

Cooking Recipe Book

Team Members:

- Student 1: Sinoi Paula
- Student 2: Vîlvoi Lucian

Chapter 1: Task Description

Sinoi Paula – responsible for recipe management:

- adding new recipes
- deleting and modifying existing recipes
- displaying the list of all recipes

Vîlvoi Lucian – responsible for recipe interaction and search:

- searching recipes by name or ingredients
- viewing recipe details
- updating recipe descriptions or ingredients

Chapter 2: Data Structures (Classes)

Class: Recipe

- `std::string name` – the recipe name
- `std::string description` – a short description
- `std::vector<std::string> ingredients` – list of ingredients

Class: Recipe book

- `std::vector<Recipe> recipes` – collection of all stored recipes

Methods:

- addRecipe(const Recipe&)
- deleteRecipe(const std::string& name)
- editRecipe(const std::string& name, const std::string& newDescription, const std::vector<std::string>& newIngredients)
- searchRecipe(const std::string& keyword)
- displayRecipes() const

Chapter 3: File Structure

File: recipes.txt

Stores all recipe information persistently in the format:

<Recipe 1 Name>

<Recipe 1 Description>

<ingredient 1, ingredient 2, ingredient 3, ... >

<Recipe 2 Name>

<Recipe 2 Description>

<ingredient 1, ingredient 2, ingredient 3, ... >

...

The file is loaded at startup and updated after each modification.

Chapter 4: Interacting with Executables

Application 1: app_manage.exe (Sinoi Paula)

- Add new recipe:

- ./app_manage.exe add "<name>" "<description>" "<ingredient 1, ingredient 2, ingredient 3, ...>"
- Delete a recipe by name:
 - ./app_manage.exe delete "<name>"
- Edit recipe details:
 - ./app_manage.exe edit "<name>" "<new_description>" "<new_ingredients>"
- Display all stored recipes:
 - ./app_manage.exe list

Application 2: app_interact.exe (Vilvoi Lucian)

- Search recipes by name or ingredient:
 - ./app_interact.exe search "<keyword>"
- View detailed recipe info:
 - ./app_interact.exe view "<name>"
- Modify a specific ingredient:
 - ./app_interact.exe update_ingredient "<name>" "<ingredient_index>" "<new_ingredient>"

