Eat and Track - a Mobile Application for Food and Calories Management

1. Short description

Nowadays, people are very hesitant when it comes to talking about their habits in the matter of food, the way they track or not their calories and what they are eating every day. Because everyone has a busy schedule, for every human is hard to find someone to talk to and unload their problems. These things lead to so many unknown feelings, anxiety, depression and the list goes on. Because it is very useful to keep track of all these calories, food habits, we would like to take advantage

of the evolution of technology. Hence, Eat and Track is an application which allows the user to keep track of all these significant moments of his life, in other words it will act just like a journal.

2. Domain details

Food story: a day in the calendar, meal, food, calories, additional information

- day in the calendar: represents the date on which the food story took place

- food: food eaten in that day

- calories: represents the total number of calories per day

- sugar: quantity of sugar eaten that day

- additional information

3. CRUD. The details of each crud operation

- When using "Eat and Track", we want to be able to add a new food story(note) to our nutritional journal, every day, or on the days we want to track our meals and our calories. So, we are thinking of a button, which redirects to a separate page. Here, we can enter all the necessary information for our story.

- We want to have the option of listing all the registered notes together.

- People tend to forget some essential pieces of information, food items that they haven't written in the journal, the reason why it's mandatory to give the user the possibility to modify the notes. We consider that a button for "update" is intuitive and by pressing it, the user will be redirected to a new page, in the same manner as for the "add" option. Such a button will exist next to each item in the list.2

- Because people sometimes don't need anymore a specific food story, they have already written, it is necessary to give them the delete option. We would like to have a button, for "delete" action, next to

each item in the list and a confirmation for such an action, because that button may be pressed by accident or maybe the user just changes his mind.

4. How do we store our stories?

- Persistence is vital to our application, so we want it to be both connected to

a loval database and a server. This would make "Eat and Track" available online and offline too. For adding/updating/deleting a food story we want to store the changes both ways, so they would be persisted on the server and on the local database too.

- When the user is online, the data for listing our entities is taken from the server (so updates are reflected immediately).

- When the user is offline, the temporary data is taken from the local database.

5. Whan happens if the user is offline?

- In this case, we want to develop an application that lets the user add, remove and modify entries locally.

In this way, changes will persist only locally in the database.

When the application is used offline, all the operations performed store the information locally:

- the entities created are stored in the local database
- the read operation is performed on the locally saved entities
- the update operation goes for the locally saved entities
- the delete operation is performed on the local database

- When the application goes back online, all the changes on the local database are transmitted to the server.

- As long as there is no internet connection, the notes are available only with the properties

previously saved in the database.