

PROGRAMMING 2A

POE INSTRUCTION MANUAL

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Description

This Recipe Manager is a program designed to help users manage and compile various recipes into a comprehensive list. This manual is made for users with little to no technical experience so they can easily use features offered by the program.

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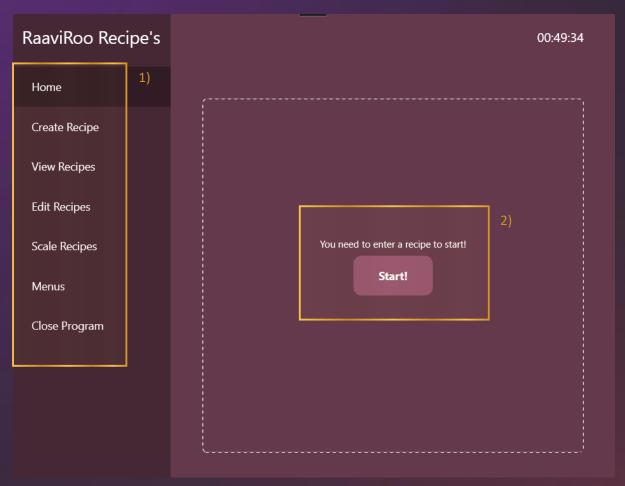
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Features of the Program:

- Create and record recipes in detail
- View recorded recipes
- Edit recorded recipes
- Scale Recipe's for larger feeding sizes
- Menu organisation

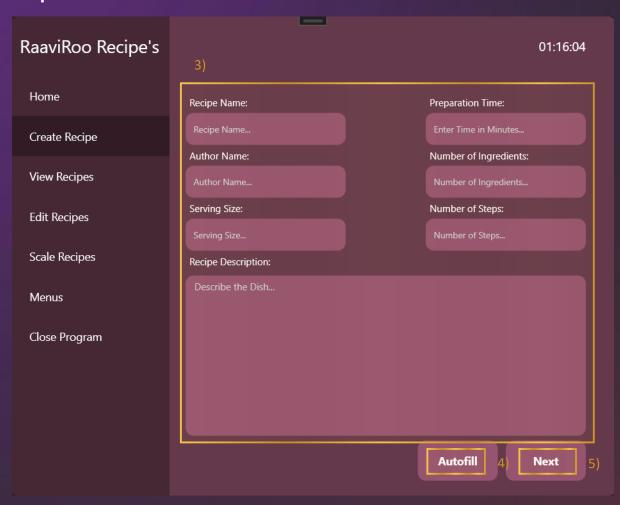
A Look at the User Interface:

Step 1:



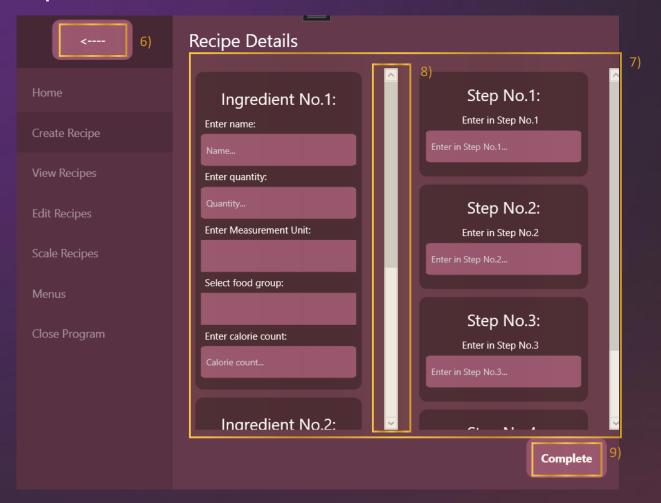
The general interface presents you with different options (1) on the left-hand side of the screen. All items represent different screens that you can interact with. A screen is only active and selected when highlighted. In the above image, an example of such is the Home option. It shows that it is selected in a darker colour, and the screen displayed on the right is that of the Home screen. When the Start button (2) is clicked, you will be taken to the recipe creation screen.

Step 2:



This is the recipe creation screen. Users may enter in relevant details into the fields (3) displayed onscreen. Alternatively, if the user wants to fill their recipe books with recipes from the internet to save, they may click the autofill (4) button. Once the fields have been populated, the user may click next (5) to enter in the relevant Ingredients and Steps.

Step 3:



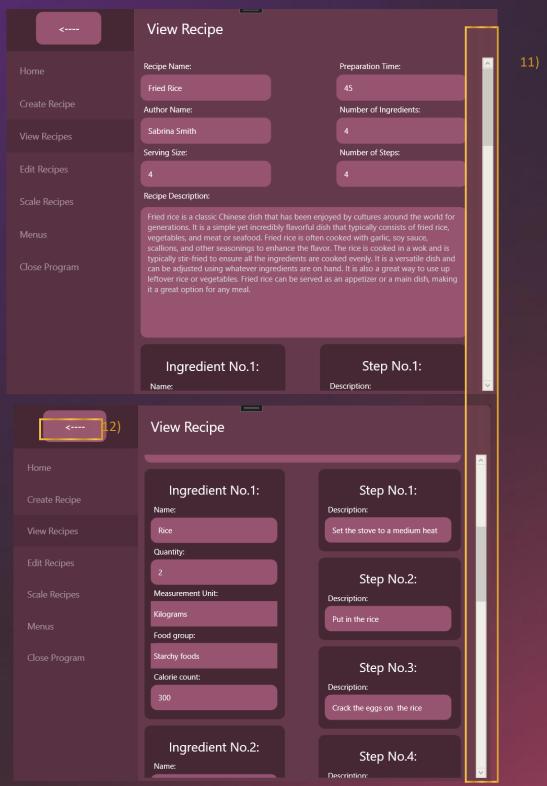
This next screen, as stated, allows you to enter in the relevant ingredients and steps to make the recipe (7). The number of ingredient boxes and step boxes that appear are dependent to the values you enter in in the previous step. If many are required, scrollbars (8) will allow for access to the ones not currently onscreen. The left menu has been blocked temporarily to allow for focus on the current task. At the top left corner, a back button (6) exists to disregard the current screen. If you feel that you have entered in all details correctly, click the Complete button (9) to save your recipe. You will be notified if your data is incorrect and will need to make changes.

Step 4:



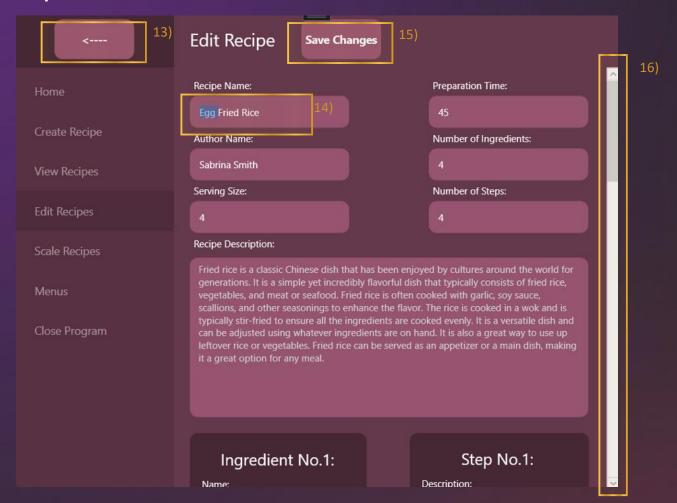
The view, edit, and scale recipe options all initially show the screen above. It is a selection screen, containing a list (10). This allows you to pick a recipe to perform a corresponding operation on. As more recipes get added, the more options become available in the list. To select an option, select the listed item on the highlighter bar. This will open a new window containing content relevant to the respective operation chosen. If many items exist in the list, the user may scroll via the scrollbar.

Step 5:



Once a recipe is selected from the list, all details from the recipe are displayed. You can use the scroll wheel (11) to explore the details. To exit, click the back button in the top left-hand corner (12). You may ONLY view recipe details on this screen, not edit.

Step 6:



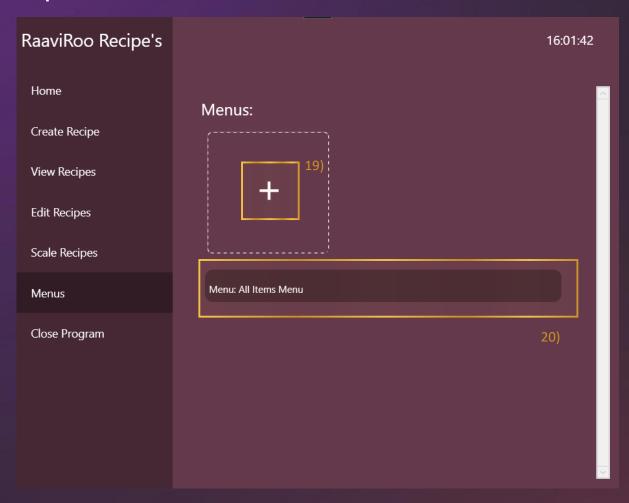
When selecting the Edit Recipe option from the left-hand menu, you will be presented with another list. After selecting the recipe, you want to edit, the edit screen will appear. It is very familiar to the view screen, but here you can change data on the form (14). You may scroll as usual to reach the end of the form (16). After you've made all changes you want, you can click the save changes button to verify and confirm your edits (15). To cancel, you may click the back button as usual (13).

Step 7:



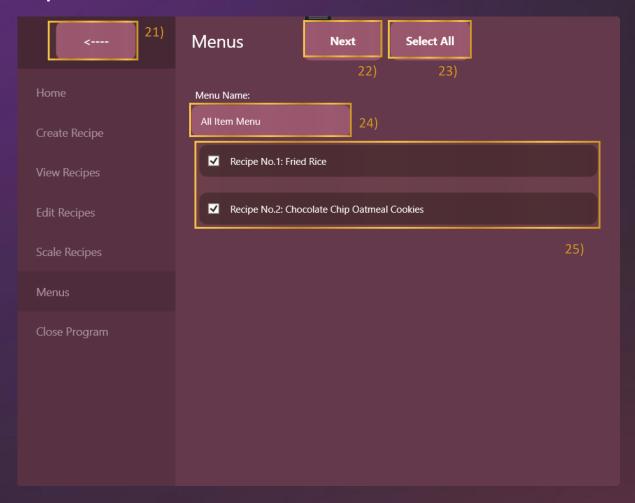
When selecting the Scale Recipe option from the left-hand menu, you will be presented with another list. After selecting the recipe, you want to Scale, the Scale screen will appear. It consists of another list, this time containing options for scale values (18). You can scale the recipe by either 50, 200, or 300 percent by selecting the corresponding option from the list. Alternatively, if you want to restore the recipe's default values, you can reset a recipe's scaling. You will receive a confirmation message on the success of your scaling and will then need to return to the view screen to view your new scaling. To go back, as usual, click the back button (17).

Step 8:



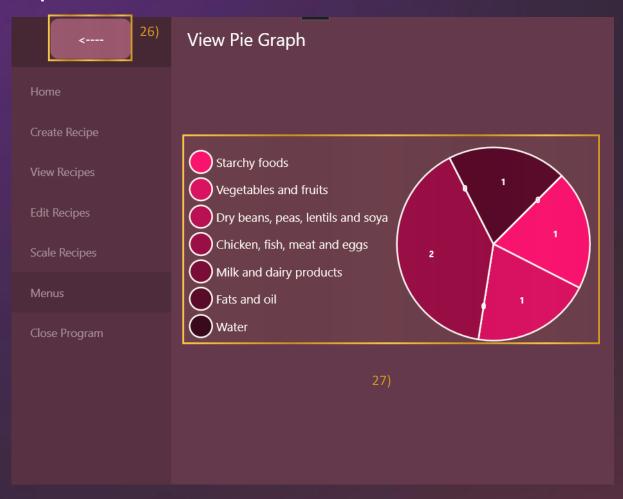
After clicking the Menu option, you will be presented with another list screen, that will originally be empty, containing nothing but an addition block (19). After adding in a Menu via the addition block, the List you're used to will display under the Menu block (20). Click on it to display Menu statistics.

Step 9:



The above image displays the Menu creation screen which appears after clicking the Menu addition block (19). You will need to input a name (24) for your menu, then select the recipes that you wish to include in your menu. To include a recipe in your menu, select the corresponding checkbox (25). An unchecked checkbox indicates that the recipe will be excluded. You can select all available recipes instead of individually selecting by clicking on the Select All button (23). The Next button confirms all details and creates a new Menu (22). To return to the previous screen, click the back button.

Step 10:



The above image displays the Menu statistics screen. It appears after clicking a Menu option from the list in the Menu select screen (20). After considering all recipes within your menu, it analyses all the contained ingredients, and displays the percentage of the food groups and their precedence in your Menu in the form of a Pie chart (27). When hovering over the Pie chart, a little panel will display the details of the chart with numerical values for better understanding and accuracy. To go back, like always, click the back button (26).

That's it! You are now ready to cook, bake, and create to your hearts content without the fear of forgetting any of your beloved recipes!

Thank you for using this program!