FoodListView:

@Binding nameList: [NameClass]

@Binding foodList: [NameClass]

@Binding categoryList: [NameClass]

@Binding total: Double

@Binding currency: String

func uncheckCategory(categoryItem: CategoryCheck) -> Void {

#find category to category.count -= 1

and if count == 0 then IsCheck == false and delete category from names

}

func deleteFoodFromName(food: String) -> Void {

if name.Foods contain food then remove it

}

when delete food => {

total -= food.Price

deleteFoodFromName()

uncheckCategory()

foodList.remove(food)

}

AddFoodView:

applyAll1 = apply to all name

applyAll2 = apply to those who choose apply all

applyAll3 = apply to those who apply all in category

when add food => {

category.count += 1

category.IsCheck = true

if(1) {

everyName add food

}

if(2) {

everyName that eatAll add food

}

if(3) {

everyName.categories that has category add food

\*\* everyone that eatAll won’t change cuz eatAll means apply all in every categories

}

if(not (1 and 2 and 3)) {

everyName eatAll = false

}

add food to foodList

total += price

}

EditFoodView:

applyAll1 = apply to names that apply all in new category

func useEffect() -> Void {

total -= foofItem.price

self.Photo = foodItem.Photo

self.Name = foodItem.Name

self.Price = foodItem.Price

self.Category = foodItem.Category

self.OldCategory = foodItem.Category

}

when save {

if (change category) {

for new category {

.count += 1

.IsCheck = true

if(applyAll1) {

for name.categories contains category => add food

\*\*\*\*\* is duplicate is ok for eat All?

will be problem when check if valid bc we only delete for the first

} else {

for name.categories contains category => remove category # bc new food add to new category and ones that choose category now don’t eat all in category

}

}

for old category {

.count -= 1

if .count == 0 then .IsCheck = false and everyname that has category remove category from name.cateogories.

}

}

foodItem = newFoodItem

total += Price

#for one with eat all it’s the same excep for category change still eat this food anyway

# if person eat Food

}

change 1. Foods 2. Categories

case of name

1. eat all => don’t add food, delete old category if empty
2. eat all in new category => add food
3. eat all in old cateogory => no change cuz delete from old still eat all for old, and for new won’t be eat all for new cuz some still don’t eat
4. eat food before but not every in new category => above
5. eat food before and every in new category =>