

Grocery list app / Recipe Sharing

Brainstorming!!

- so this app would have users upload their own recipes and see other peoples recipes
- the recipes will have ingredients and instructions
- you can mark the recipes as public or private so a boolean
- users can add the ingredients of a recipe to their grocery list
- users can also assign recipes to specific occasions.

Users

- user_id SERIAL PRIMARY KEY,
- email VARCHAR(50), - because its a set amount of letters
- password VARCHAR(50), - because its a set amount of letters
- grocery_list TEXT, - this could be an infinite number of letters
- recipes_created TEXT, - this could be an infinite number of letters
- overall_chef_rating INTEGER, - this is a rating so it needs a number
- friends_list TEXT- this could be an infinite number of letters

Recipes

- recipe_id SERIAL PRIMARY KEY
- chef INTEGER REFERENCES users(user_id), - this is a an id number that connects to users
- occasion_type VARCHAR(30) REFERENCES occasions(occasion_id), - this is a set amount of letters (limited to only a couple occasions)
- public_or_private BOOLEAN, - this can only be true or false so its a boolean
- ratings INTEGER - this is a number that is calculated for each chef

Friends

- friend_id SERIAL PRIMARY KEY,
- user_id INTEGER REFERENCES users(user_id), - this is an id number that connects to users
- friended Boolean - this can only be true or false so its a boolean

Occasions

- occasion_id SERIAL PRIMARY KEY,
- occasion_type VARCHAR(30), this is a set amount of letters (limited to only a couple occasions)
- recipe_of_occasion TEXT - this could be an infinite number of of letters

Grocery list

- grocery_list_id SERIAL PRIMARY KEY,
- ingredients TEXT, - this could be an infinite number of characters
- store_id INTEGER REFERENCES store(store_id) - this is a store number so its an integer and references Store

STORE

- store_id SERIAL PRIMARY KEY,
- location TEXT - this is an unlimited number of letters
- ingredients TEXT - this is an unlimited number of letters

RELATIONSHIPS

USERS => RECIPES: One to Many

- users can have many recipes but a recipe can only have one author.

USERS => FRIENDS: Many to Many

- Users can have many friends, and friends can have many users

RECIPES => OCCASIONS: one to Many

- Recipes can have only one occasion but an occasion can be assigned to many recipes

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USER =>GROCERY_LIST: One to One

- A user can only have one grocery list and a grocery list can only have one user

ingredients=>Store : Many to Many

- A store can have multiple ingredients and an ingredient list can be fulfilled at multiple stores.

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GROCERY_LIST => Ingredients Many to Many

- A grocery store can have many ingredients and ingredients can be on multiple grocery lists

```
CREATE TABLE users(  
    user_id SERIAL PRIMARY KEY,
```

```
    email VARCHAR(50),  
    password VARCHAR(50),  
    grocery_list TEXT,  
    recipes_created TEXT,  
    overall_chef_rating INTEGER,  
    friends_list TEXT  
);
```

```
CREATE TABLE recipes(  
    recipe_id SERIAL PRIMARY KEY,  
    chef INTEGER REFERENCES users(user_id),  
    occasion_type VARCHAR(30) REFERENCES occasions(occasion_id),  
    public_or_private BOOLEAN,  
    ratings INTEGER  
);
```

```
CREATE TABLE friends(  
    friend_id SERIAL PRIMARY KEY,  
    user_id INTEGER REFERENCES users(user_id),  
    friended BOOLEAN  
);
```

```
CREATE TABLE occasions(  
    occasion_id SERIAL PRIMARY KEY,  
    occasion_type VARCHAR(30),  
    occasion_recipe TEXT  
);
```

```
CREATE TABLE grocery_list(  
    grocery_list_id SERIAL PRIMARY KEY,  
    ingredients TEXT,  
    store_id INTEGER REFERENCES store(store_id)  
);
```

```
CREATE TABLE store (  
    store_id SERIAL PRIMARY KEY,  
    location TEXT,  
    ingredients TEXT  
);
```

```
-- INSERT INTO users(email, password, grocery_list, recipes_created, overall_chef_rating,  
friends_list)  
-- Values('notreal@aol.com', '123', 'carrots, pepperoni, apples, oranges, thai tea, baking soda',  
--      'My recipe for pepperoni pizza!', 7, 'JellyBean, Garrett, Joely, Scott');
```

```
SELECT * FROM users;
```