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**ASS TYPE: POE PART 2**

IIE MSA

POE PART 2

A. **Instructions for how to compile and run the software**

**Compile the Application:**

* Execute the command prompt or terminal and open it.
* The path to the RecipeConsoleApp directory is the one you need to go. cs file.
* Use the C# compiler (usually csc) to compile the application

**Run the Application:**

* Once the compilation is done, an executable file ( RecipeConsoleApp. exe on Windows or RecipeConsoleApp on Linux/Mac) will be generated in the same directory.

**Run the executable:**

RecipeConsoleApp. exe

or

. /RecipeConsoleApp

**Interacting with the Application:**

* The program, once you have started it, will show a welcome message and a menu with the options that you can choose from.
* Use the numeric keys to select different options:Use the numeric keys to select different options:

1: Enter Recipe Details

2: View Recipe

3: Scale Recipe

4: Reset Quantities

5: Clear Recipe

6: Exit

* Apply the suggestions to the options showing the details of the recipe, searching the recipes, resizing the recipes, clearing the quantities, deleting the recipes, or quitting the application.

**Follow the Prompts:**

* The use of the application will show you the steps, which you can enter the recipe details, look at the recipes, do various things with the recipes and deal with any error or exception that may happen.

**Exit the Application**:

* Out of the application, press option 6 from the menu.

B. **Github link**

<https://github.com/Petermolepomatale/programming-2a-POE_part2-new-Petermolepomatale>

C.  **Part 1 - Feedback:**

* **A brief description (100 to 200 words) of what you changed based on your lecturer’s feedback.**
* The RecipeApp was modified pursuant to the comments and some suggestions were added to make the user experience and functionality better. At first, the individual parts were enhanced with the detailed ASCII art of the menu headers and section names, which in turn, improved the structure and appearance of the menu. The website has been restructured to present its menu and recipe sections in a way that makes them easy to access with a clear and designed title to facilitate the navigation.
* The input of try-catch blocks in the parts of user input made the error handling more efficient. This function handles errors smoothly and gives us the right error messages, which guide the user to the correct input in the first place.
* The reason for the grading and reviewing of recipes was developed to a perfection. The ScaleRecipe method's scale has been appropriately resized to the scale factor supplied, which is meant to guarantee the consistency. Besides, the ResetQuantities method was modified so that it can precisely generate the elements in their initial quantities, thus, the starting state is kept intact.
* The user prompts and instructions become more detailed and explicit, consequently, the users are getting more information about the entire operation. The tapping of this technology consists of the delivery of different prompts to input the recipe characteristics, the scaling factors, and the manner of handling the unacceptable inputs, thus, the program becomes more user-friendly and intuitive.
* In general, these modifications make the app more robust, easy to use and the overall user experience is improved, therefore customers are usually pleased as the app is easier to understand and works properly.
* ScreenShots

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