

RecipeApp User Manual

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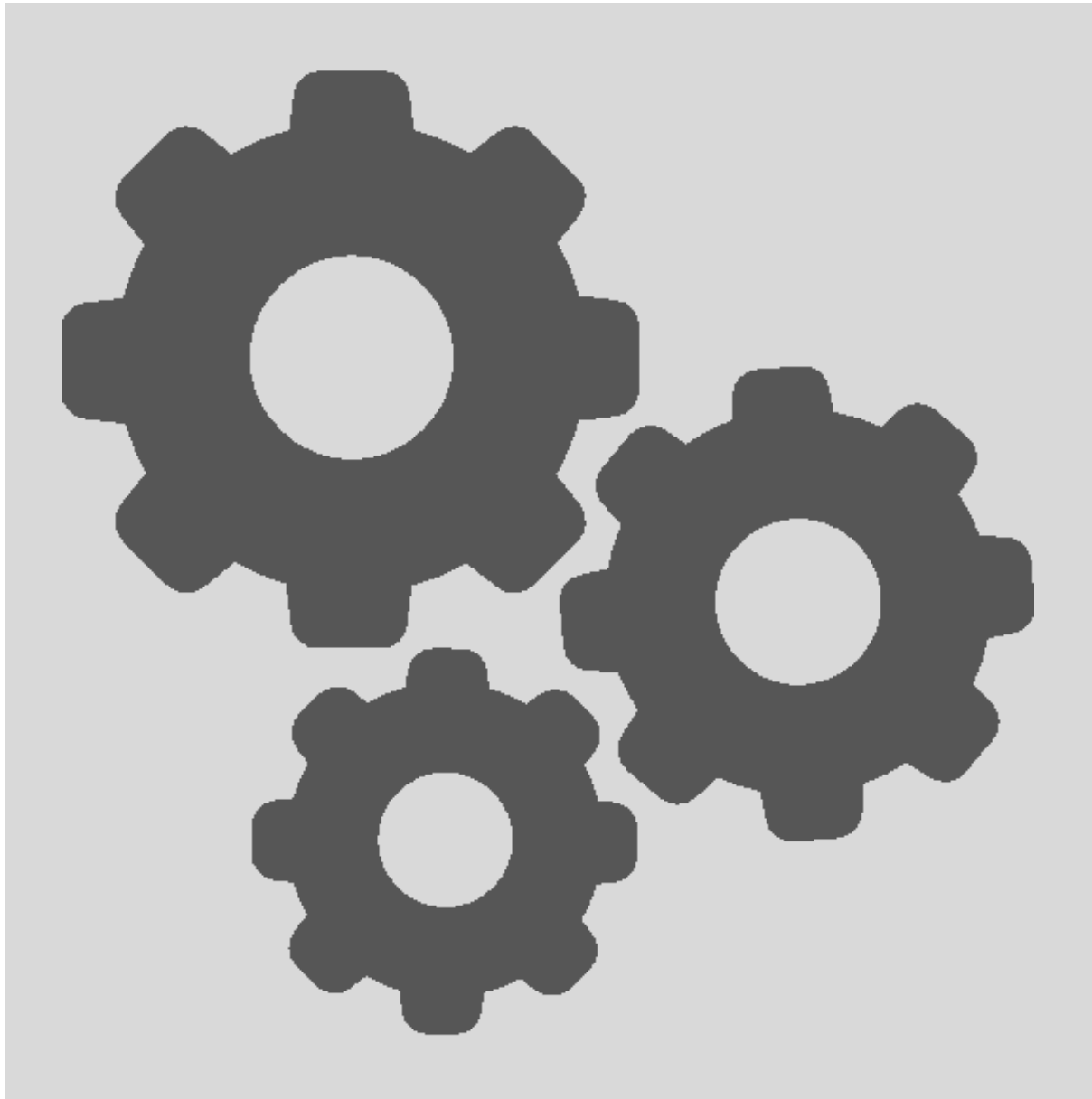


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User Interface (UI)

The graphical user interface (GUI) version of RecipeApp is very modern in style. The application has a startup screen, also known as the splash screen. The splash screen is displayed for three seconds then the main window is shown. Below are all the screenshots of each user interface within the application.

Splash Screen



Figure 1 Splash Screen

Main Window

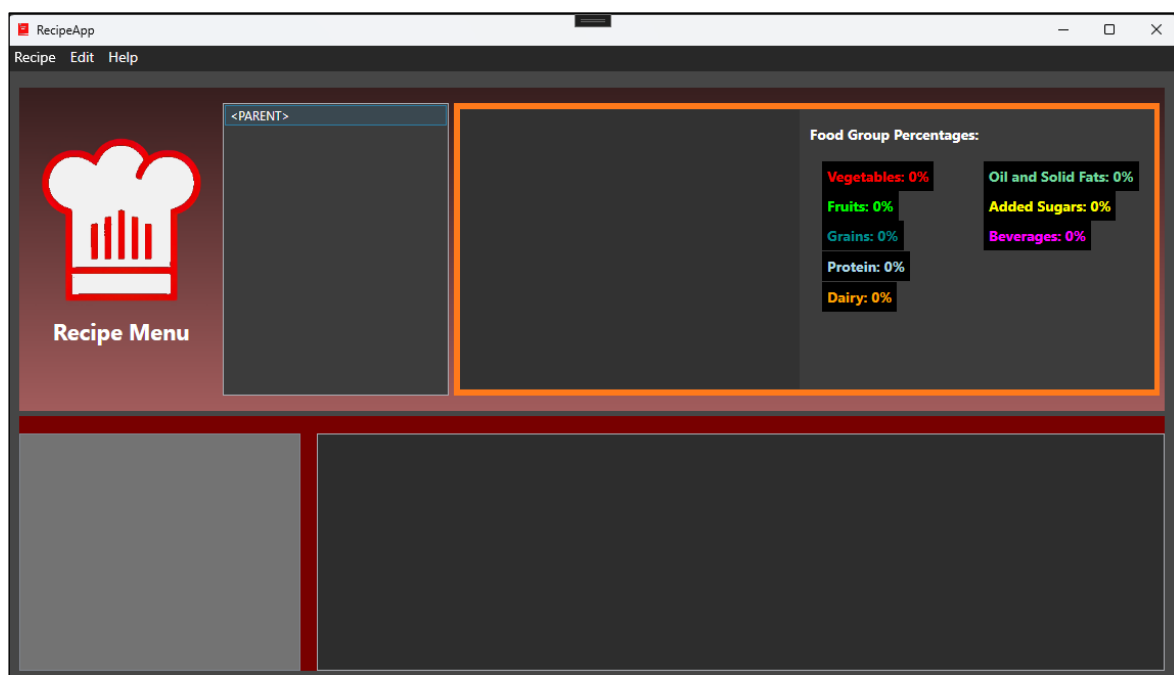
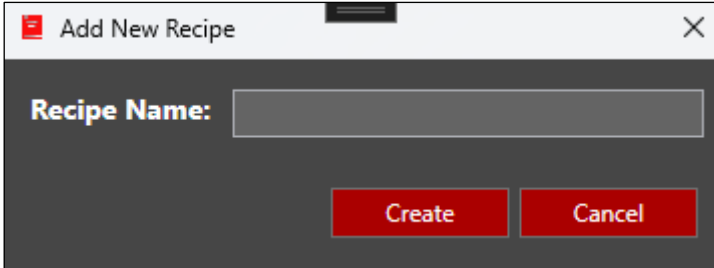


Figure 2 Main Window

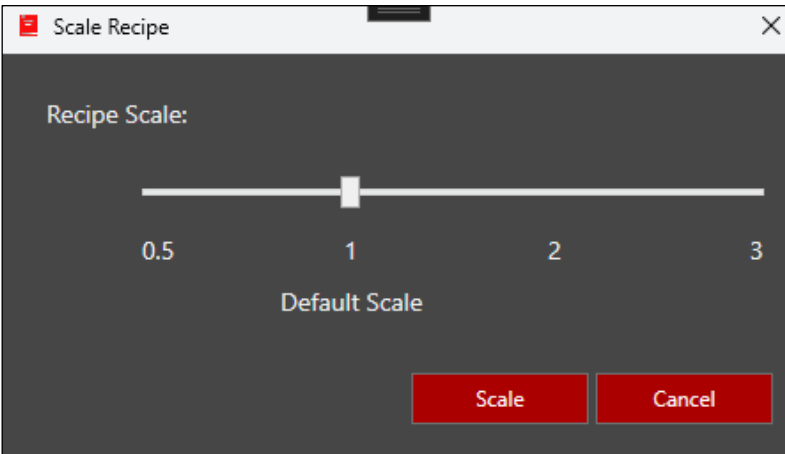
Add New Recipe



A dialog box titled "Add New Recipe" with a close button (X) in the top right corner. It contains a text input field labeled "Recipe Name:" and two red buttons at the bottom: "Create" and "Cancel".

Figure 3 Add New Recipe

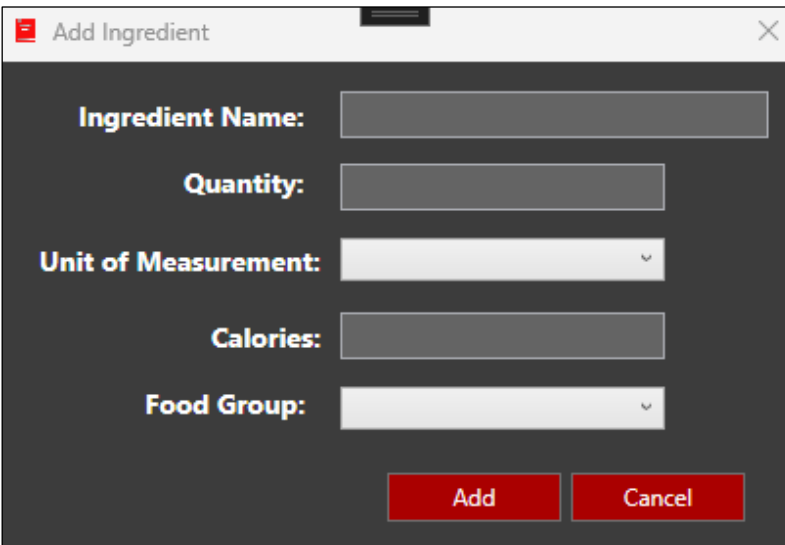
Scale Recipe



A dialog box titled "Scale Recipe" with a close button (X) in the top right corner. It features a slider control labeled "Recipe Scale:" with a range from 0.5 to 3. The slider is currently set to 1, which is labeled "Default Scale". Below the slider are two red buttons: "Scale" and "Cancel".

Figure 4 Scale Recipe

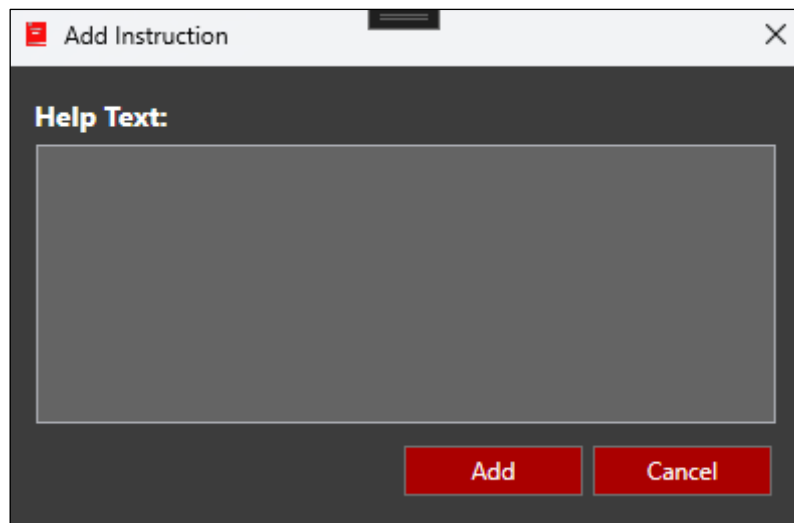
Add Ingredient



A dialog box titled "Add Ingredient" with a close button (X) in the top right corner. It contains five input fields: "Ingredient Name:" (text), "Quantity:" (text), "Unit of Measurement:" (dropdown), "Calories:" (text), and "Food Group:" (dropdown). At the bottom are two red buttons: "Add" and "Cancel".

Figure 5 Add Ingredient

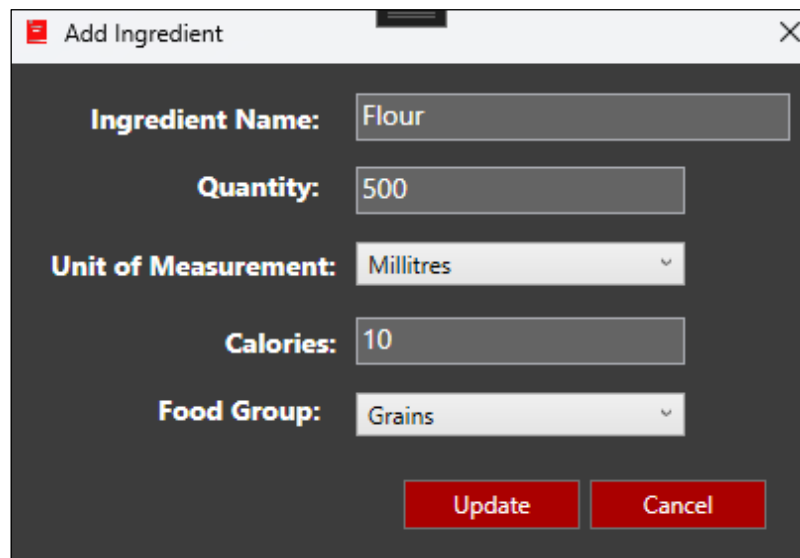
Add Instruction



A dialog box titled "Add Instruction" with a close button (X) in the top right corner. The main area is labeled "Help Text:" and contains a large, empty rectangular text input field. At the bottom right, there are two red buttons: "Add" and "Cancel".

Figure 6 Add Instruction

Update Ingredient



A dialog box titled "Add Ingredient" (despite the caption) with a close button (X) in the top right corner. The form contains five labeled input fields: "Ingredient Name:" with the text "Flour", "Quantity:" with the value "500", "Unit of Measurement:" with a dropdown menu showing "Millitres", "Calories:" with the value "10", and "Food Group:" with a dropdown menu showing "Grains". At the bottom right, there are two red buttons: "Update" and "Cancel".

Figure 7 Update Ingredient

Update Instruction

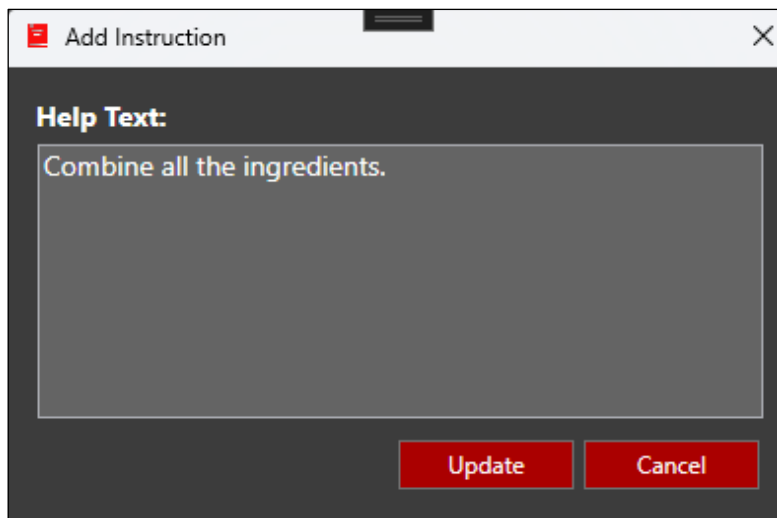


Figure 8 Update Instruction

About RecipeApp

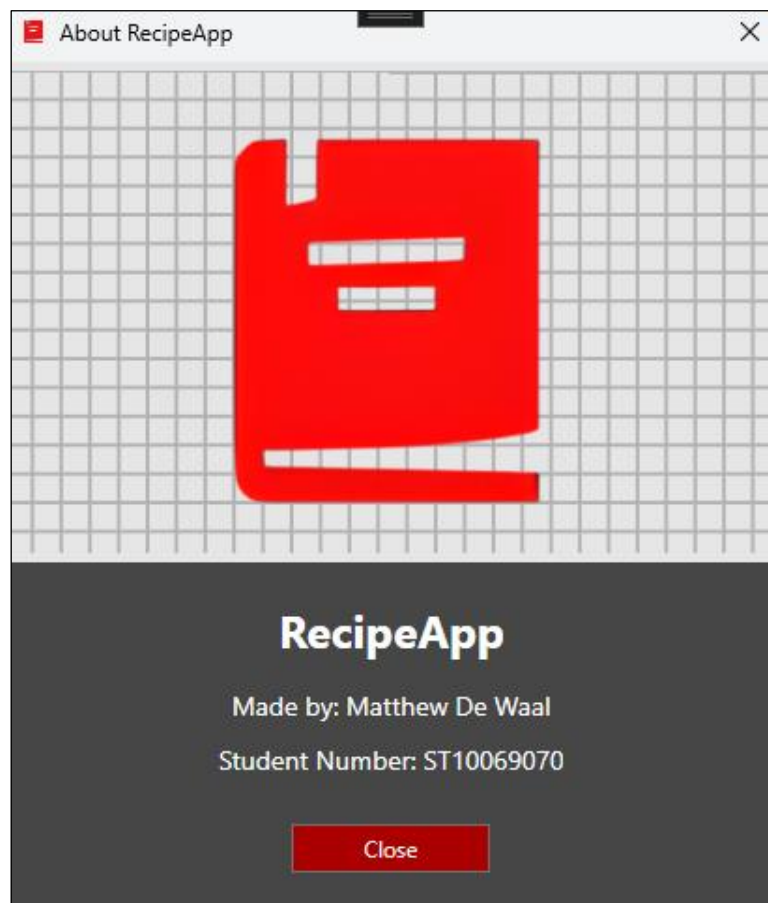


Figure 9 About RecipeApp

User Experience (UX)

The whole application of RecipeApp has been designed and developed in a modern way that is neat and professional. The users who will use the application will be satisfied with the product because it is fast enough, has better visual designs and the layout is organized. The user can minimize, maximize and resize the window to how they want it. There are different shades of different colours that are used within the application and it enhances the user experience.

Creating your first recipe

The program allows you to create an unlimited number of recipes. Refer to Figure 3 which shows a screenshot of the Add New Recipe dialog. Select the menu item New Recipe under the menu Recipe. Enter the name of the recipe that you want to create, then click on the Create button to proceed or click on the Cancel button to cancel the request. You can add an ingredient and instruction to the recipe, by clicking on the Edit menu, then clicking on Add Ingredient or Add Instruction. Refer to Figure 5 and 6 to see how the dialogs look like.

Adding a new Ingredient:

To add a new ingredient, first make sure you have the correct recipe selected. Fill in all the details such as Ingredient Name, Quantity, Unit of Measurement, Calories and Food Group. Click on the Add button to add the ingredient to the recipe.

Adding a new Instruction:

To add a new instruction, first make sure you have the correct recipe selected. Enter the details of the instruction then click on the Add button.

Removing an ingredient or instruction:

Select the “Remove Ingredient” or “Remove Instruction” menu item to remove a recipe ingredient or instruction.

Clearing the ingredients or instructions:

Select the “Clear Ingredients” or “Clear Instructions” menu item to clear all the recipe ingredients or instructions.

Updating an ingredient or instruction:

Select the “Update Ingredient” or “Update Instruction” menu item to update the ingredient or instruction.

Viewing a recipe

Select any recipe in the TreeView to view the recipe. You can also view a specific ingredient or instruction by selecting those TreeView items. The information will be displayed on the right side of the TreeView.

Scaling a recipe

You can scale any recipe to a specific scale factor. Under the Recipe menu, select Scale Recipe to show the Scale Recipe Dialog. Refer to Figure 4 for the Scale Recipe Dialog screenshot. Scroll on the slider to choose your scale factor. The default scale factor is 1. Press the OK button to scale the recipe.

Deleting or clearing a recipe

Select Clear Recipe or Delete Recipe to clear or delete the recipe. Clearing the recipe will delete all the ingredients and instructions only and will still keep the recipe within the program. Deleting a recipe will delete everything, including the recipe itself.

Exporting a recipe

The program allows users to export their selected recipe to a text file (*.txt). Select the recipe that you want to export from the TreeView. A SaveFileDialog will be shown, where you can specify on where the text file must be saved. The Export Recipe feature is an additional feature that allows users to export their selected recipe to storage.

Adding or removing a recipe from the menu

You can add or remove a recipe from the recipe menu. The recipe menu is a place within the program where certain recipes are stored. The program uses the recipe menu to calculate statistics such as the food group percentages. You can view the whole recipe menu statistics or you can view a single recipe's statistics by clicking on an item within the recipe menu. To view the statistics of the whole recipe menu, select the item "<PARENT>" or select any other item to view that recipe's statistics. The statistics are shown to the user by the program drawing a visual pie chart.

The pie chart colorizes each food category with a different colour. Refer to Figure 2 to see the pie chart. The percentage of each food category will be displayed next to the pie chart. Note that the food category percentage labels are colorized with the same colour of the pie chart categories.

Exiting the program

Under the Recipe Menu, select the "Exit Application" menu item to exit the program.

Notifications within the application

The maximum calory limit for any recipe is 300. Any calory amount that is larger than this limit will cause an alert notification stating that the maximum calory limit has been reached. The notification only occurs once when the total number of calories of a recipe was reached. For example, if the total number of calories for a recipe is 340, then an alert notification will be shown to the user. If the user then adds a new ingredient and the total number of calories reaches 400, then an alert notification will not be shown. The alert notification will only show again once the calory count reaches below 300, and then it rises higher than 300 again. The alert notification will also be shown in the display of a recipe.