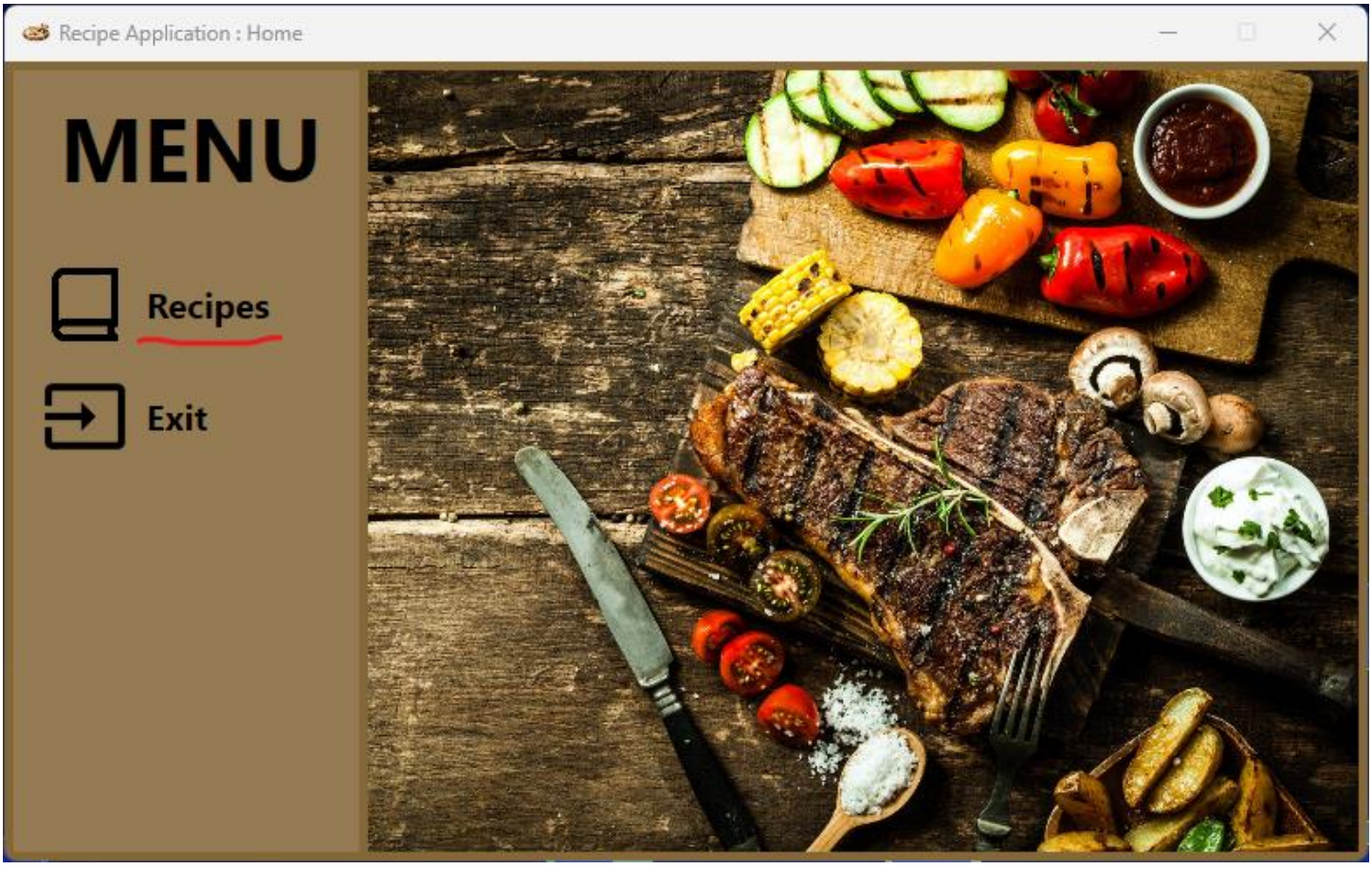
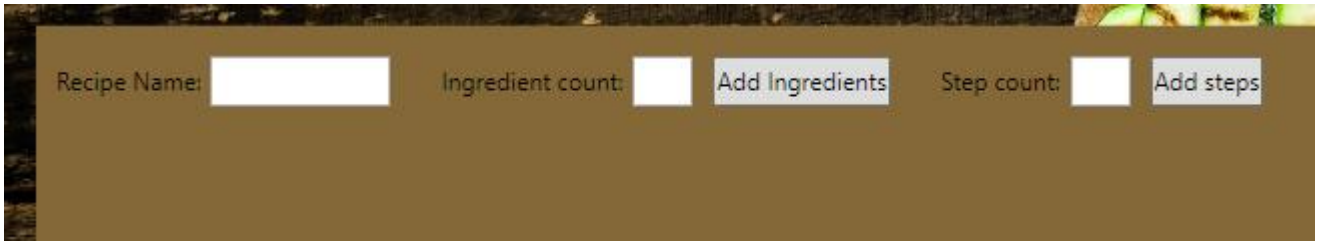
RecipeApp3 User Manual

The program is designed to manage recipes, allowing users to add, view, and search for recipes based on various criteria such as ingredients and food groups. The program utilizes a Recipe class to represent each recipe, containing properties for ingredients, steps, and the recipe name.

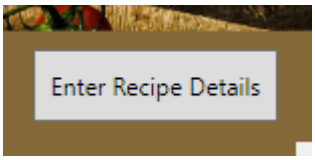
1. Adding Recipes:

- Users can add new recipes by clicking on Recipes on the Main Menu, then enter the recipe name and then entering the number of ingredients and steps for the recipe.



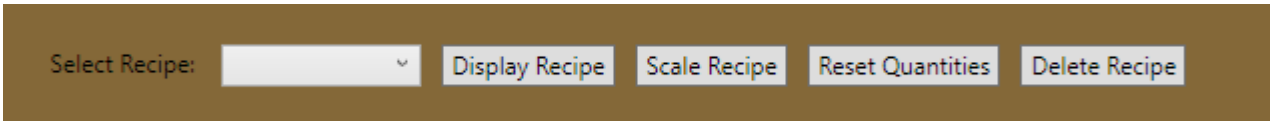


- The program provides methods within the Recipe class to add ingredients and steps to a recipe, which internally creates instances of Ingredient and Step classes respectively.
- You then fill out the text fields of your ingredients and steps, then click the Enter Recipe Details button.



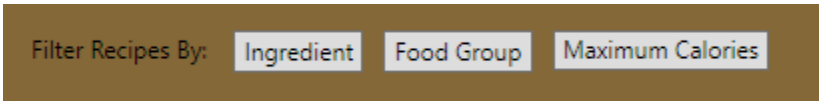
2. Viewing, Scaling, Reset, & Deleting Recipes:

- The program allows users to view the details of a recipe, including its ingredients and steps. The program may use UI elements like a RichTextBox to display the recipe details to the user.
- Select a recipe from the dropdown menu then click one of the following buttons.



3. Filter By Recipes:

- Users can filter by recipes by clicking 1 of the flowing buttons:



- Filter by Ingredient:
  - Users can search for recipes that contain a specific ingredient.
  - The program prompts the user to enter the ingredient they want to search for.
  - It then iterates through the list of recipes and checks if any of the recipe's ingredients match the search criteria.
  - The matching recipe names are stored in a list and displayed to the user.

- Filter by Food Group:
  - Users can search for recipes that belong to a specific food group.
  - The program prompts the user to enter the food group they want to search for.
  - It then iterates through the list of recipes and checks if any of the recipe's ingredients have the specified food group.
  - The matching recipe names are stored in a list and displayed to the user.

- Filter by Maximum Calories:
    - Users can filter by entering a maximum number of calories.
    - The program checks if each recipe's total calorie count is within the specified limit.
    - Only recipes that meet maximum calorie stored in a list and displayed to the user.

The program's implementation may consist of multiple classes, such as Recipe, Ingredient, and Step, to represent the entities involved in recipe management. It employs concepts of object-oriented programming to encapsulate data and behavior within these classes.

Overall, the program offers a user-friendly interface to manage recipes efficiently, allowing users to add, view, and search for recipes based on their preferences and requirements.