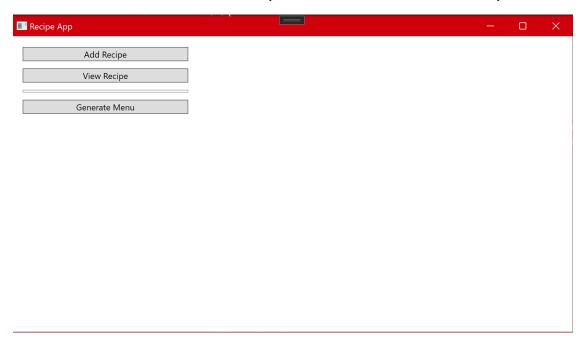
RECIPE APP - USER MANUAL

Matthew Allison - ST10269378

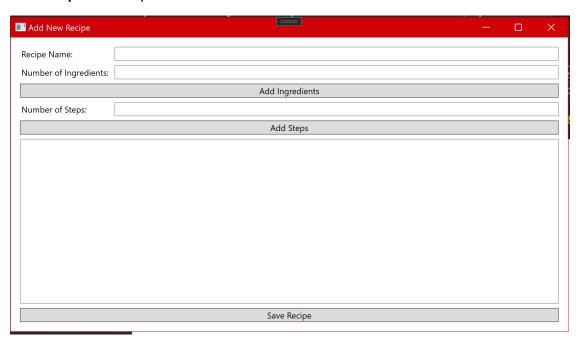
INITIAL HOME WINDOW

Upon opening the Recipe App you are greeted with a simple, mostly empty window. There are 5 elements in this window but only 3 are visible at this point. These elements are the **Add Recipe**, **View Recipe** and the **Generate Menu** buttons. The **Recipe List** and the **Menu Food Group Pie Chart** are not yet visible.

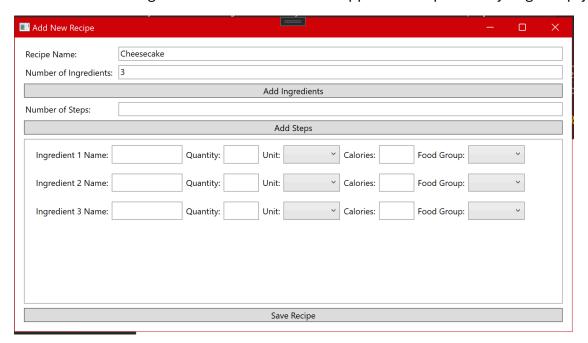


ADD NEW RECIPE

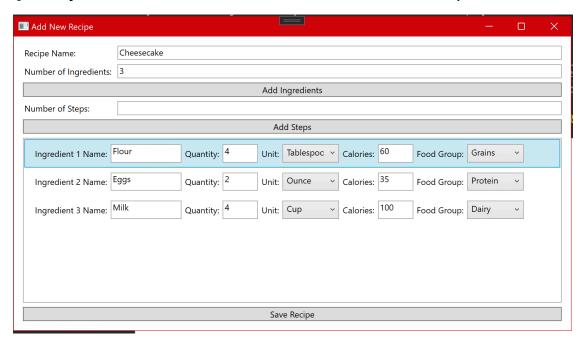
Two add a new recipe to your recipe list you simply click the **Add Recipe** button in the **Home** window. You are then greeted with the **Add New Recipe** window. You can start by naming your recipe by filling out the **Recipe Name** input field.



Next up is the **Number of Ingredients** field. Here you simply enter the number of distinct ingredients that will be needed in your recipe. After entering the number of ingredients click the **Add Ingredients** button. Just like magic that number of rows will appear in the previously large empty space.



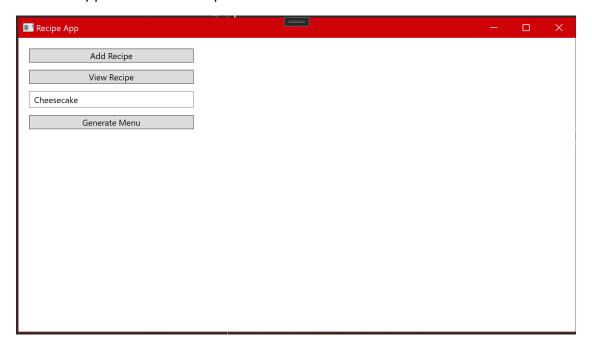
Go ahead and fill in the details for each ingredient. It is required that no field is left blank. (This is checked when saving so don't think you will get away with it) You are required to enter an **Ingredient Name**, **Quantity**, **Unit of Measurement**, **Calorie Count** and **Food Group**



Once you have filled in the ingredients you may then enter the number of steps that will constitute the recipe. Any number above zero will do. Click the **Add Steps** button and the requisite number of rows will appear.

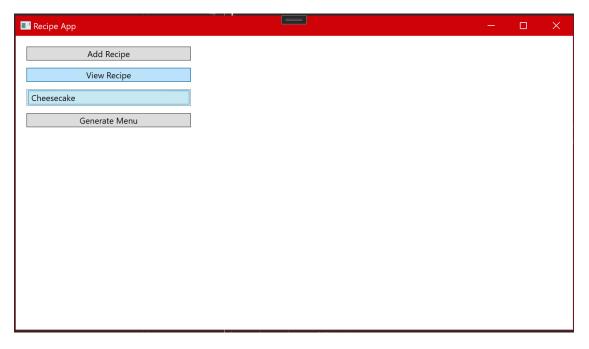


Finally once you have filled in the step descriptions you may press the **Save Recipe** button. If all is well it will save successfully and you are taken back to the **Home** Window. Notice how your newly saved recipe has now appeared in the recipe list.



VIEW RECIPE

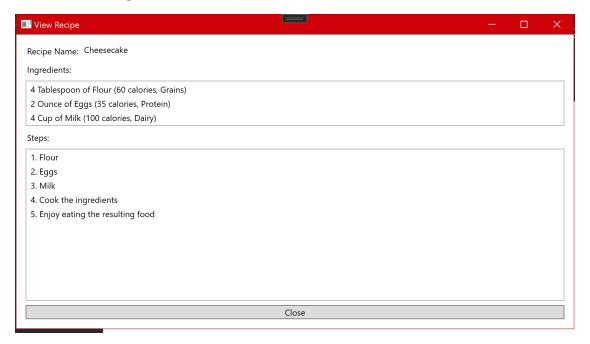
In order to view a particular recipe simply click its name in the recipe list. You will know if you have correctly selected it as it will become highlighted in blue. Once you have chosen which recipe you want to view you then click the **View Recipe** button.



After clicking the **View Recipe** button you will be presented with the **View Recipe** window. This window displays all of the stored information for the selected recipe. From top to bottom this is:

- Recipe Name
- Ingredients
- Steps

Once you have finished cooking or would like to do something else on the app you can simply click the **Close** button to get back to **Home**.



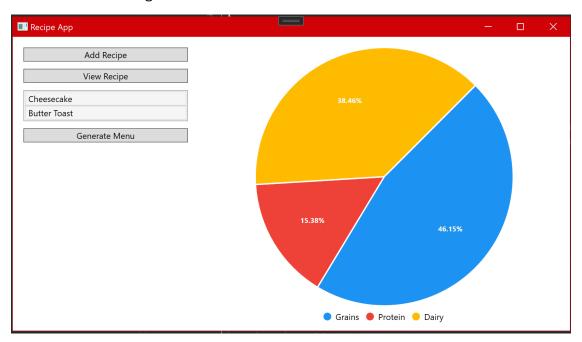
FOOD GROUP PIE CHART

Now we are on to the most visually interesting feature of the app. The food group pie chart. This pie chart shows the percentage that each food group of each selected recipe makes up for any given menu.

In order to generate the chart you must first start by clicking each recipe in the recipe list that you would like to be included in the menu. This action selects them and highlights in blue.

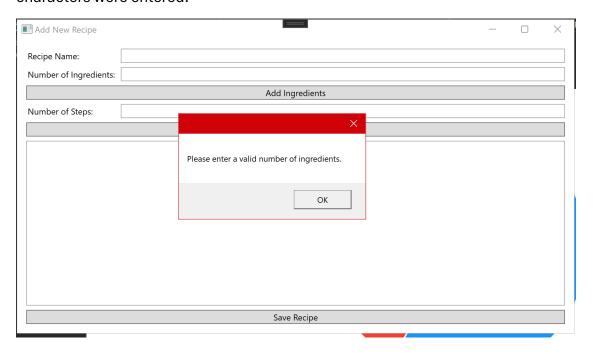
You may also click a selected recipe for a second time to deselect it.

Once you have chosen your menu click the **Generate Menu** button. If done right the pie chart will be rendered in to the right hand side of the **Home** window.



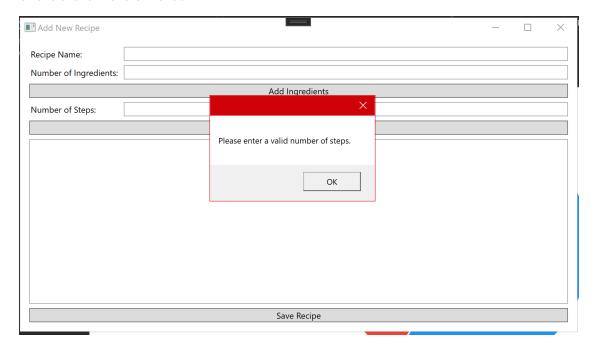
COMMON ERRORS

This error happens whenever the program has not been able to parse the data entered into the **Number of Ingredients** field. This can be because nothing was entered at all or because of non integer non numeric characters were entered.



Please enter a valid number of steps.

This error happens whenever the program has not been able to parse the data entered into the **Number of Steps** field. This can be because nothing was entered at all or because non integer non numeric characters were entered.



Please select a recipe to view

This error happens when the **View Recipe** button is clicked but no recipe had been selected from the recipe list. To rectify, please select the desired recipe from the list before clicking the **View Recipe** button.

You can tell if a recipe is selected because it will be highlighted in blue.

