## **Task Overview:**

Build a web application that allows users to log their daily food intake. The app should fetch food item details (calories, nutrients, etc.) from a public nutrition API when a food item is added. The app should also provide a visual representation of the user's daily nutrient intake.

## **Requirements:**

# 1. Food Item Search and Logging:

- Implement a search bar to allow users to search for food items.
- Integrate with a public nutrition API (e.g., Edamam, Spoonacular) to fetch detailed nutritional information for searched food items.
- Allow users to add food items to their daily food log, including serving size.
- Store the logged food items locally (e.g., using local storage) for offline access.

## 2. Nutrient Tracking:

- Calculate total calorie and nutrient intake based on the logged food items.
- Display a breakdown of macronutrients (carbohydrates, proteins, fats) and micronutrients (vitamins, minerals).
- o Compare the user's nutrient intake with recommended daily values.
- o Provide visual representations of nutrient intake using charts or graphs.

#### 3. User Interface:

- Design a user-friendly interface with clear navigation.
- Use React components to structure the application.
- Implement responsive design for different screen sizes.
- Consider using a CSS framework like Tailwind CSS for styling.

### 4. Additional Features (Optional):

- Allow users to set daily nutritional goals.
- o Provide personalized recommendations based on nutrient intake.

### **Evaluation Criteria:**

- Accuracy of nutrient calculations
- Efficiency of API integration
- User interface design and usability
- Code quality and organization
- Adherence to best practices (e.g., error handling, data validation)

# Tips:

- Explore different public nutrition APIs to find one that best suits your needs.
- Consider using a state management library like Context API for complex data management.
- Focus on providing a clean and intuitive user experience.

Test your application thoroughly on different devices and screen sizes.		