
Software Design Documentation

—“Eat What? ”



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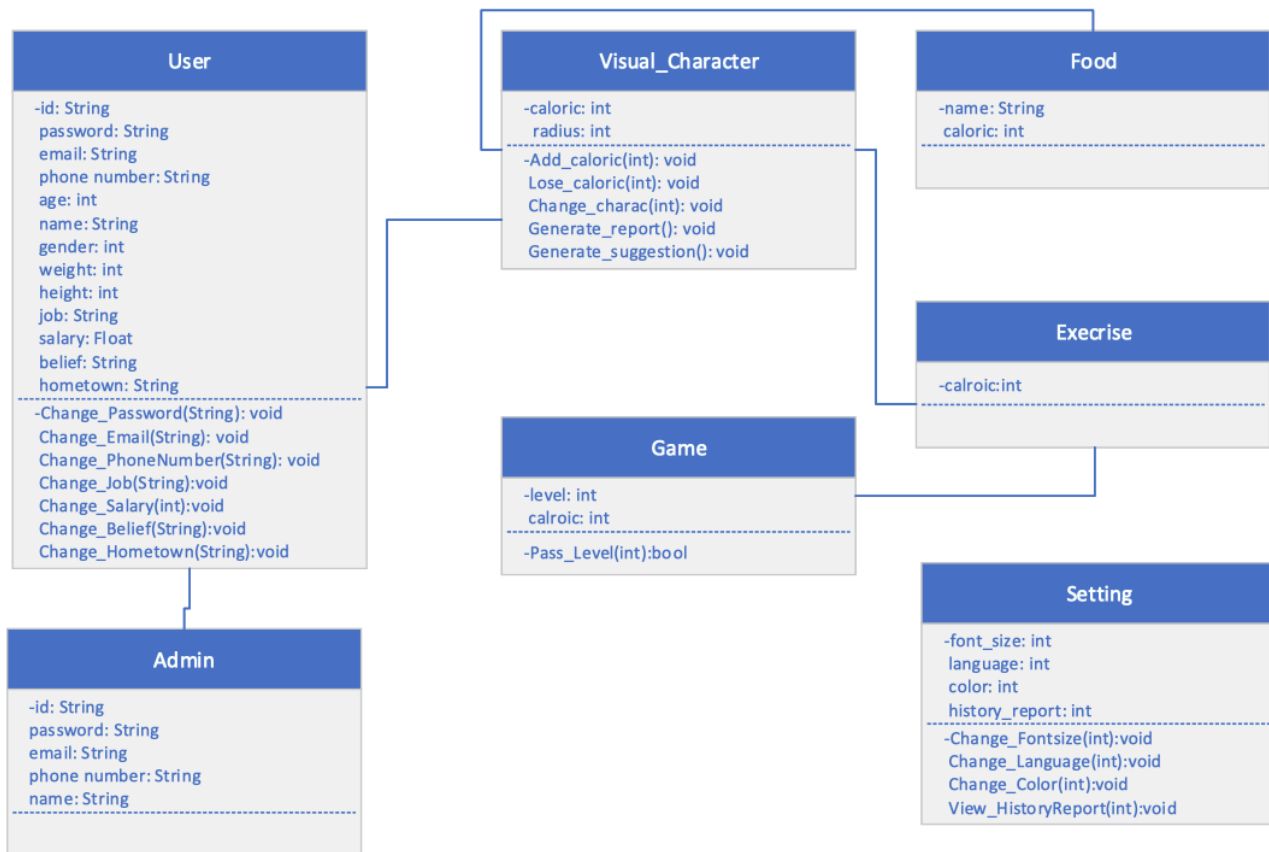
1. Introduction

This project is to meet the needs of fat loss or fitness people for diet control by developing an Android application that provides them with fitness guidance by recording and predicting the body changes brought about by diet.

This document includes class diagram, use case diagram, activity diagram, entity relationship diagram and component diagram.

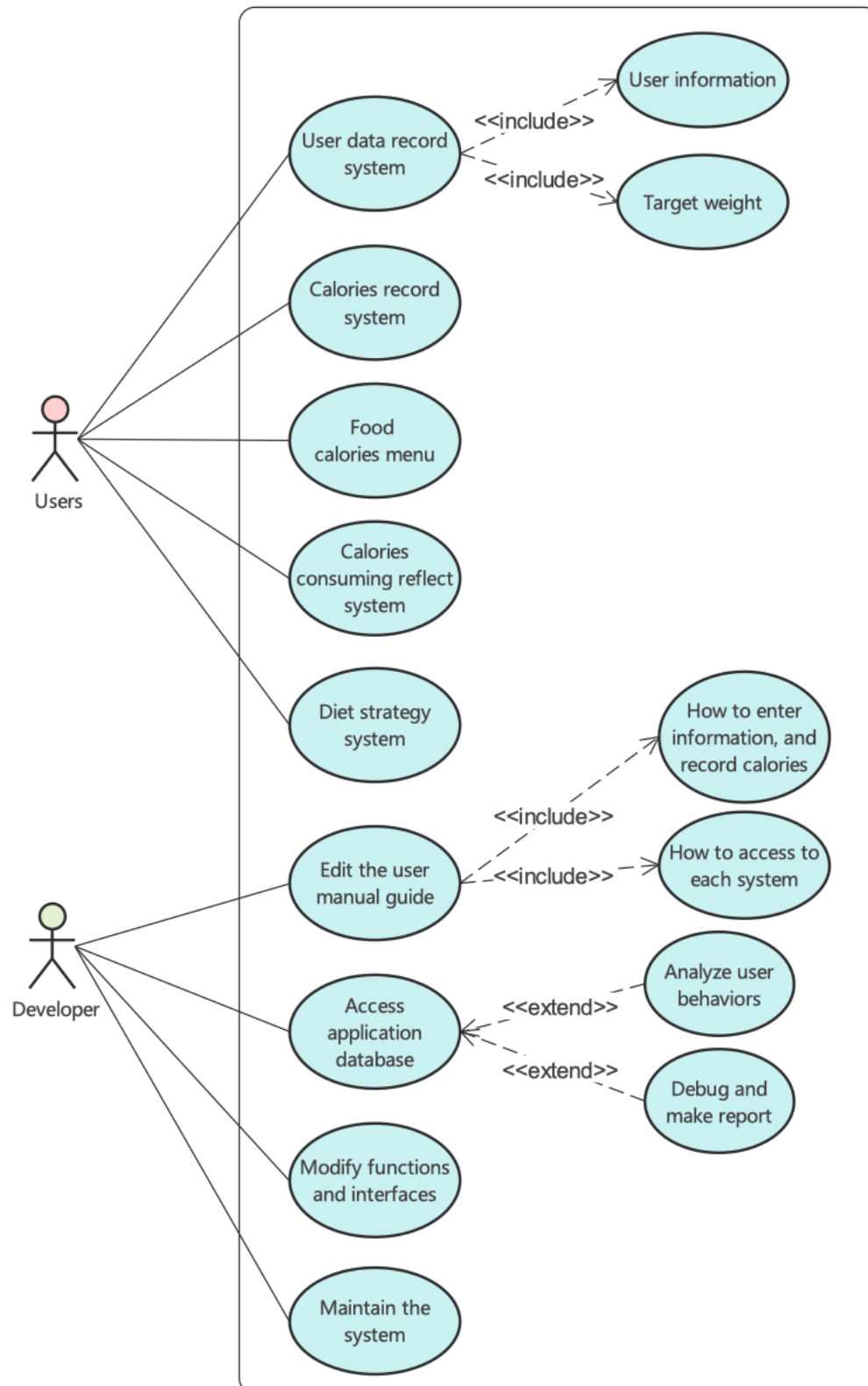
2. Diagram

2.1 Class diagram

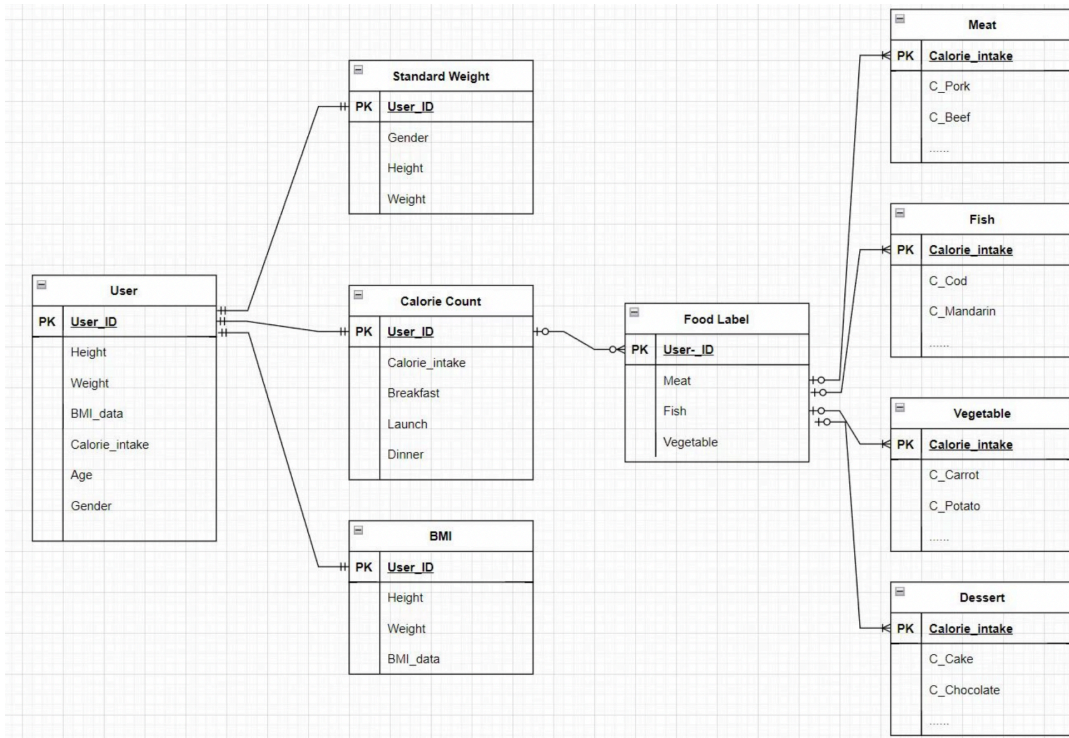


2.2 Use case diagram

Eat What Application -- Use Case Diagram



2.3 Entity Relationship Diagram



2.4 Component Diagram

