

## Recipe Management System – C++ Programming Project

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### I. Task Description

- Student 1: Totorean Daniel-Andrei
  - Implemented the Recipe class and the recipe browser application:
    - - Defined the Recipe class with attributes and methods (name, ingredients)
    - - Ensured proper encapsulation via accessors/mutators
    - - Implemented the recipe\_browser.exe CLI that supports:
      - • Viewing all recipes
      - • Searching for recipes by keyword (title match only)
- Student 2: Vasii Vlad Emil
  - Implemented the RecipeManager class and the recipe manager application:
    - - Developed the RecipeManager class to load/save recipes to/from recipes.txt
    - - Implemented CLI features in recipe\_manager.exe:
      - • Add a new recipe
      - • Edit an existing recipe by index
      - • Delete a recipe by index
  - - All data passed via command-line arguments (no keyboard input)

### II. Classes Used by the Team

- Recipe:
  - - string name
  - - vector<ingredient>
  - - int ingredientCount()
  - - Getters and setters for attributes
- RecipeManager:
  - - vector<Recipe>
  - - load(), save(), add(), edit(), remove(), display(), listNames()

### III. File Structure

- - recipes.txt stores recipe data

- - Each recipe is a block, separated by a blank line
- - Format of each block:

```
<RecipeName>:
<N> Ingredients
    -<ingredient1>
    -<ingredient2>
    ...
```

#### IV. Interacting with Executables

- STUDENT 1:
  - recipe\_browser.exe
    - .\recipe\_browser.exe view
    - .\recipe\_browser.exe view <searchTerm>
- STUDENT 2:
  - recipe\_manager.exe
    - .\recipe\_manager.exe add <Name> <IngCount> <Ing1> <Ing2> ... <IngN>
    - .\recipe\_manager.exe edit <Index> <NewName> <NewCount> <NewIng1> ...<NewIngN>
    - .\recipe\_manager.exe delete <Index>

#### Notes

- - All input is passed through command-line arguments (no interactive input).
- - At least two classes (Recipe and RecipeManager) demonstrate clear association and division of responsibility.