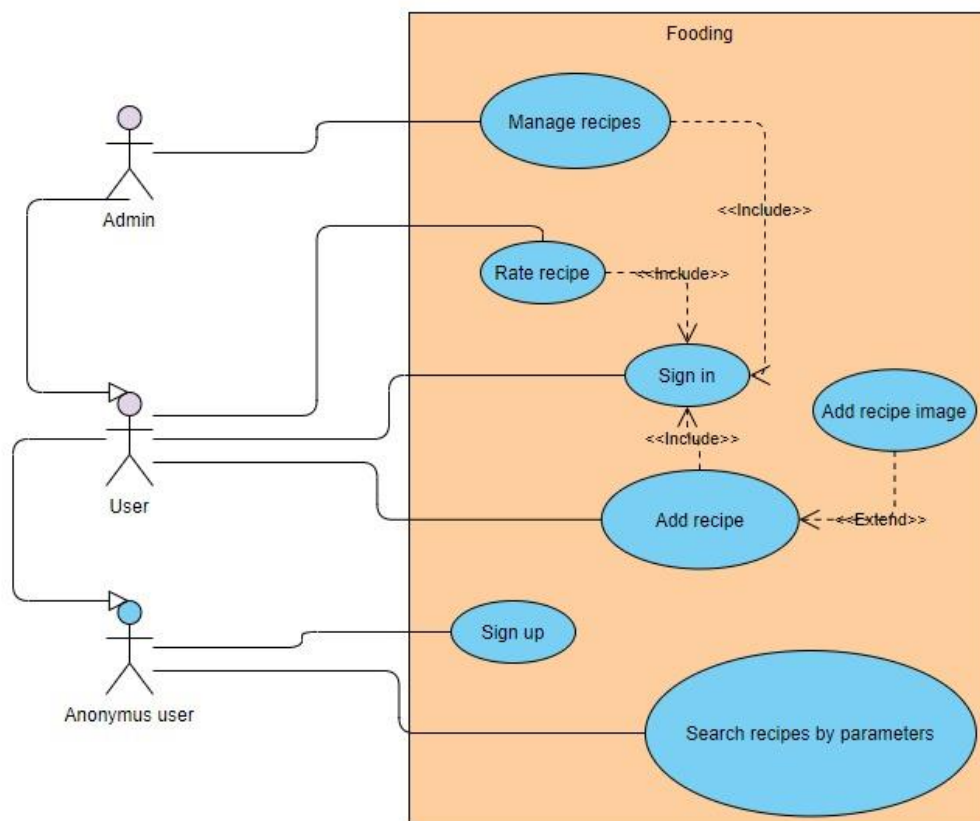


Use case diagram



Use case documentation

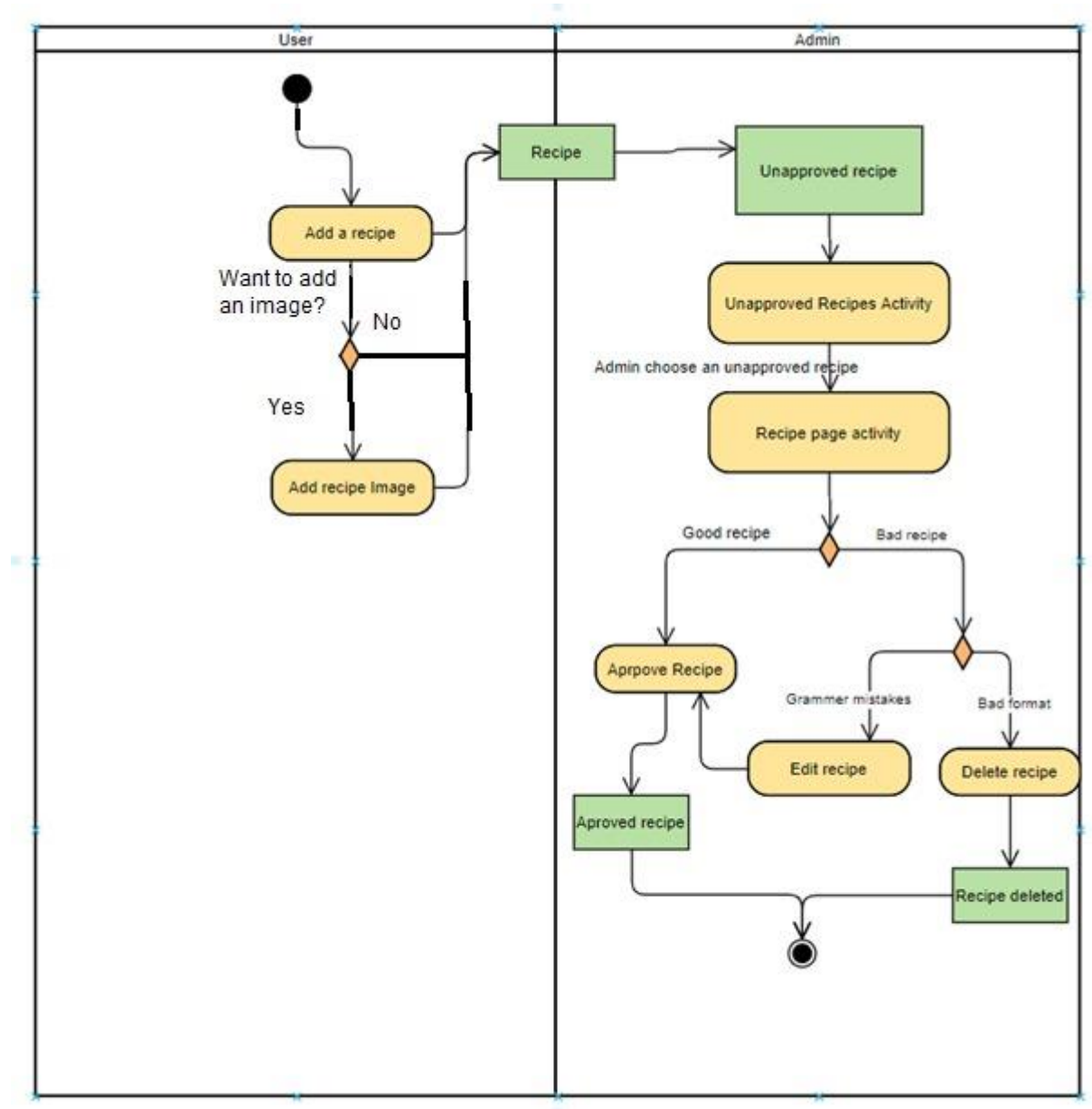
- 1) Anonymous user can only search for recipes, by different parameters (by ingredients, by author, or recipe name).
- 2) Anonymous can sign up to the app and become a "User".
- 3) Existing user can sign into the app to be able to use his privileges.
- 4) User can rate existing recipes
- 5) User can add new recipes
- 6) An admin user extends all User privileges and can manage recipes: deleting, editing, and approving.

Activity Diagram

This diagram describes the "User add recipe" process, when a user creates a new recipe for the app.

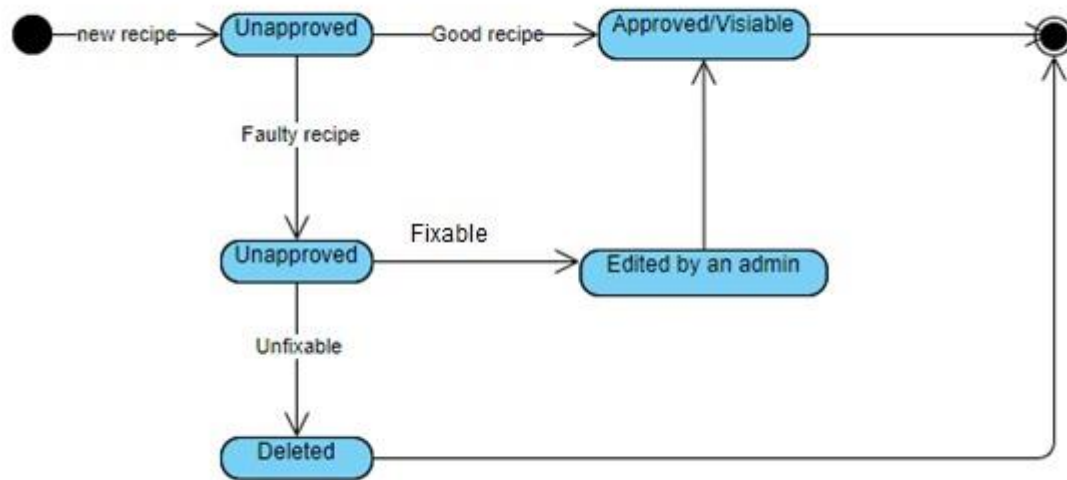
It is unapproved when submitted, and thus doesn't appear when recipes are searched.

It will remain unapproved until an admin approves or deletes it.



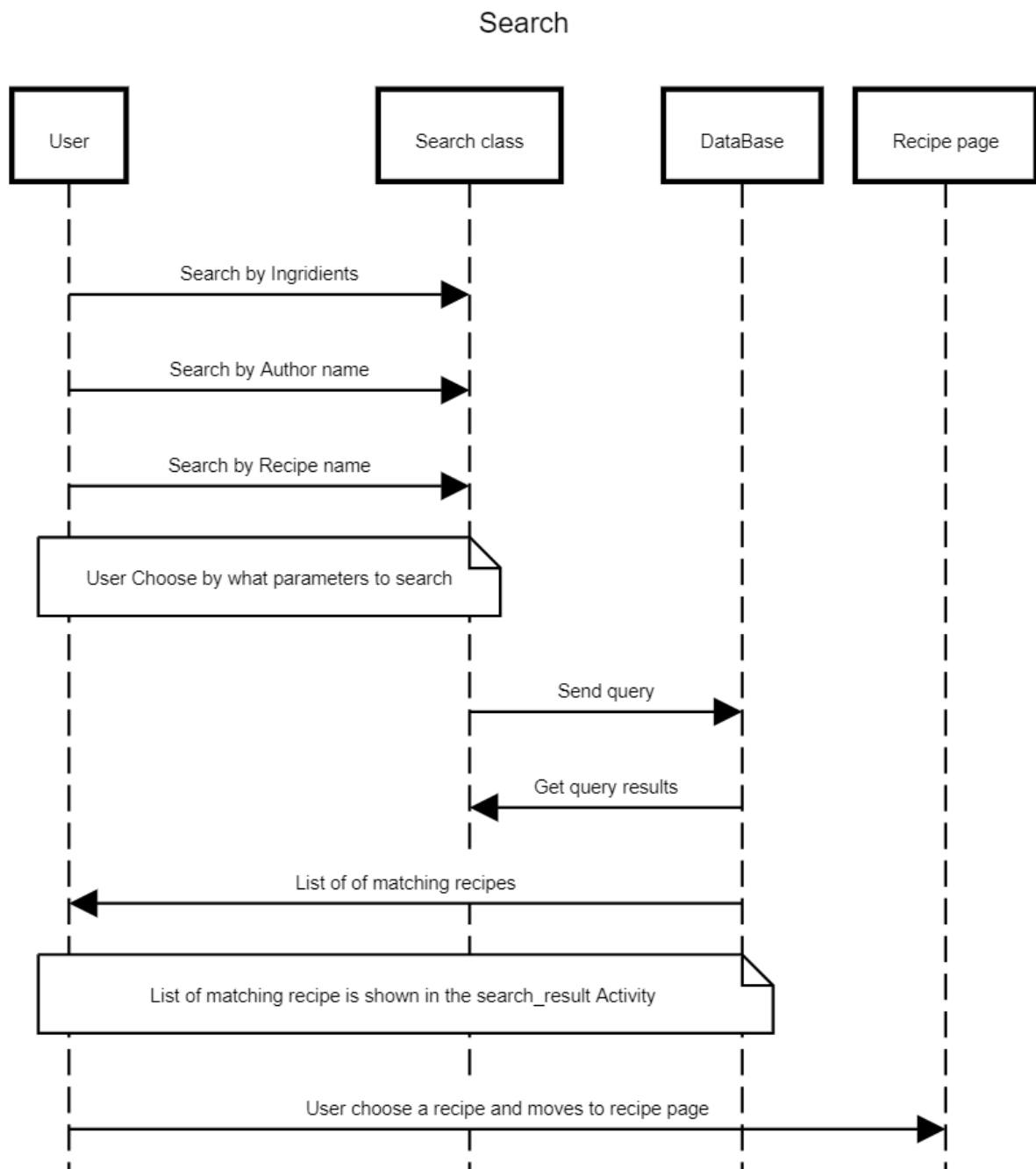
State machine diagram

This diagram shows the states of a recipe created by a user.

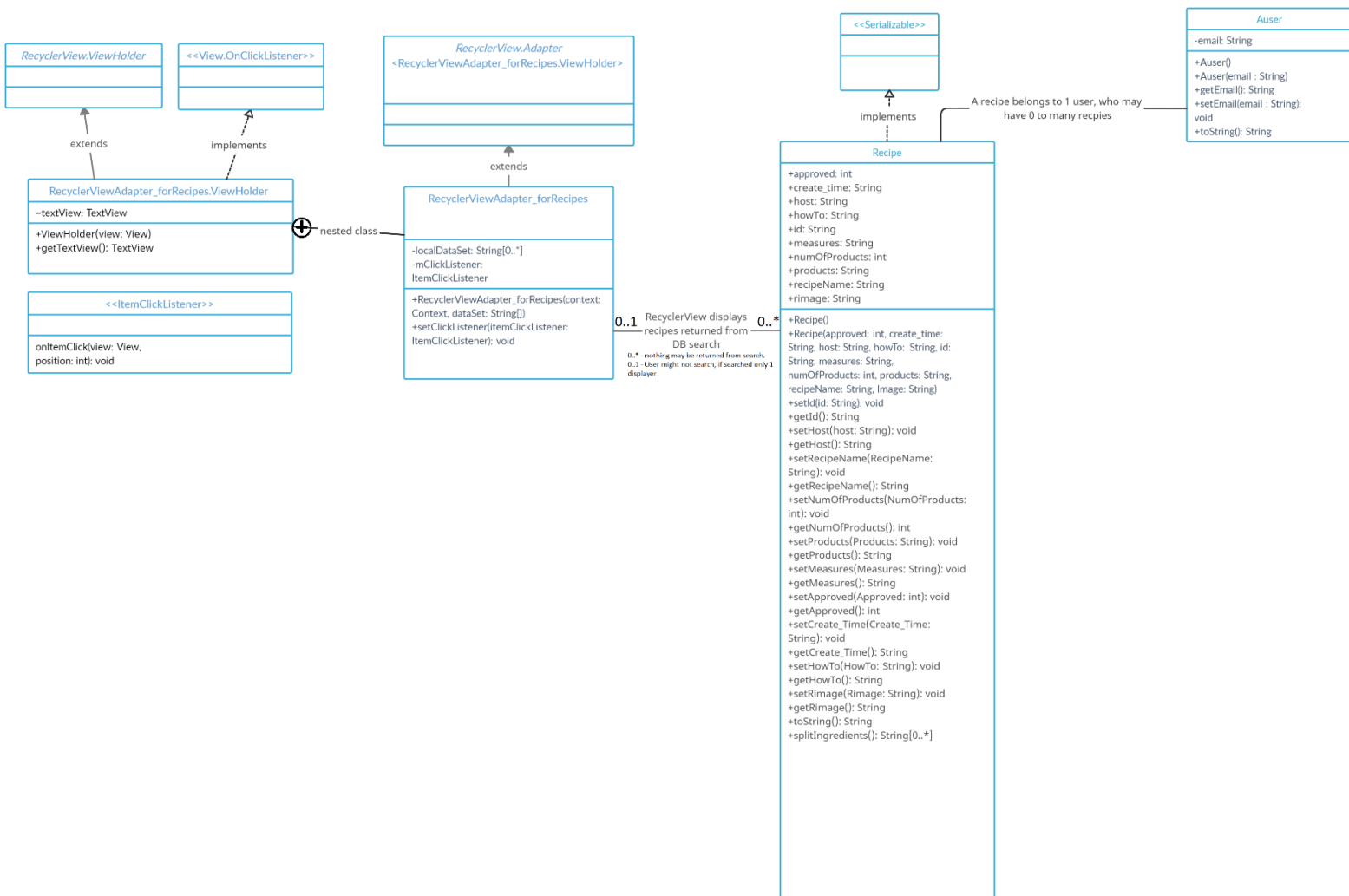


Sequence Diagram:

This diagram represents a sequence where a user uses the app to search for recipes.



Class Diagram

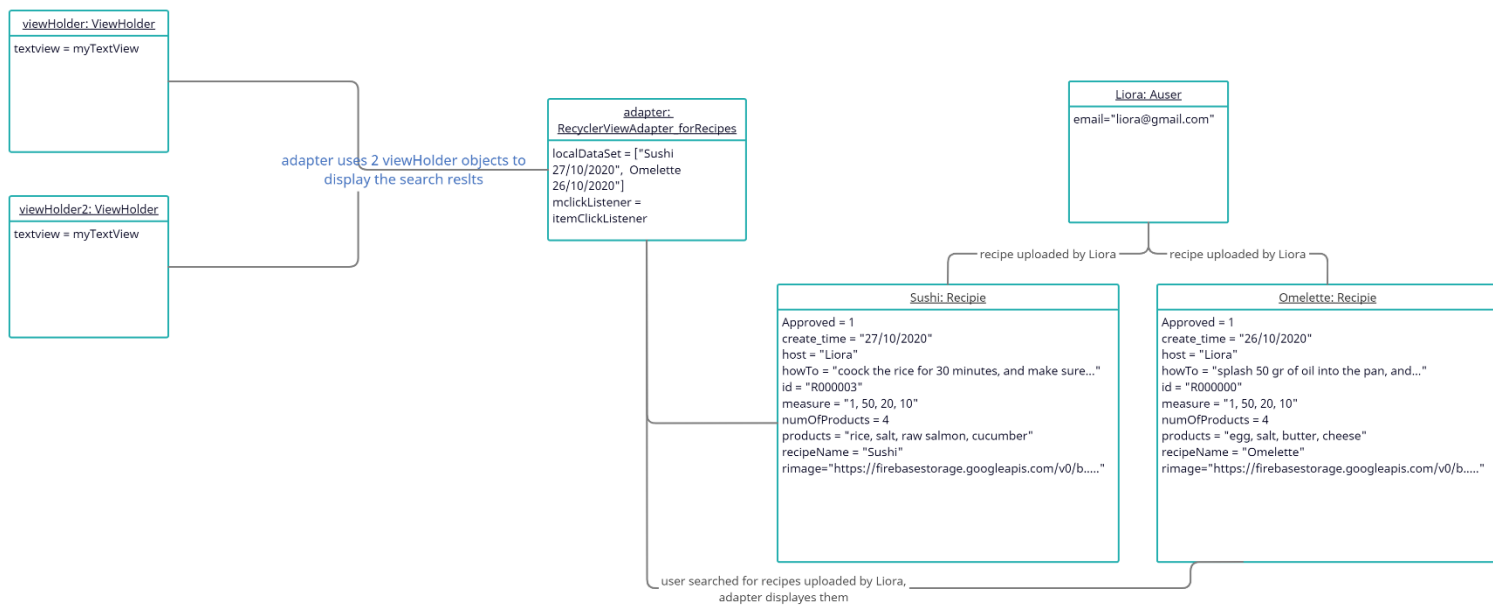


Our code includes a small number of classes that need to be represented here (there are several more, but those are classes for activities, that we were instructed not to include in the UML diagram).

We wrote this diagram assuming we were not expected to describe classes of the Java language (for example, the `Serializable` interface)

Recipe isn't an object that a Auser object holds, and Auser doesn't hold a Recipe object. The connection is in the DB.

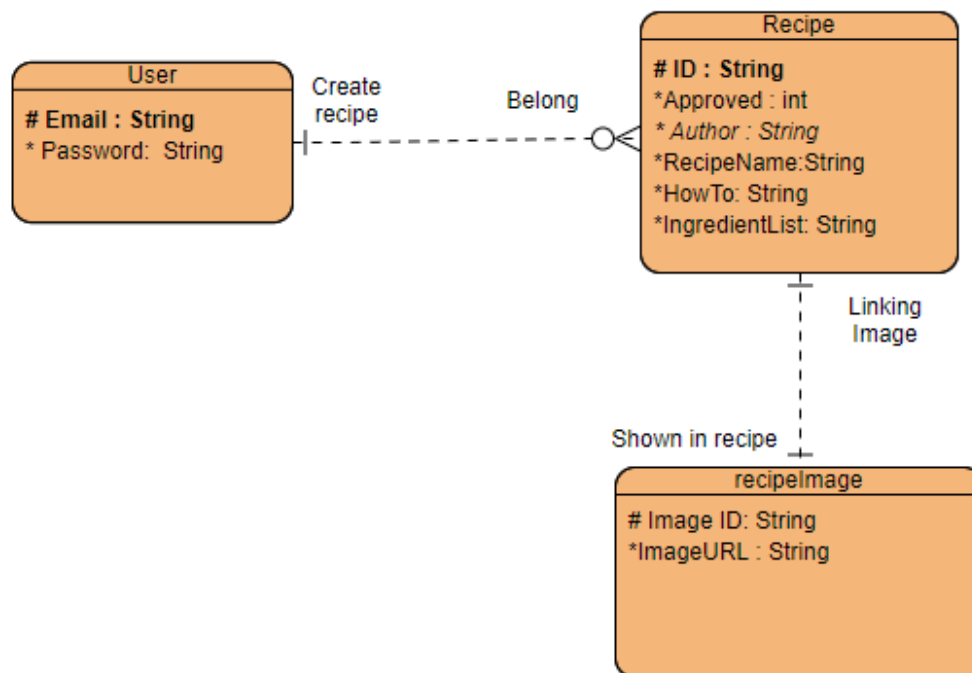
Object Diagram



A case where the user Liora has uploaded 2 recipes, named Sushi and Omelette.

A search for recipes uploaded by Liora was done, and so the RecyclerViewAdapter shows the above-mentioned recipes, and uses ViewHolder objects to display the search results.

ERD



Our app does not need many entities. Our entities are “User”, “Recipe” and “Recipe Image”. User can Create recipes for the app and add images from his phone to our data base for each of his recipes.