

Programming Project / C++ - Cooking App Management & Interaction System

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1 Task Description

Student 1: Managing the Kitchen

- Add, delete, modify recipes (ingredients, preparation time).
- View meal plans.

Student 2: Interacting with the Cooking App

- Add, modify, delete ingredients in/from a meal prep list.
- Create a meal plan from the prep list.

2 Data Structures Used by the Team

The following classes will be used:

- Recipe: `string id, string name, vector<string> ingredients, int prepTime`
- Date: `int day, int month, int year`
- MealPlan: `vector<Recipe> recipes, Date date`

3 File Structure

The following files will be used:

- `recipes.txt`
Stores details about available recipes:
 - `<number of recipes>`
 - `<recipe1 id>`
 - `<recipe1 name>`
 - `<recipe1 ingredients count>`
 - `<recipe1 ingredient1>`
 - `<recipe1 ingredient2>`
 - `...`
 - `<recipe1 prepTime>`
 - `<recipe2 id>`
 - `...`

- meal_prep.txt
Stores the meal prep list details:
 - <recipe1 id> <recipe1 count>
 - <recipe2 id> <recipe2 count>

4 Interacting with Executables

Application 1:

- ./app_1.exe view_recipes
View all available recipes.
- ./app_1.exe add_recipe <id> <name> <ingredient_count>
<ingredient1> <ingredient2> ... <prepTime>
Add a recipe to the kitchen.
- ./app_1.exe delete_recipe <id>
Delete a recipe from the kitchen.
- ./app_1.exe modify_recipe <id> <prepTime | ingredients> <new_value>
Modify preparation time or ingredients of a recipe.
- ./app_1.exe view_meal_plans
View placed meal plans.

Application 2:

- ./app_2.exe view_prep_list
View the meal prep list.
- ./app_2.exe add_recipe <id> <count>
Add a recipe to the meal prep list.
- ./app_2.exe modify_recipe <id> <newCount>
Modify the count of a recipe in the prep list.
- ./app_2.exe delete_recipe <id>
Remove a recipe from the prep list.
- ./app_2.exe create_meal_plan
Create a meal plan based on the prep list.