

## LITERATURE SURVEY

### NUTRITION ASSISTANT APPLICATION

S. No.	Title	Abstract
1	Development of a cloud based solution for effective Nutrition Intervention in the Management of Lifestyle Diseases	A web-based tool is being planned for therapeutic nutrition prescriptions in clinical settings. The cloud-based system would have the ability to calculate the nutritional requirements and to guide first line nutritional management to patients and clients automatically. Also, it serves as an electronic medical and dietetic record, and personalized nutrition consultation approach can be client can converse to his/her personal dietitian at their own convenient setting.
2	A Diet control fitness assistant application using Deep Learning based image classification.	With more and more attentions paid on health, people begin to care about healthy diet options created by experts on nutrition. However, it will take a long time to observe the effects by taking healthy diet. This causes great difficulty for users to follow the healthy diet strictly. Most existing applications are not user-friendly in inputting information to the application. Then it becomes difficulty to track for exact health status.
3	Enhancing cloud and Big Data Systems for healthy food and information systems Practice	Cloud Computing is a kind of virtualization technology based on internet. In cloud computing, central remote server plays an important role for healthy data management and applications. It offers handsome efficiency in the field of Computing as well as Information Technology for providing centralized storage, money, processing, and bandwidth.
4	Digital Nutrition Consultation among Hand-Held Device Users During COVID-19 Pandemic	Nutrition and clinical dietetic services provide evidence-based support which has become essential for maintaining healthy lifestyle and avoiding malnutrition among population. National health with digital technology integration is gaining importance in the current COVID-19 pandemic scenario. Digital health

		technologies offer valuable means for community to create and share information about healthcare.
5	Effectiveness of Game-based Learning of a National Health e-Learning Network for nutrition education in elementary school	This research intended to study the effects of utilizing games in health e-learning network on teaching third graders in elementary schools about nutrition. The studied groups of this research were 2 classes of 33 third graders; the two classes were separated into experimental and control group. The experiment was implemented in a four-week duration. The experimental group learned the knowledge of nutrition based on game playing on a national health e-learning network, whereas the control group was lectured with multi-media slide shows.

### EXISTING SOLUTION

1	<a href="https://foodzilla.io/">https://foodzilla.io/</a>
2	<a href="https://www.livestrong.com/myplate/">https://www.livestrong.com/myplate/</a>
3	<a href="https://www.yummly.com/">https://www.yummly.com/</a>
4	<a href="https://www.noom.com/">https://www.noom.com/</a>