeasurementType enum that will be converted.

#### Returns

Address of the string.

#### 4.4.1.3 IngTypeEnumerator()

Converts a string to a MeasurementType enum.

#### **Parameters**

TypeString	The that will be converted
------------	----------------------------

### Returns

MeasurementType.

# 4.4.1.4 IsFavChecker()

Converts a string to a true or false value.

#### **Parameters**

TypeString	The string that will be converted.
------------	------------------------------------

#### **Returns**

True or false value.

# 4.4.1.5 RecInput()

# 4.4.1.6 StrKiller()

```
void StrKiller ( char * str)
```

## Empties a string

### **Parameters**

str The string.

# 4.5 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/input.h File Reference

```
#include "debugmalloc.h"
#include "Ingridient.h"
#include "Recipe.h"
```

### **Typedefs**

- typedef enum IngInputState IngInputState
- typedef enum RecInputState RecInputState

#### **Enumerations**

- enum IngInputState { IName , IType , CreateIng , IReturn }
- enum RecInputState {
   RName , IsFav , IngCount , RecipeIngName ,
   RecipeIngNumber , RecipeIngType , CreateRecipeIng , RecipeCreation ,
   RReturn }

### **Functions**

- Ingridient \* IngInput ()
- Recipe \* RecInput (Ingridient \*list)
- MeasurementType IngTypeEnumerator (char \*TypeString)
- char \* IngTypeDenumerator (MeasurementType Mtype)
- bool IsFavChecker (char \*TypeString)
- void StrKiller (char \*str)

# 4.5.1 Typedef Documentation

## 4.5.1.1 IngInputState

```
typedef enum IngInputState IngInputState
```

The states used for "Osszetevok.txt" file reading.

#### 4.5.1.2 RecInputState

```
typedef enum RecInputState RecInputState
```

The states used for "Receptek.txt" file reading.

# 4.5.2 Enumeration Type Documentation

# 4.5.2.1 IngInputState

enum IngInputState

The states used for "Osszetevok.txt" file reading.

#### **Enumerator**

IName	
IType	
CreateIng	
IReturn	

# 4.5.2.2 RecInputState

enum RecInputState

The states used for "Receptek.txt" file reading.

#### Enumerator

RName	
IsFav	
IngCount	
RecipeIngName	
RecipeIngNumber	
RecipeIngType	
CreateRecipeIng	
RecipeCreation	
RReturn	

# 4.5.3 Function Documentation

# 4.5.3.1 IngInput()

```
Ingridient * IngInput ()
```

## 4.5.3.2 IngTypeDenumerator()

Converts MeasurementType enum to a string.

#### **Parameters**

MeasurementType enum that will be	be converted.
-----------------------------------	---------------

# Returns

Address of the string.

## 4.5.3.3 IngTypeEnumerator()

Converts a string to a MeasurementType enum.

### **Parameters**

TypeString	The that will be converted
------------	----------------------------

# Returns

MeasurementType.

# 4.5.3.4 IsFavChecker()

Converts a string to a true or false value.

#### **Parameters**

TypeString	The string that will be converted.
------------	------------------------------------

#### Returns

True or false value.

#### 4.5.3.5 RecInput()

### 4.5.3.6 StrKiller()

#### Empties a string

#### **Parameters**

str The string.

# 4.6 input.h

# Go to the documentation of this file.

```
00001 //
00002 // Created by hejag on 23/11/2024.
00003 //
00004
00005 #ifndef INPUT_H
00006 #define INPUT_H
00007 #include "debugmalloc.h"
00008 #include "Ingridient.h"
00009 #include "Recipe.h"
00010
00011 Ingridient *IngInput();
00012
00013 Recipe *RecInput(Ingridient *list);
00014
00018 typedef enum IngInputState {
00019
          IName,
00020
          IType,
00021
          CreateIng,
00022
          IReturn
00023 } IngInputState;
00024
00028 typedef enum RecInputState {
          RName,
00030
          IsFav,
00031
          IngCount,
00032
          RecipeIngName,
00033
          RecipeIngNumber,
00034
          RecipeIngType,
00035
          CreateRecipeIng,
00036
          RecipeCreation,
00037
          RReturn
00038 } RecInputState;
00039
00045 MeasurementType IngTypeEnumerator(char *TypeString);
00046
00052 char *IngTypeDenumerator(MeasurementType Mtype);
00053
00059 bool IsFavChecker(char *TypeString);
00060
00065 void StrKiller(char *str);
00066
00067 #endif //INPUT_H
```

# 4.7 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/main.c File Reference

```
#include <stdio.h>
#include <string.h>
#include "Ingridient.h"
#include "input.h"
#include "Menu.h"
#include "debugmalloc.h"
```

#### **Functions**

• int main (void)

#### 4.7.1 Function Documentation

#### 4.7.1.1 main()

```
int main (
     void )
```

# 4.8 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Menu.c File Reference

```
#include "Menu.h"
#include <stdio.h>
#include "input.h"
#include "debugmalloc.h"
```

#### **Functions**

- void LogoPrinter ()
- int MainMenu (Ingridient \*\*IngListPtr, Recipe \*\*RecipeList)
- void SearchMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void RecipeMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void IngManageMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void FavMenu (Recipe \*\*RecipeList)
- void RandomRecipe (Recipe \*RecipeList)

## 4.8.1 Function Documentation

#### 4.8.1.1 FavMenu()

The menu for modifying the favorite parameter of the recipe stuct.

### **Parameters**

RecipeList	The address of the first element of the Recipe linked list.
------------	---

# 4.8.1.2 IngManageMenu()

Ingridient menu for modifying ingridients.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

# 4.8.1.3 LogoPrinter()

```
void LogoPrinter ()
```

Prints out the logo.

# 4.8.1.4 MainMenu()

This is the main menu function this from this function the user can access the other menus.

#### **Parameters**

IngListPtr	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

### Returns

If the user exits the program with the exit option the return will be 0.

# 4.8.1.5 RandomRecipe()

This function will print out a random recipe.

#### **Parameters**

RecipeList	The address of the first element of the Recipe linked list.
------------	---

#### 4.8.1.6 RecipeMenu()

Recipe menu for modifying recipes.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

#### 4.8.1.7 SearchMenu()

The Recipe search menu.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

# 4.9 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Menu.h File Reference

```
#include "Recipe.h"
#include "debugmalloc.h"
```

#### **Functions**

- void LogoPrinter ()
- int MainMenu (Ingridient \*\*IngListPtr, Recipe \*\*RecipeList)
- void SearchMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void RecipeMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void IngManageMenu (Ingridient \*\*IngList, Recipe \*\*RecipeList)
- void FavMenu (Recipe \*\*RecipeList)
- void RandomRecipe (Recipe \*RecipeList)

# 4.9.1 Function Documentation

# 4.9.1.1 FavMenu()

The menu for modifying the favorite parameter of the recipe stuct.

#### **Parameters**

RecipeList	The address of the first element of the Recipe linked list.
------------	---

### 4.9.1.2 IngManageMenu()

Ingridient menu for modifying ingridients.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

## 4.9.1.3 LogoPrinter()

```
void LogoPrinter ()
```

Prints out the logo.

## 4.9.1.4 MainMenu()

This is the main menu function this from this function the user can access the other menus.

#### **Parameters**

IngListPtr	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

## Returns

If the user exits the program with the exit option the return will be 0.

### 4.9.1.5 RandomRecipe()

This function will print out a random recipe.

4.10 Menu.h 25

#### **Parameters**

RecipeList   The address of the first element of the Recipe linked list.
--

# 4.9.1.6 RecipeMenu()

Recipe menu for modifying recipes.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.	]
RecipeList	The address of the first element of the Recipe linked list.	]

# 4.9.1.7 SearchMenu()

The Recipe search menu.

#### **Parameters**

IngList	The address of the first element of the Ingridient linked list.
RecipeList	The address of the first element of the Recipe linked list.

# 4.10 Menu.h

#### Go to the documentation of this file.

```
00002 // Created by hejag on 24/11/2024.
00003 //
00004
00005 #ifndef MENU_H
00006 #define MENU_H
00007 #include "Recipe.h"
00008 #include "debugmalloc.h"
00009
00013 void LogoPrinter();
00014
00021 int MainMenu(Ingridient** IngListPtr, Recipe** RecipeList);
00022
00028 void SearchMenu(Ingridient** IngList, Recipe** RecipeList);
00029
00035 void RecipeMenu(Ingridient** IngList, Recipe** RecipeList);
00036
00042 void IngManageMenu(Ingridient** IngList, Recipe** RecipeList);
00043
00048 void FavMenu(Recipe** RecipeList);
00049
00054 void RandomRecipe(Recipe* RecipeList);
00055
00056
00057
00058
00059 #endif //MENU_H
```

# 4.11 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Recipe.c File Reference

```
#include "Recipe.h"
#include <stdio.h>
#include "input.h"
#include "Ingridient.h"
#include "debugmalloc.h"
```

### **Functions**

- Recipe \* CreateRecipe (char \*Name, bool blsFav)
- void AssignIngridients (Recipe \*Rec, RecipeIngridient \*RecIngridient)
- void AddRecipeTo (Recipe \*list, Recipe \*ToAdd)
- void AddOrCreateRecipe (Recipe \*\*list, Recipe \*ToAdd)
- void DeleteRecipe (Recipe \*\*listPtr, Recipe \*ToDelete)
- Recipe \* FindRecipeByName (Recipe \*list, char \*RecipeName)
- void RecipePrint (Recipe \*PRecipe)
- void PrintRecipeByIng (Recipe \*list)
- void PrintFavRecipes (Recipe \*list)
- void SetFavorite (Recipe \*list, char \*SetFavName, bool isFav)
- void PrintAllRecipes (Recipe \*list)
- void AddRecipeFromIO (Ingridient \*IngList, Recipe \*RecList)
- bool AddRecipeFromIOIsFav (char \*IsFav)
- void DeleteAllRecipe (Recipe \*list)
- int RecipeListLen (Recipe \*list)
- char \* BoolFavConverter (bool IsFav)

## 4.11.1 Function Documentation

#### 4.11.1.1 AddOrCreateRecipe()

This function is not used in the program.

## **Parameters**



### 4.11.1.2 AddRecipeFromIO()

This will add a new recipe to the Recipe linked list. This function gets input from the user.

#### **Parameters**

IngList	The address of the first element of the recipe linked list.
RecList	The address of the first element of the ingridient linked list.

### 4.11.1.3 AddRecipeFromIOIsFav()

Gets a string and determines that is it a true or false value when converted to a boolean.

#### **Parameters**

IsFav	The string.
-------	-------------

#### Returns

The boolean value.

# 4.11.1.4 AddRecipeTo()

```
void AddRecipeTo (  \begin{tabular}{ll} Recipe * list, \\ Recipe * ToAdd) \end{tabular}
```

Adds a Recipe to the Recipe linked list.

## **Parameters**

list	The address of the first element of the recipe linked list.
ToAdd	The address of the Recipe that will be added to the list.

# 4.11.1.5 AssignIngridients()

Assigns the RecipeIngridient linked list to and elemnet of Recipe linkec list.

# **Parameters**

Rec	An element of the Recipe linked list.
RecIngridient	The first element of the Recinpelngridient lined list.

# 4.11.1.6 BoolFavConverter()

Converts bool to char value.

#### **Parameters**

IsFav	bool to be converted.	
IsFav	bool to be converted.	

#### Returns

char pointer (string).

# 4.11.1.7 CreateRecipe()

This function creates a new recipe.

#### **Parameters**

Name	The name of the recipe to create.
blsFav	Whether to mark this recipe or not.

### Returns

Newly created recipe.

### 4.11.1.8 DeleteAllRecipe()

Deletes all Recipe from the Recipe linked list.

#### **Parameters**

list The address of the first element of the recipe linked list.

# 4.11.1.9 DeleteRecipe()

Deletes an element of the Recipe linked list specified by the ToDelete pointer.

#### **Parameters**

listPtr	The address of the first element of the recipe linked list.
ToDelete	The address of the element of the recipe linked list that will be deleted.

# 4.11.1.10 FindRecipeByName()

Finds a recipe by name

#### **Parameters**

list	The address of the first element of the recipe linked list.
RecipeName	The name of the recipe.

#### **Returns**

Address of the Recipe specified by name.

# 4.11.1.11 PrintAllRecipes()

Prints all recipes.

#### **Parameters**

list The address of the first element of the recipe linked list.

# 4.11.1.12 PrintFavRecipes()

Prints the favorite recipes

## **Parameters**

*list* The address of the first element of the recipe linked list.

### 4.11.1.13 PrintRecipeByIng()

Prints a recipe containing the specified ingridient.

#### **Parameters**

list The address of the first element of the recipe linked list.

# 4.11.1.14 RecipeListLen()

Gets the lenght of the recipe linked list.

#### **Parameters**

list The address of the first element of the recipe linked list.

#### Returns

an intiger value that is the lenght of the list.

# 4.11.1.15 RecipePrint()

Prints the recipe of the specified address.

#### **Parameters**

PRecipe	The recipe address.
---------	---------------------

## 4.11.1.16 SetFavorite()

Sets an element of the Recipe linked list to favorite or not favorite.

#### **Parameters**

list	The address of the first element of the recipe linked list.
SetFavName	The name of the SelectFavorite Recipe.
isFav	Favorite or not.

# 4.12 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/Recipe.h File Reference

```
#include <stdbool.h>
#include "RecipeIngridient.h"
#include "Ingridient.h"
#include "debugmalloc.h"
```

#### **Data Structures**

struct Recipe

### **Typedefs**

• typedef struct Recipe Recipe

### **Functions**

- Recipe \* CreateRecipe (char \*Name, bool blsFav)
- void AssignIngridients (Recipe \*Rec, RecipeIngridient \*RecIngridient)
- void AddRecipeTo (Recipe \*list, Recipe \*ToAdd)
- void AddOrCreateRecipe (Recipe \*\*list, Recipe \*ToAdd)
- void DeleteRecipe (Recipe \*\*listPtr, Recipe \*ToDelete)
- Recipe \* FindRecipeByName (Recipe \*list, char \*RecipeName)
- void RecipePrint (Recipe \*PRecipe)
- void PrintRecipeByIng (Recipe \*list)
- void PrintFavRecipes (Recipe \*list)
- void SetFavorite (Recipe \*list, char \*SetFavName, bool isFav)
- void PrintAllRecipes (Recipe \*list)
- void AddRecipeFromIO (Ingridient \*IngList, Recipe \*RecList)
- bool AddRecipeFromIOIsFav (char \*IsFav)
- void DeleteAllRecipe (Recipe \*list)
- int RecipeListLen (Recipe \*list)
- char \* BoolFavConverter (bool IsFav)

## 4.12.1 Typedef Documentation

### 4.12.1.1 Recipe

```
typedef struct Recipe Recipe
```

The struct that stores recipe values.

## 4.12.2 Function Documentation

### 4.12.2.1 AddOrCreateRecipe()

This function is not used in the program.

### **Parameters**



## 4.12.2.2 AddRecipeFromIO()

This will add a new recipe to the Recipe linked list. This function gets input from the user.

### **Parameters**

IngList	The address of the first element of the recipe linked list.
RecList	The address of the first element of the ingridient linked list.

## 4.12.2.3 AddRecipeFromIOIsFav()

Gets a string and determines that is it a true or false value when converted to a boolean.

### **Parameters**

IsFav	The string.
-------	-------------

### Returns

The boolean value.

## 4.12.2.4 AddRecipeTo()

```
void AddRecipeTo (  \begin{tabular}{ll} Recipe * list, \\ Recipe * ToAdd) \end{tabular}
```

Adds a Recipe to the Recipe linked list.

## **Parameters**

list	The address of the first element of the recipe linked list.
ToAdd	The address of the Recipe that will be added to the list.

## 4.12.2.5 AssignIngridients()

Assigns the RecipeIngridient linked list to and elemnet of Recipe linkec list.

## **Parameters**

Rec	An element of the Recipe linked list.
RecIngridient	The first element of the Recinpelngridient lined list.

## 4.12.2.6 BoolFavConverter()

```
\label{eq:char_star} \mbox{char * BoolFavConverter (} \\ \mbox{bool } \mbox{\it IsFav)}
```

Converts bool to char value.

### **Parameters**

<i>IsFav</i>   bool to be converted.	d.
--------------------------------------	----

### Returns

char pointer (string).

## 4.12.2.7 CreateRecipe()

This function creates a new recipe.

### **Parameters**

Name	The name of the recipe to create.
blsFav	Whether to mark this recipe or not.

### Returns

Newly created recipe.

## 4.12.2.8 DeleteAllRecipe()

Deletes all Recipe from the Recipe linked list.

### **Parameters**

list The address of the first element of the recipe linked list.

## 4.12.2.9 DeleteRecipe()

Deletes an element of the Recipe linked list specified by the ToDelete pointer.

### **Parameters**

listPtr	The address of the first element of the recipe linked list.
ToDelete	The address of the element of the recipe linked list that will be deleted.

## 4.12.2.10 FindRecipeByName()

Finds a recipe by name

### **Parameters**

list	The address of the first element of the recipe linked list.
RecipeName	The name of the recipe.

### Returns

Address of the Recipe specified by name.

## 4.12.2.11 PrintAllRecipes()

Prints all recipes.

### **Parameters**

*list* The address of the first element of the recipe linked list.

## 4.12.2.12 PrintFavRecipes()

Prints the favorite recipes

## **Parameters**

*list* The address of the first element of the recipe linked list.

## 4.12.2.13 PrintRecipeByIng()

Prints a recipe containing the specified ingridient.

## **Parameters**

list The address of the first element of the recipe linked list.

## 4.12.2.14 RecipeListLen()

Gets the lenght of the recipe linked list.

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### **Parameters**

list The address of the first element of the recipe linked list.

### Returns

an intiger value that is the lenght of the list.

## 4.12.2.15 RecipePrint()

Prints the recipe of the specified address.

### **Parameters**

PRecipe	The recipe address.
---------	---------------------

## 4.12.2.16 SetFavorite()

Sets an element of the Recipe linked list to favorite or not favorite.

### **Parameters**

list	The address of the first element of the recipe linked list.
SetFavName	The name of the SelectFavorite Recipe.
isFav	Favorite or not.

## 4.13 Recipe.h

## Go to the documentation of this file.

```
00001 //
00002 // Created by hejag on 23/11/2024.
00003
00004 #ifndef RECIPE_H
00005 #define RECIPE_H
00006 #include <stdbool.h>
00007 #include "RecipeIngridient.h"
00008 #include "Ingridient.h"
00009 #include "debugmalloc.h"
00010
00014 typedef struct Recipe {
00018 char RecName[100];
00022 struct Recipe *NextNode;
00026 RecipeIngridient *RecIng;
00030 bool bIsFavorite;
00031 } Recipe;
```

```
00039 Recipe *CreateRecipe(char *Name, bool bIsFav);
00040
00046 void AssignIngridients(Recipe *Rec, RecipeIngridient *RecIngridient);
00047
00053 void AddRecipeTo(Recipe *list, Recipe *ToAdd);
00060 void AddOrCreateRecipe(Recipe **list, Recipe *ToAdd);
00061
00067 void DeleteRecipe(Recipe **listPtr, Recipe *ToDelete);
00068
00075 Recipe *FindRecipeByName(Recipe *list, char *RecipeName);
00076
00081 void RecipePrint(Recipe *PRecipe);
00082
00087 void PrintRecipeByIng(Recipe* list);
00088
00093 void PrintFavRecipes(Recipe *list);
00101 void SetFavorite(Recipe *list, char *SetFavName, bool isFav);
00102
00107 void PrintAllRecipes(Recipe *list);
00108
00114 void AddRecipeFromIO(Ingridient *IngList, Recipe *RecList);
00115
00121 bool AddRecipeFromIOIsFav(char *IsFav);
00122
00127 void DeleteAllRecipe(Recipe *list);
00128
00134 int RecipeListLen(Recipe *list);
00135
00141 char* BoolFavConverter(bool IsFav);
00143 #endif //RECIPE_H
```

# 4.14 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/RecipeIngridient.c File Reference

```
#include "RecipeIngridient.h"
#include "debugmalloc.h"
```

### **Functions**

- RecipeIngridient \* CreateRecipeIngridient (int IngAmount, Ingridient \*IngData)
- void AddRITo (RecipeIngridient \*list, RecipeIngridient \*ToAdd)
- void DeleteRI (RecipeIngridient \*list, RecipeIngridient \*ToDelete)
- RecipeIngridient \* FindRecipeIngridientByName (RecipeIngridient \*list, char \*IngName)
- void DeleteAllRecIng (RecipeIngridient \*list)

## 4.14.1 Function Documentation

## 4.14.1.1 AddRITo()

Adds a RecipeIngridient struct to the RecipeIngridient linked list.

### **Parameters**

1	list	The address of the first element of the RecipeIngridient linked list.	]
	ToAdd	The Pointer of the Recipe Ingridient that is added to the Recipe Ingridient linked list.	]

## 4.14.1.2 CreateRecipeIngridient()

Creates a RecipeIngrident struct.

### **Parameters**

IngAmount	The amount of the ingridient specified in the ing data.
IngData	Points to the selected Ingridient in the Ingridient linked list.

### Returns

Pointer RecipeIngridient struct.

### 4.14.1.3 DeleteAllRecIng()

Deletes all RecipeIngdients from the RecipeIngridient linked list.

### **Parameters**

list The address of the first element of the RecipeIngridient linked list.

## 4.14.1.4 DeleteRI()

Deletes a RecipeIngridient from the RecipeIngridient linked list.

### **Parameters**

list	The address of the first element of the RecipeIngridient linked list.
ToDelete	The address of the RecipeIngridient that will be deleted.

## 4.14.1.5 FindRecipeIngridientByName()

Finds a RecipeIngridient by Name.

### **Parameters**

list	The address of the first element of the RecipeIngridient linked list.
IngName	The name of the searched Ingridient.

### Returns

A RecipeIngridient pointer.

## 4.15 C:/Users/hejag/Documents/School Projects/ProgAlap01/NHF/NHFSave/RecipeIngridient.h File Reference

```
#include "Ingridient.h"
#include "debugmalloc.h"
```

### **Data Structures**

· struct RecipeIngridient

### **Typedefs**

• typedef struct RecipeIngridient RecipeIngridient

### **Functions**

- RecipeIngridient \* CreateRecipeIngridient (int IngAmount, Ingridient \*IngData)
- void AddRITo (RecipeIngridient \*list, RecipeIngridient \*ToAdd)
- void DeleteRI (RecipeIngridient \*list, RecipeIngridient \*ToDelete)
- RecipeIngridient \* FindRecipeIngridientByName (RecipeIngridient \*list, char \*IngName)
- void DeleteAllRecIng (RecipeIngridient \*list)

## 4.15.1 Typedef Documentation

## 4.15.1.1 RecipeIngridient

```
typedef struct RecipeIngridient RecipeIngridient
```

A wrapper struct that connects the Ingridient stuct and the Recipe struct and it stores ingridient amount. The Ing Data points to the selected Ingridient. The NextNode is used to point to the next element of the RecipeIngridinent linked list.

### 4.15.2 Function Documentation

## 4.15.2.1 AddRITo()

Adds a RecipeIngridient struct to the RecipeIngridient linked list.

### **Parameters**

1	list	The address of the first element of the RecipeIngridient linked list.	]
	ToAdd	The Pointer of the Recipe Ingridient that is added to the Recipe Ingridient linked list.	]

## 4.15.2.2 CreateRecipeIngridient()

Creates a RecipeIngrident struct.

### **Parameters**

IngAmount	The amount of the ingridient specified in the ing data.	
IngData	Points to the selected Ingridient in the Ingridient linked list.	

### Returns

Pointer RecipeIngridient struct.

### 4.15.2.3 DeleteAllRecIng()

Deletes all RecipeIngdients from the RecipeIngridient linked list.

### **Parameters**

list The address of the first element of the RecipeIngridient linked list.

## 4.15.2.4 DeleteRI()

Deletes a RecipeIngridient from the RecipeIngridient linked list.

### **Parameters**

list	The address of the first element of the RecipeIngridient linked list.
ToDelete	The address of the RecipeIngridient that will be deleted.

## 4.15.2.5 FindRecipeIngridientByName()

Finds a RecipeIngridient by Name.

### **Parameters**

list	The address of the first element of the RecipeIngridient linked list.
IngName	The name of the searched Ingridient.

### Returns

A RecipeIngridient pointer.

## 4.16 RecipeIngridient.h

### Go to the documentation of this file.

```
00001 //
00002 // Created by hejag on 24/11/2024.
00003
00004 #ifndef RECIPEINGRIDIENT_H
00005 #define RECIPEINGRIDIENT_H
00006 #include "Ingridient.h"
00007 #include "debugmalloc.h"
00011 typedef struct RecipeIngridient {
00015 int IngAmount;
00019 ingridient *IngData;
00023 struct RecipeIngridient *NextNode;
00024 } RecipeIngridient;
00025
00032 RecipeIngridient *CreateRecipeIngridient(int IngAmount, Ingridient *IngData);
00033
00039 void AddRITo(RecipeIngridient *list, RecipeIngridient *ToAdd);
00040
00046 void DeleteRI(RecipeIngridient *list, RecipeIngridient *ToDelete);
00047
00054 RecipeIngridient *FindRecipeIngridientByName(RecipeIngridient *list, char *IngName);
00060 void DeleteAllRecIng(RecipeIngridient *list);
00061
00062 //void PrintIngName(Ingridient *list, int IngridientIndex);
00063
00064 #endif //RECIPEINGRIDIENT_H
```

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