Final Design

Team members:

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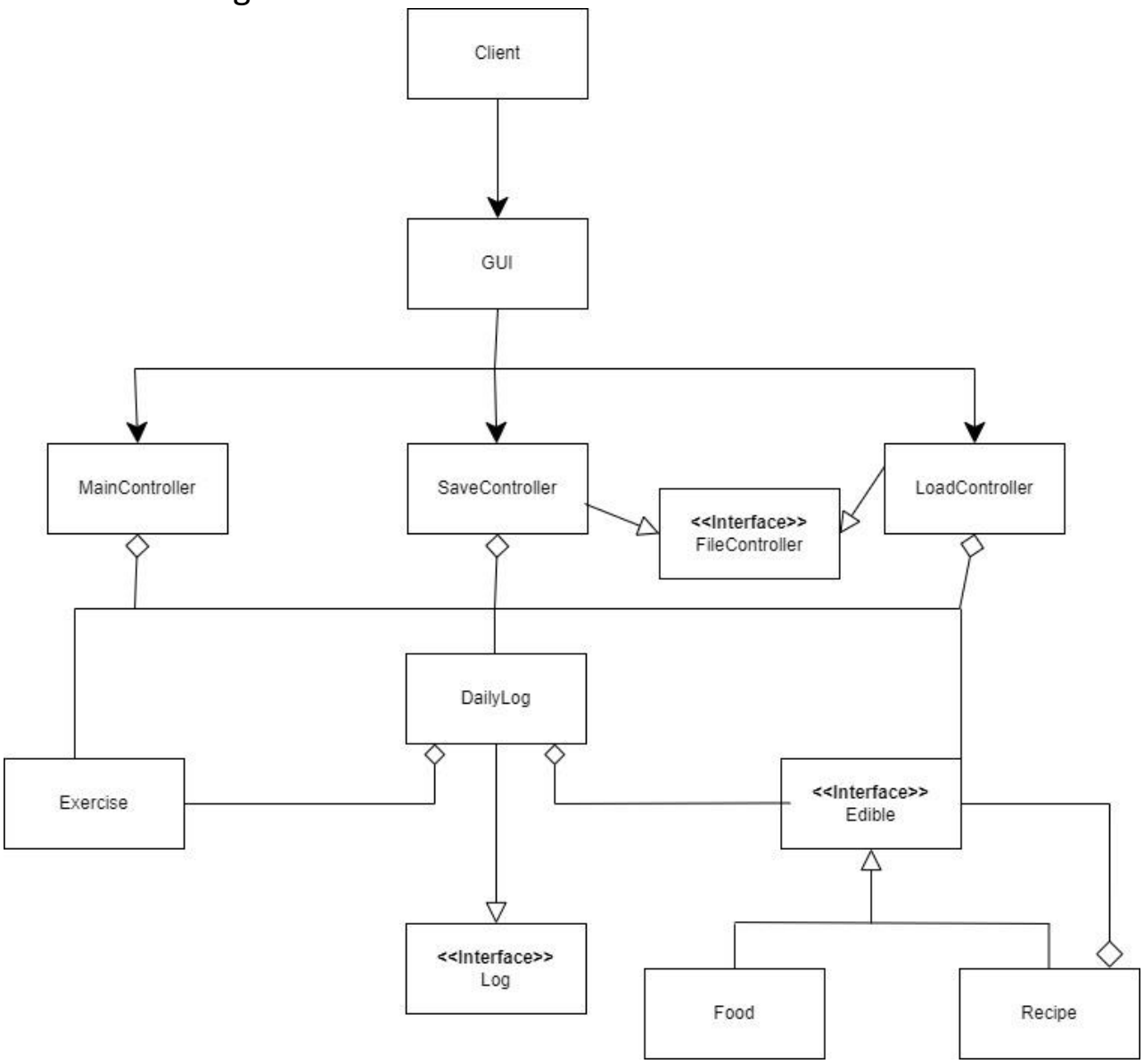
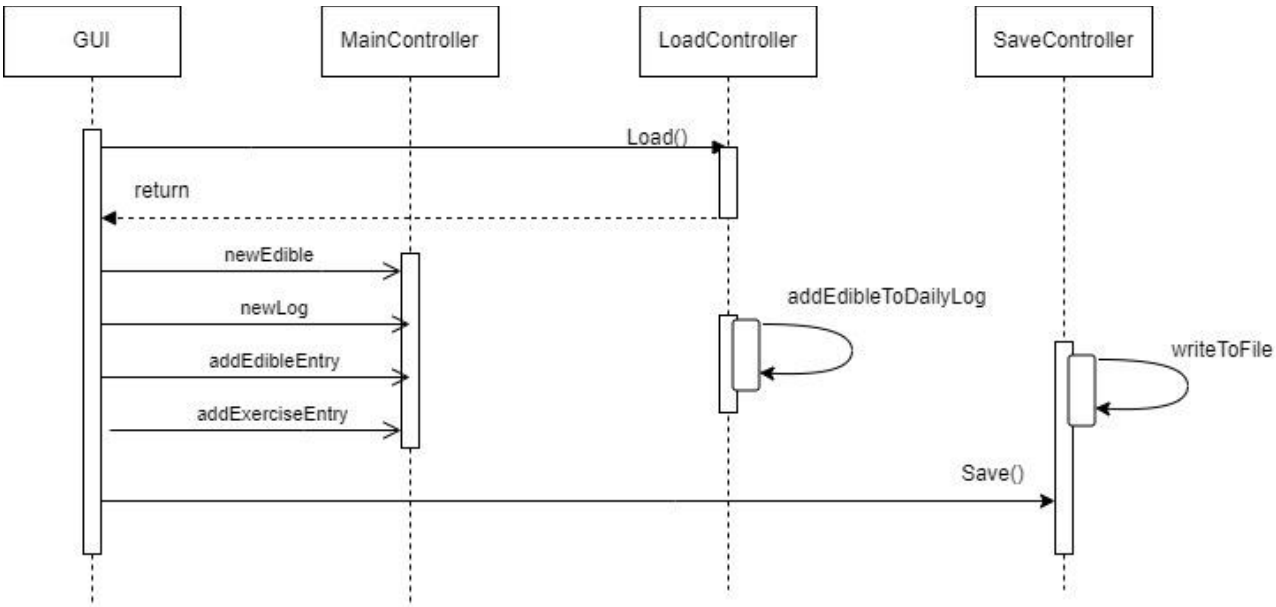
Final Class Diagram



Final Sequence diagram



Rationale

My rationale for this project was to create a feasible MVC application while adhering to the KISS principle and to include the composite pattern. After phase 1, I was left alone in the team and because of that, I had to cut some corners in order to deliver the best assignment that I possibly could. Having that in mind I wanted to make it so that the user could add new recipes, exercises and logs which I think are the crucial things in this project. I did not prioritize GUI development as it is not as important as making functionalities work.

Description of Classes

- Food class is a class representing the food that is read from the food.csv file. It Implements the Edible interface and with Recipe it creates a Composite pattern. It represents the Leaf in the Composite pattern.

- Recipe class is a class representing the recipe that is read from the food.csv file. It implements the Edible interface and with Food it creates a Composite pattern. This class represents the Group in the Composite pattern.

- Daily Log is a class representing an entry in the log.csv file. It implements the Log interface. It has a collection of Edible objects in it.

- Exercise Class represents an exercise performed and read from the exercise.csv file.

- MainController is a class that stores edible objects in appropriate collections.

It also has all the access methods that are required to be able to add and create Edible, DailyLogs and exercises.

- SaveController is a class that saves the edible objects into the food.csv file, daily log objects into the log.csv file and exercises into the exercise.csv file.

- LoadController is a class that loads the edible objects from the food.csv file, loads daily log objects from the log.csv file and loads exercises from exercise.csv file.