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| 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. |