

Icook

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iCook

Description

Icook contains recipes of different dishes and meals and also help you to find recipes can be cooked with your ingredients . iCook helps the user to find what to cook today by the ingredients he have.

Intended User

Hungry people and any person wants to learn cooking.

Features

List the main features of your app. For example:

- Find what to cook with your ingredients
- Make any recipe favourite for user
- Contains a lot of recipes

User Interface Mocks

Screen 1



This screen contains text boxes so the user can input his email and password and then sign in by pressing the button.

At the bottom of this screen there is a link to sign up screen .

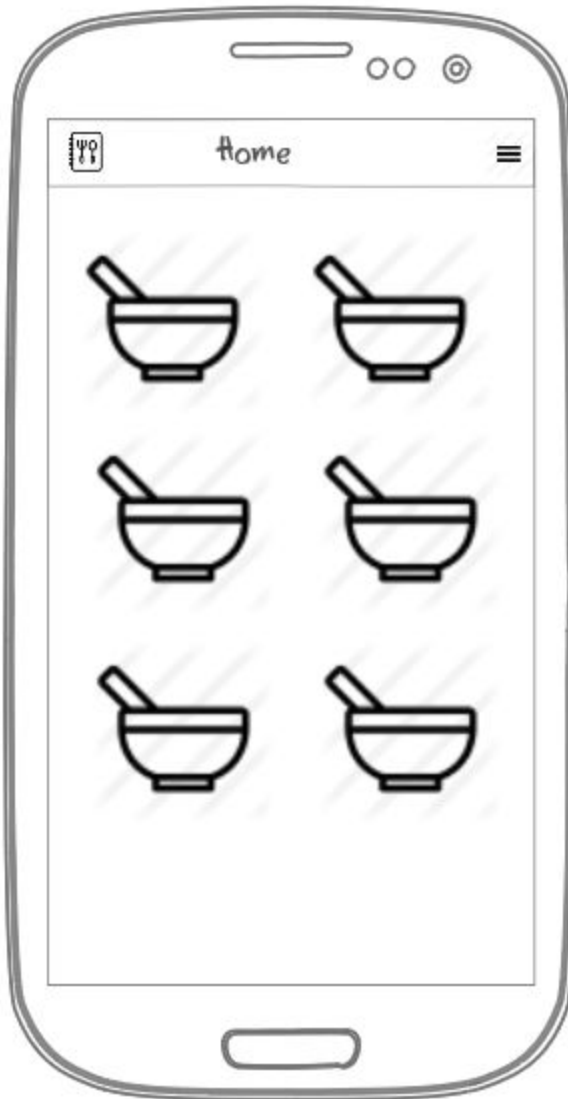
Screen 2



This screen contains text boxes so the user can input his email , password and email then sign up by pressing the button.

At the bottom of this screen there is a link to sign in screen .

Screen 3



This screen contains list of photos of the dishes in the api.

Screen 4



This screen contains the side menu which contains links to screens of the application

- User account
- Find something to cook
- Favourites
- About us
- Contact us
- logout

Screen 5



This screen contains text field to enter the ingredients and when click the icon (add) the ingredient is added and search for recipes that contain these ingredients by clicking search.

Screen 6



This screen contains the result of the search in the previous screen.

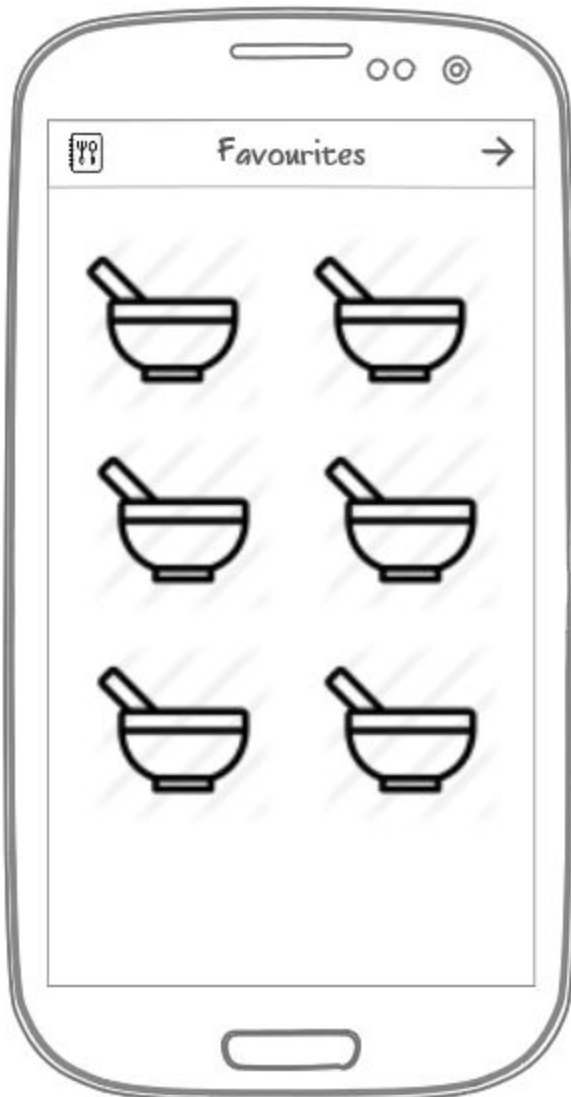
.

Screen 7



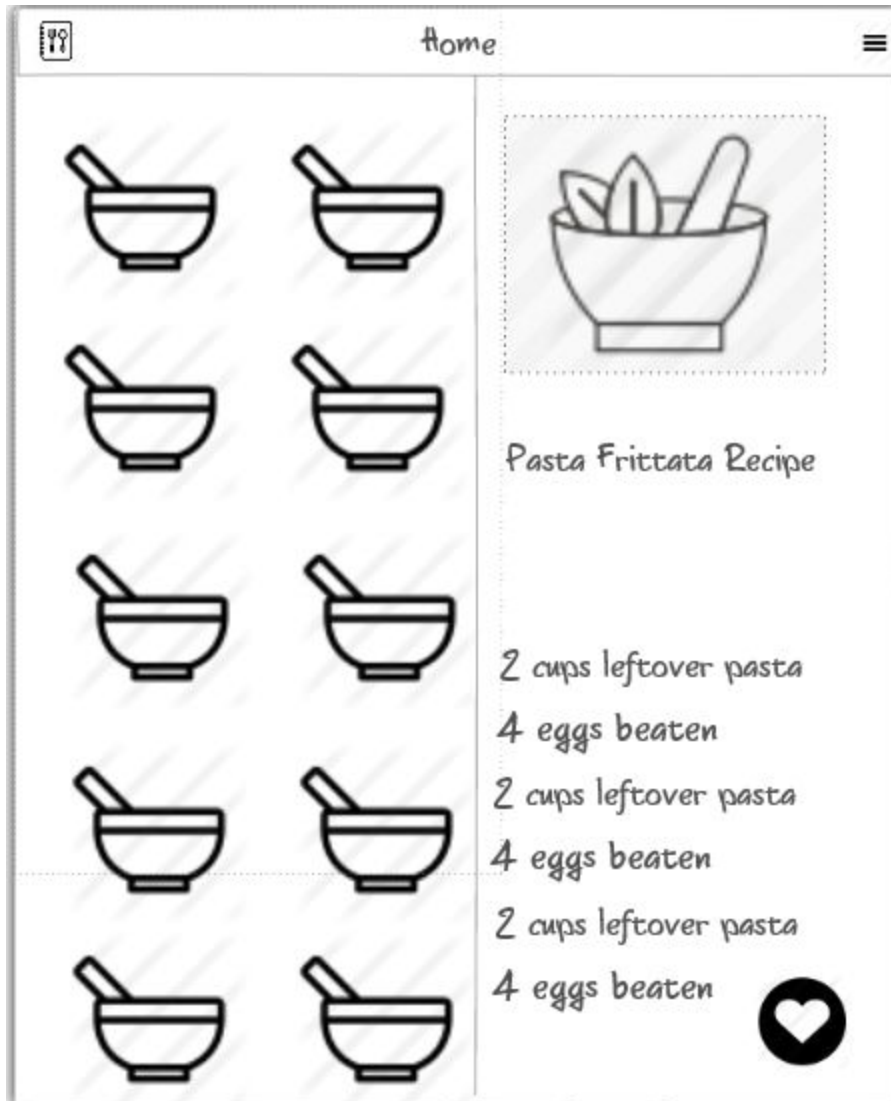
This screen contains the details of the recipe (photo , title of the recipe and the ingredients) and contains a button at the bottom of the screen to make the recipe favourite.

Screen 8



This screen contains the favourite recipes for the user.

Screen 9



This screen for the tablets contains the home screen and the details screen..

Screen 10

This screen contains the username and the email of the user and the user can edit his username and change password by pressing the button(reset password).

Screen 11



This screen contains text field to input message and send it by clicking the button.

Screen 12



This screen contains data about the application.

Screen 13



This is the widget screen contains text field to input ingredients and the hit search to open the app with the result.

Key Considerations

How will your app handle data persistence?

The app uses firebase database to store the favourite recipe for each user and app data (about us and contact us(the messages have been sent by users)).

Describe any corner cases in the UX.

In the two pane UI when the user hit back the application will be closed and not going back to the previous recipe .

The side menu is only in the home screen and when click on any screen there will be a back button to be back to home

Describe any libraries you'll be using and share your reasoning for including them.

Picasso : to handle the loading of images.

Describe how you will implement Google Play Services.

Firebase authentication : to handle users (sign up and log in)

Firebase real database : to store the favourite recipe for each user and app data (about us and contact us(the messages have been sent by users)).

Required Tasks

Task 1: Project Setup

Create new android project and make a key store to make a signed apk. Follow the instructions in [this tutorial](#) .

Task 2: Implement UI for Each Activity and Fragment

- Build UI for HomeActivity
- Build UI for FavActivity
- Build UI for DetailsActivity
- Build UI for ContactUsActivity
- Build UI for AboutUsActivity
- Build UI for DetailsActivity
- Build UI for UserProfileActivity
- Build UI for FindSthToCookActivity
- Build UI for the widget.

Task 3: Log in Activity

Use Firebase authentication to implement login activity so the user can enter to his account by his email and the right password

Task 4: Register Activity

Use Firebase authentication to implement signup activity so the user can register an account by name , email and password.

Task 5: Home Activity

Use edamam api to get recipes by asynk task to display it in a gridView or recyclerView and on clicking on any recipe the data of the recipe transported by intent

Task 6: Detail Activity

Get the detailed data from the intent and display it for the user and a fab for make the recipe favourite.

Use firebase real time database to save the favourites of each user.

Task 7: Fav Activity

Get the favourites for this user and display it as the home activity.

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Task 8: Find sth to cook Activity

Use edamam api to get recipes that contains the ingredients entered by the user and display the result it in a gridView or recyclerView and on clicking on any recipe the data of the recipe transported by intent.

Task 9: Contact us Activity

Use firebase database to store the messages of the users .

Task 10: Two pane UI

Make the home activity and the details activity in only one activity in tablets.

Task 11: Widget

Make the widget of the app which contains text field and button to search for a recipe by input the ingredients .