1. Recipe Information Display
   1. Contains the following labels:
      1. Ingredient Name :
      2. Amount :
      3. Crafting Method :
      4. Product Name :
         1. The widget next to the labels will swap from text entry to plain labels based on which buttons are pressed
         2. At the start, the ‘Ingredient Name’ and ‘Amount’ will have a blank space next to them
            1. When an ingredient from the ingredients display is selected, the space next to the labels will swap to the name of the ingredient selected and the amount respectively

When the ‘Edit’ button is pressed, this space will swap to text entry

When enter is pressed, the ingredient will be updated in the ingredients display panel

When the ‘Remove’ button is pressed and an ingredient from the panel is selected, the selected ingredient will be removed from the display and consequently the recipe

When the ‘Add’ button is pressed, the space next to the labels will swap to text entry

When enter is pressed, the new ingredient will be added to the display and consequently to the recipe

1. Recipe Display Box (Recipe Selection Panel w/ Scrollbar)
   1. Contains a scrollbar of all the loaded/stored recipes
   2. Scrollbar will allow user to scroll through the recipes
   3. Selection panel – Users can select a recipe
      1. When a user selects a recipe from the list the information for the recipe will be displayed in the Recipe Information Display
      2. If multiple recipes are selected, a “Compile Ingredients” button will appear
         1. Clicking the button will open a new text document of all the ingredients compiled from all the recipes