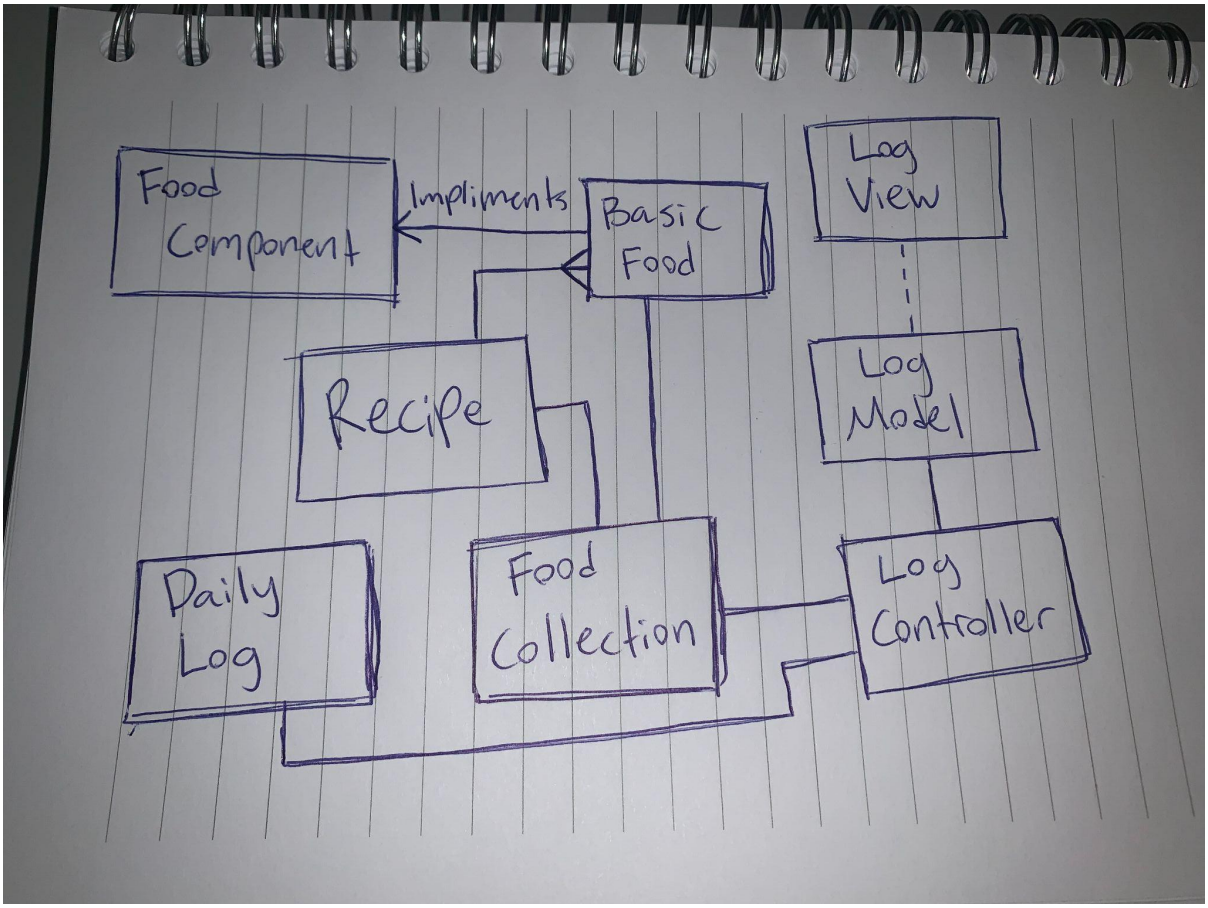
Marvin and Fergus

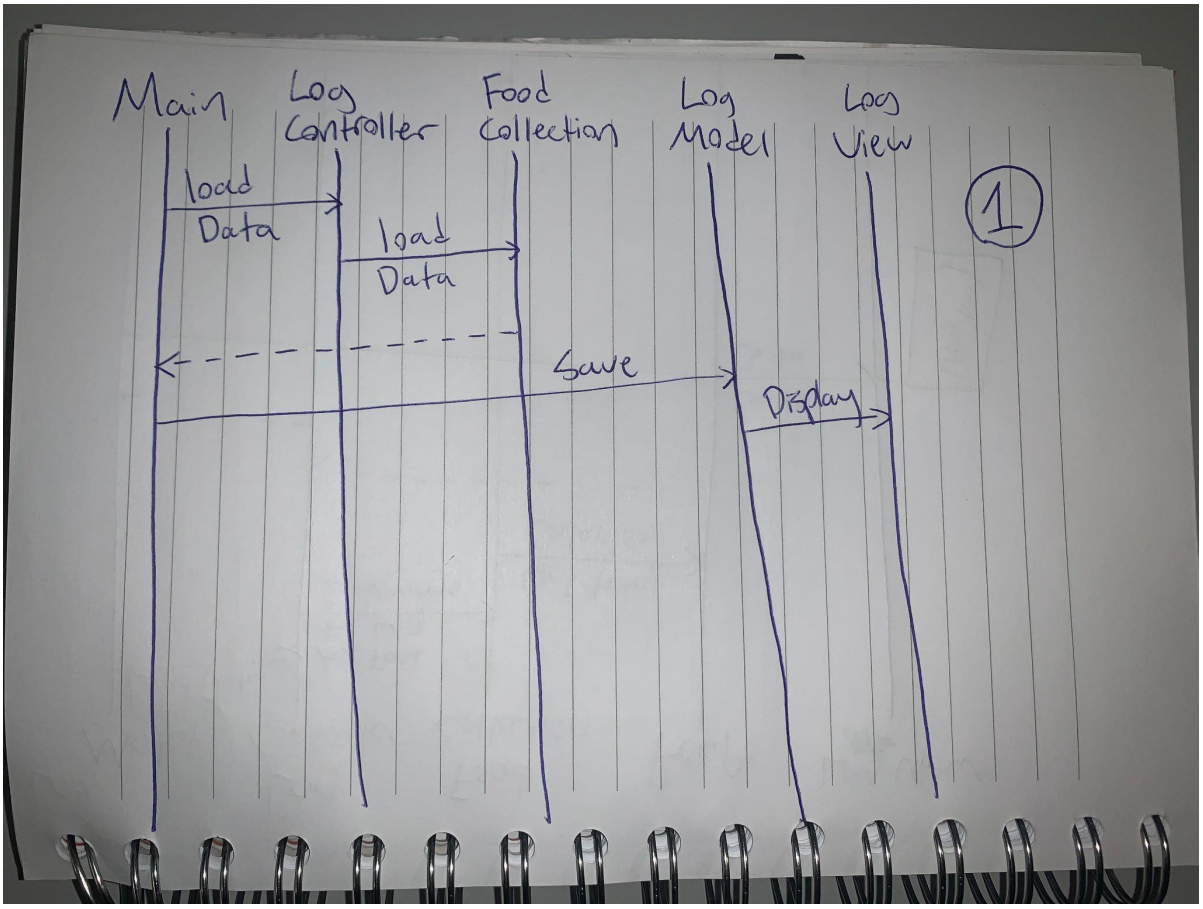
Professor Tolic

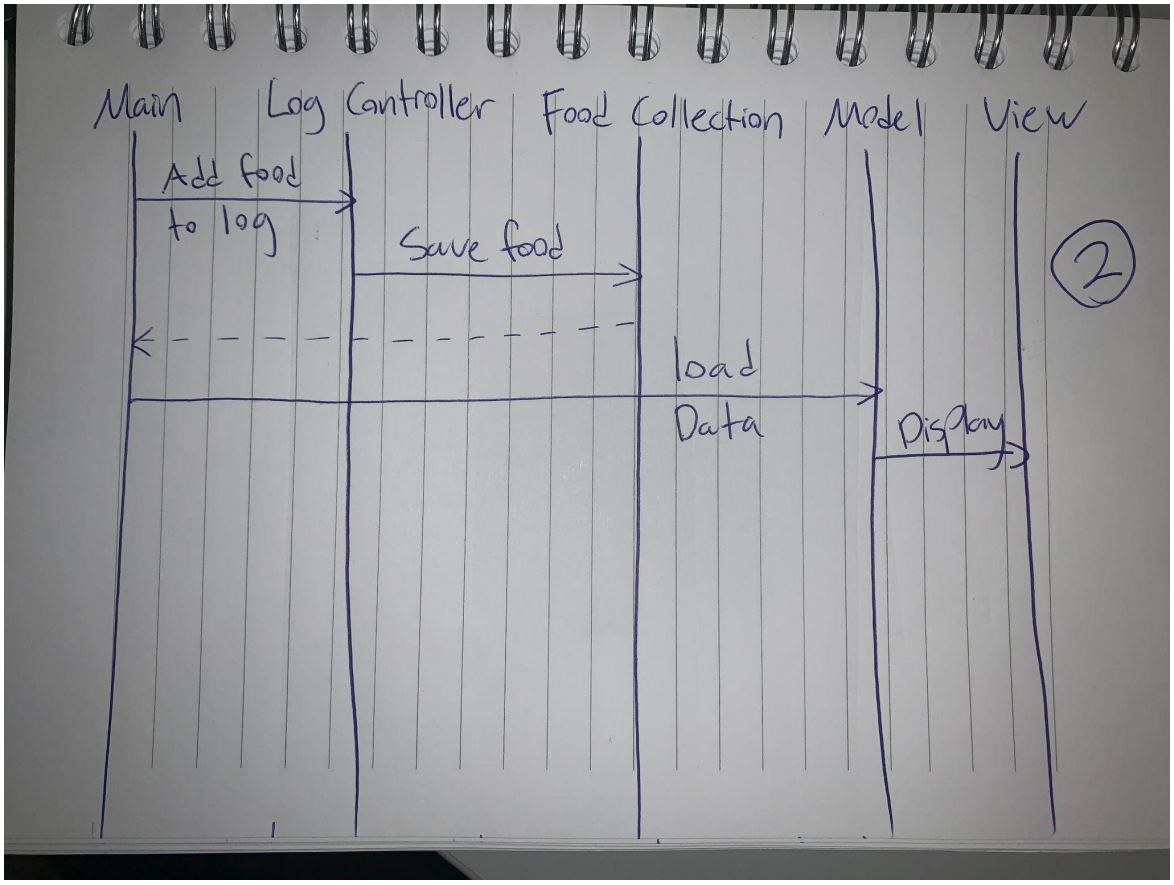
SWEN 383

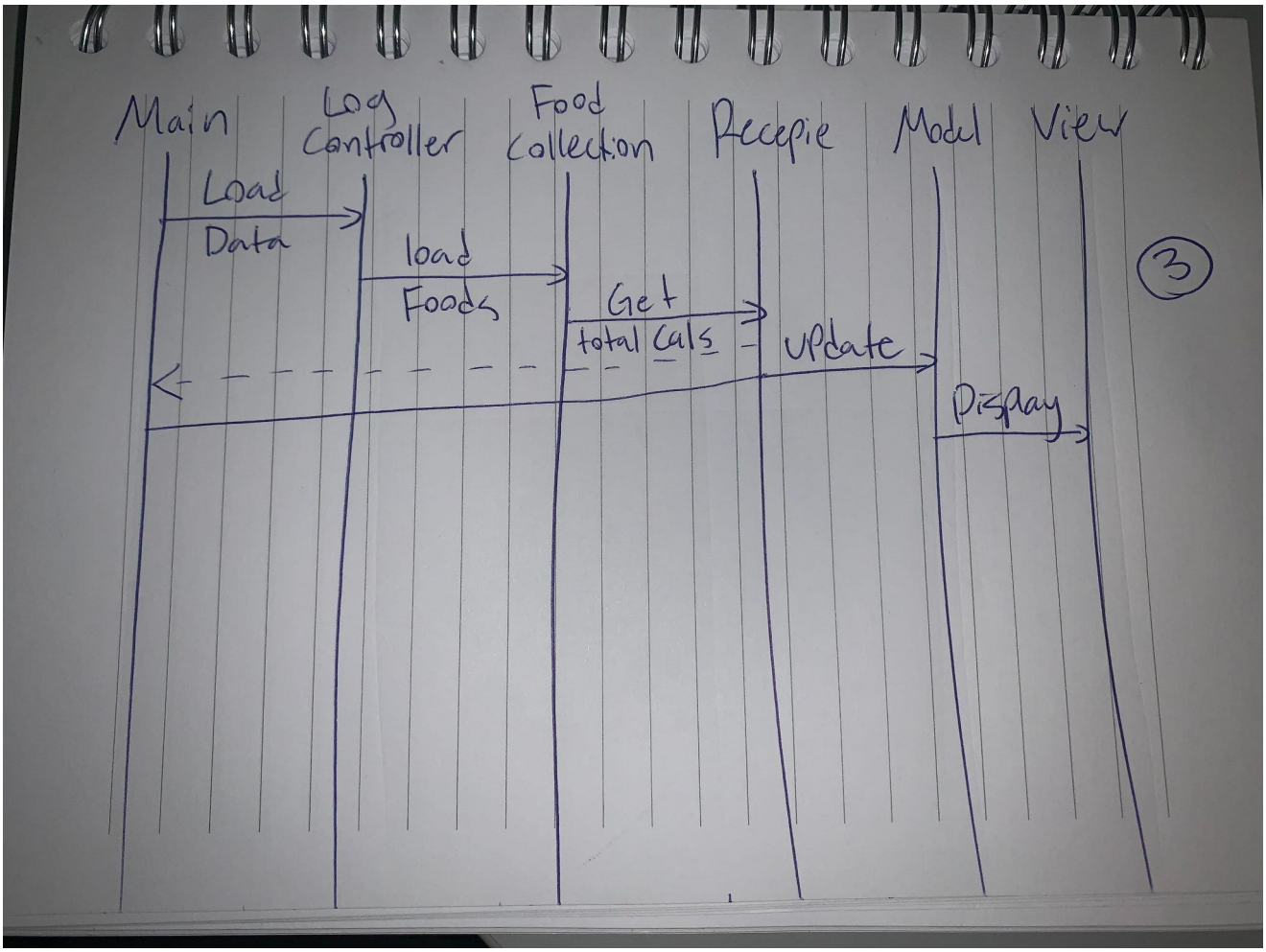
04 April 2023

Design Sketch




Main
Log Controller
Food Collection
Log Model
Log View
load Data
load Data
Save
Display
1


Main
Log Controller
Food Collection
Model
View
Add food to log
Save food
load Data
Display
2



1. FoodComponent (interface): Represents a basic food or recipe.

2. BasicFood (class): Implements FoodComponent, represents a basic food.

3. Recipe (class): Implements FoodComponent, represents a recipe.

4. FoodCollection (class): Manages the food components (basic foods and recipes).

5. DailyLog (class): Represents a daily log containing food intake, weight, and calorie limit.

6. LogController (class): Handles user interactions and updates the model and view.

7. LogModel (class): Manages the state of the application, including DailyLog and FoodCollection.

8. LogView (class): Displays the state of the application to the user.

The system is designed to be organized in a way that makes it easy to add new features without breaking the existing code. This is done by breaking down the system into smaller parts, each with their own job and connected in a clear way. This also makes it easier to reuse code in different parts of the system.

However, this type of design can be harder to set up in the beginning, and some people might find it harder to understand. The system also needs to be carefully designed to make sure it stays organized and easy to maintain over time. Overall, this design helps to create a more flexible and reusable system, but it requires more attention to detail during the development process.