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GROCERECIPE project specification

# Completion

Following the second submission of this project. All proposed features have been implemented. No changes was made from the original plan.

# Source Control

Beside the zip file included with this document, the project can also be found at <https://github.com/Minh-BuiQuang/CSIS4175TermProject>

# Development environment

The project is developed using Android Studio Flamingo | 2022.2.1 Patch 2  
A screenshot of a computer program

Description automatically generated

The project is written in Java and the minimum SDK is API 26  
A screenshot of a computer

Description automatically generated

The virtual device used for debugging was Pixel 2 API 33A screenshot of a computer

Description automatically generated

# Public API

The API used for the project was EDAMAM <https://api.edamam.com/>

No signing up is required to run and use the app.

For simplicity, the API key is already included in the code base.

The document for the api can be found at <https://developer.edamam.com/edamam-docs-recipe-api> A screenshot of a web page

Description automatically generated

# Technologies

Beside the default dependencies. The project also implement.

Volley, Glide and Gson

implementation 'com.android.volley:volley:1.2.1'  
implementation 'com.github.bumptech.glide:glide:4.13.0'  
annotationProcessor 'com.github.bumptech.glide:compiler:4.13.0'  
implementation 'com.google.code.gson:gson:2.10.1'

For the database, the project used SQLite by implementing **SQLiteOpenHelper**.