1°DAM

COOKING APP

USER MANUAL

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MAIN MENU

The Main Menu is a window that connects to the three main functional windows of the program. To access any of these windows, the user only needs to click on the button with the same.

This program is currently in an unfinished version, therefore, in this early version you do not need a username and password to access its features.

If you wish to review or manage your pantry, you can access the "Pantry" window. You can also access the "Recipes" window, where you can review, manage and create new recipes. Finally, this program contains the "Weekly Menu" window, in which you can access a randomly generated menu with the available recipes *(Available in future versions)*.
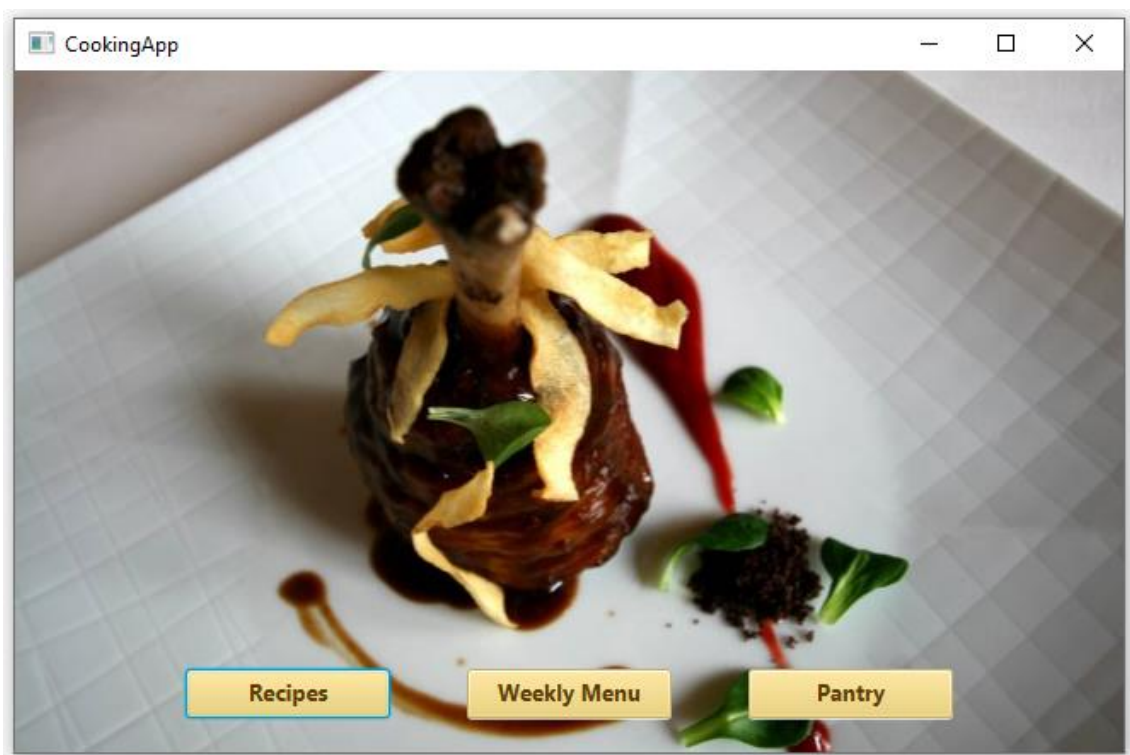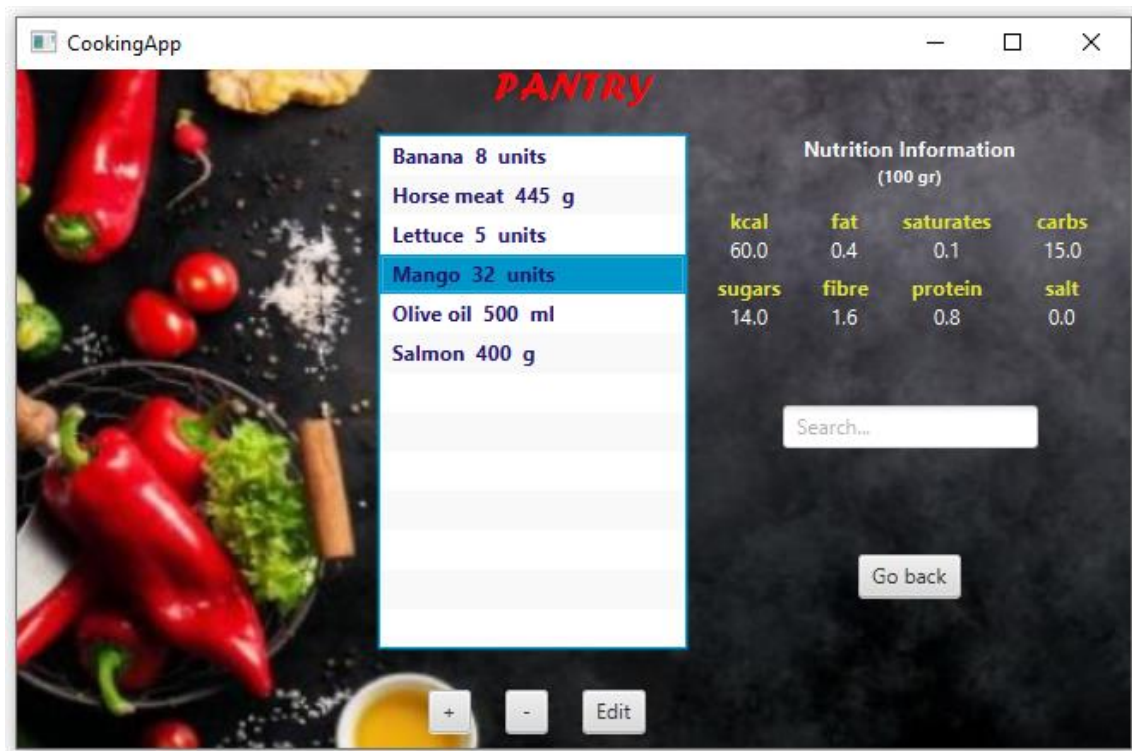
PANTRY
Available ingredients management window

The pantry screen objective is the correct management and supervision of the ingredients to elaborate recipes.
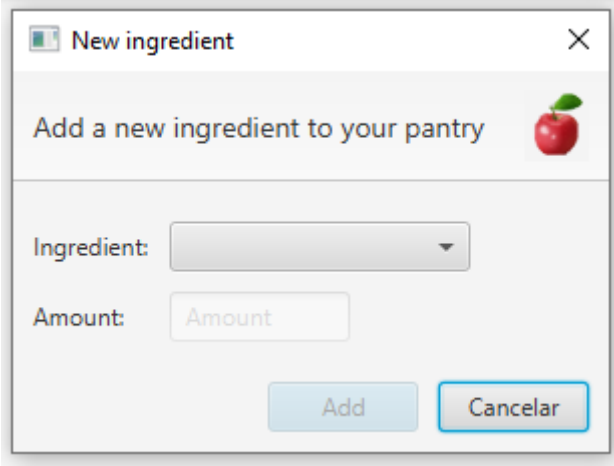
This window allows the user to view all the ingredients and their amounts available in an alphabetical sorted list located in the center of the screen. In order to know the nutritional information of a particular ingredient, the user has to click on it and all the information will come up on the right side of the list. A searching option is also available on this window: there is a text box located below the nutritional information where the user can type any letter and the ingredient list will be updated immediately with just the ingredients with that content on their names. This search is non-case sensitive.
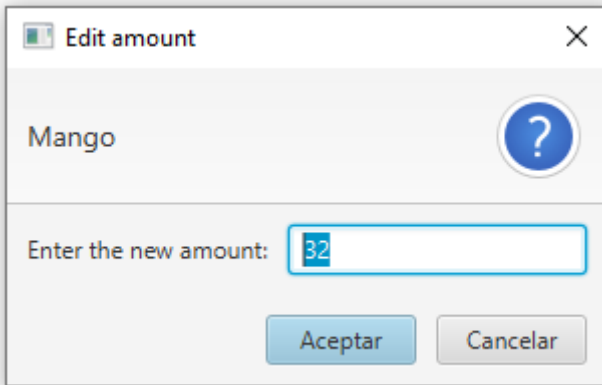
Element arrangement

Under the list there are three buttons:

1- The button on the left side with a '+' symbol opens a new dialog where the user can select an ingredient from a database list, type an amount and finally add it to the pantry (see figure XX). Once it is added to the pantry list, it will not be available on the database list in order to avoid duplicating the same ingredient.

2- The button on the center with a '-' symbol, allows the user to delete a selected ingredient from the pantry.

3- The button on the right side called 'Edit' opens a new dialog where the user has the chance to edit the amount of an ingredient previously selected from the pantry list (see figure XX).

In order to delete an ingredient or edit and amount, the user must select an ingredient first, otherwise a warning pop up will be opened with a informational message.

The 'Go back' button returns the user to the Main Menu.
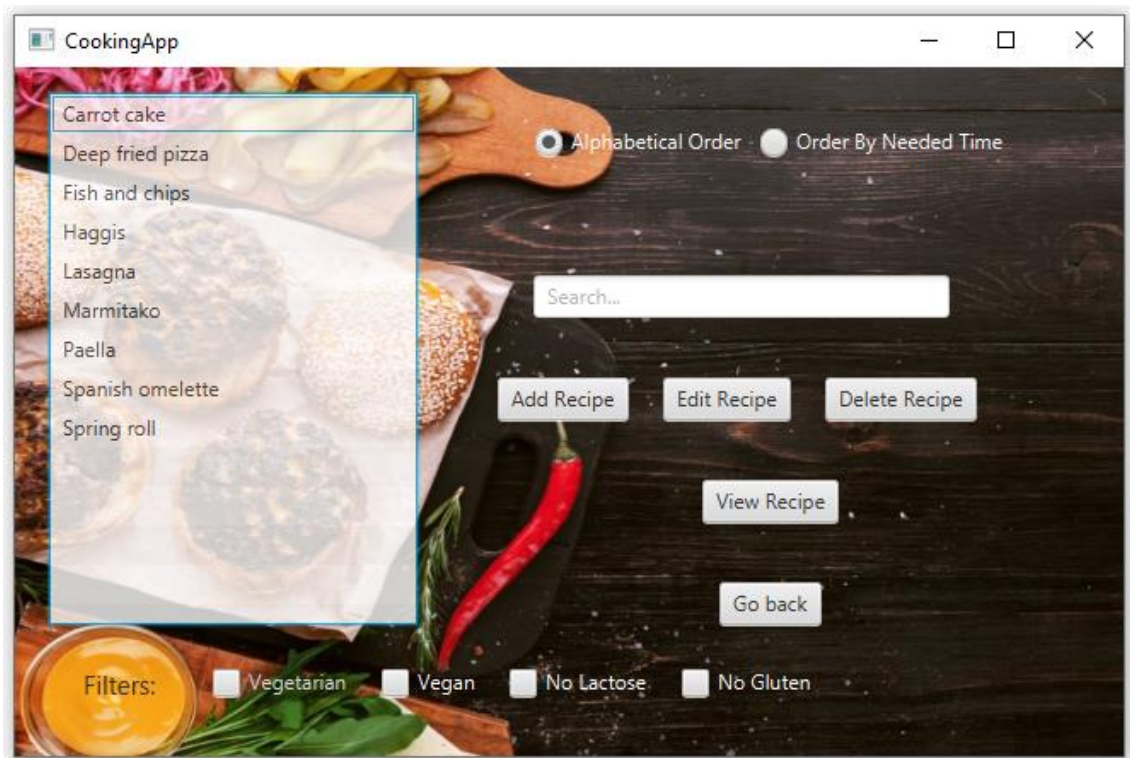
RECIPES
RECIPE MANAGEMENT WINDOWS

This window gives you the possibility to review the recipes already created, edit them and even create new ones from recipes.

As soon as we enter the window we can see a sorted list with the names of all the available recipes already created. The content of the list can be arranged both in alphabetical order and in increasing order of time required for each recipe using the radio buttons at the top.
As in the ingredients window, we can filter the recipes by searching by a substring, with the possibility of applying filters (Vegetarian, vegan ...) from the checkboxes at the bottom of the window.

All the filters and search options mentioned above are compatible with each other.

Element arrangement

Under the search text field we can find five buttons of which we will be interested to know:

1- The "Add Recipe" button will display a dialog in which we can fill in the necessary fields to create a new recipe.

When opening the drop-down, you will see text fields to fill in the name, the number of rations and the necessary time. There is also a choice box to choose the type of food for the new recipe, a list of necessary ingredients and another of gadgets, a text

area to enter the instructions to follow to make the new recipe (One line per instruction) and a last section with checkboxes. with the characteristics that are appropriate.

To confirm the creation of the new recipe we will find an "Add" button at the end of the dialog.

2- The "Edit Recipe" button will display a dialog box very similar to that of adding recipe, but this one differs in that when it appears, the fields are filled with the data of the recipe previously selected in the list of recipes, if none is selected, the corresponding error message will be displayed.

To confirm the edition of the recipe, simply click on the "Edit" button.

3- The "Delete Recipe" button removes the recipe selected in the list, in case you have not selected any, an error message will be displayed.

4- The "View recipe" button displays a dialog box similar to that of the edit option, but in this case the fields can only be read and their structuring is slightly different.

5- The 'Go back' button returns the user to the Main Menu.

WEEKLY MENU
Random menu generator

Coming soon...