

Enum, interface, class, abstract class	Name of the type	Description of use or purpose of this type
Class	Main	The “Driver” class of this program, it controls the initialization and termination of the program while providing a GUI to the users and uses the GUI as a way to build interaction between user and underlying data structures.
Class	FoodData	The database of all the food and other trees that store the nutrients references of all the food.
Interface	FoodDataADT	The interface of the food data. It specifies basic operations that FoodData class needs to implement such as filtering food items and loading files.
Class	FoodItem	Store all the information of one food item.
Class	BPTree	The data structure we use to store reference of food item that are in order by the nutrition amount.
Interface	BPTreeADT	The interface of the BPTree. It specifies basic operations that a BPTree should accomplish: insert and rangeSearch.
Class	GUI	GUI object for the program. It provides user specified options and display outcomes.
Class	Meallist	Stores the list of food items added or to be added to the meal plan and includes summary methods.