Each recipe's specifics, such as its name and an ingredient list, are stored in the Recipes class. It lets you add ingredients, see the specifics of the recipe, and get ingredient data. The Ingredient class, which has features like name, quantity, unit, calories, and food group, represents each ingredient.  
  
  
Recipe collections are managed by the RecipeManager class. It allows you to create new recipes, retrieve ones that already exist, and, if necessary, clear all of the recipes. Throughout the programme, this class guarantees that recipe data is handled in an orderly and effective manner.   
  
Window classes such as EnterRecipeWindow, ViewRecipeWindow, and ChooseRecipeWindow provide the user interface. Users can choose recipes for additional actions, check recipe data, and enter new recipes using these panels. In response to user queries, they communicate with the RecipeManager to retrieve and present recipe data.

Furthermore, the MainWindow2 class acts as the primary interface, providing access to essential features like adding new recipes, viewing ones that already exist, and organising recipe data. It offers a central hub that enables users to effortlessly move between the many sections of the programme.   
  
When taken as a whole, these sessions establish a disciplined setting for effectively handling recipes and ingredients. The application guarantees users dealing with recipe data clarity, flexibility, and convenience of use by classifying functionality into discrete groups.