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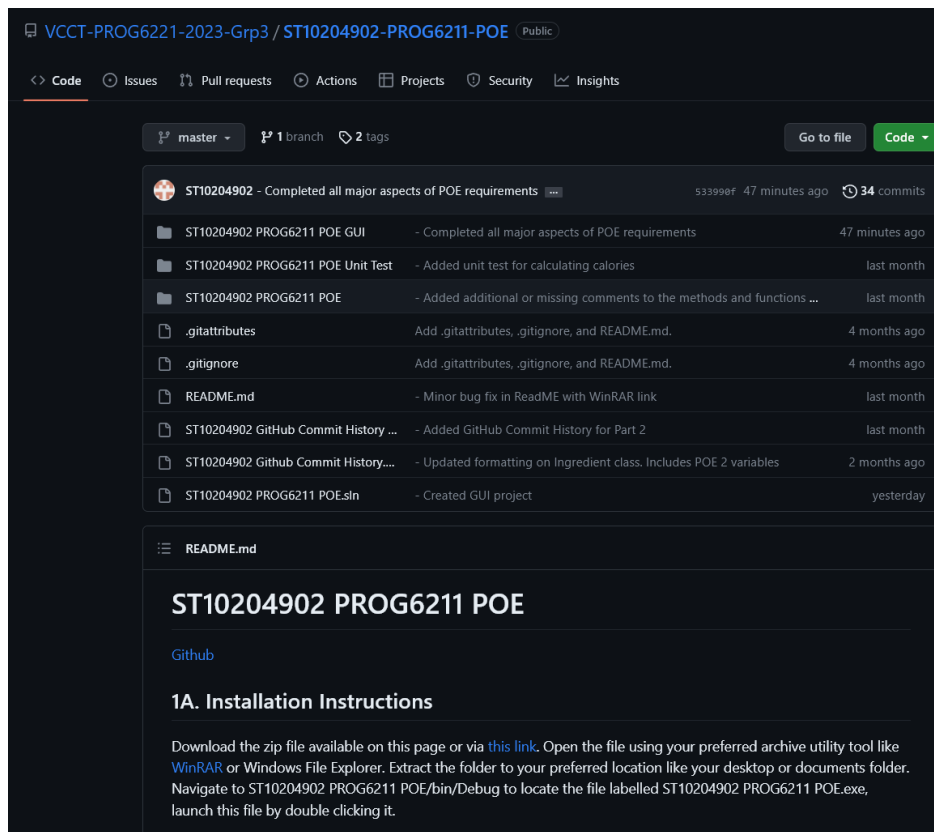
## Starting the Application

There are two methods of starting the application.

1. Building and running the project via Visual Studio.
2. Launching the exe provided in the source code.

## Building the application

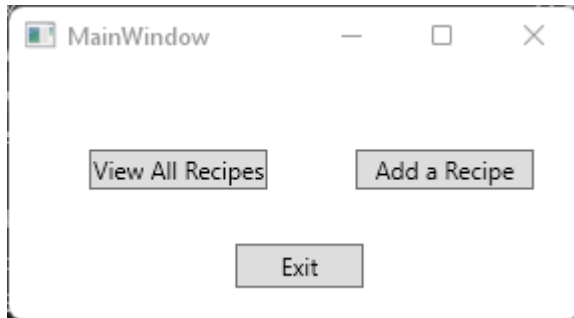
1. Navigate to the GitHub repository. Download the source code via the link provided under heading 1A or by pressing Code>Download Zip.



2. In Visual Studio, navigate to the Menu Bar. Select File>Open>Open a project. Open the project by selecting the downloaded file.
3. Once opened, navigate to the menu bar again and select Build>Build Solution.
4. Finally, press F5 on your keyboard or navigate to the menu bar and select Debug>Start Debugging.

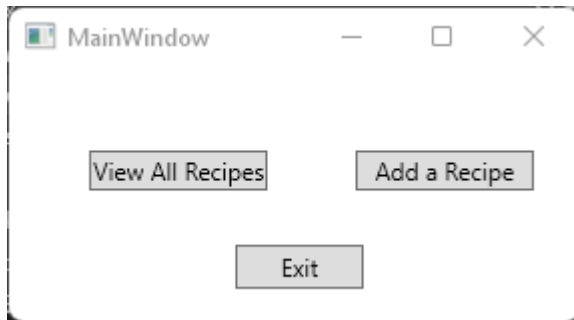
### Launching the exe via source code

1. Download the file provided by the ST10204902 submission.
2. Navigate to the location where the file was downloaded. Extract the file to a location that is convenient such as Desktop or Downloads.
3. Open the newly extracted file. Navigate to ST10204902-PROG6211-POE>ST10204902 PROG6211 POE GUI>bin>Debug and launch the file titled: 'ST10204902 PROG6211 POE GUI.exe'. This will begin the application.
4. You will know the application successfully launched when you see the following window appear:



## Using the application

### Home Menu



When launching the application, you will be presented with the home window. Three buttons are available to select from.

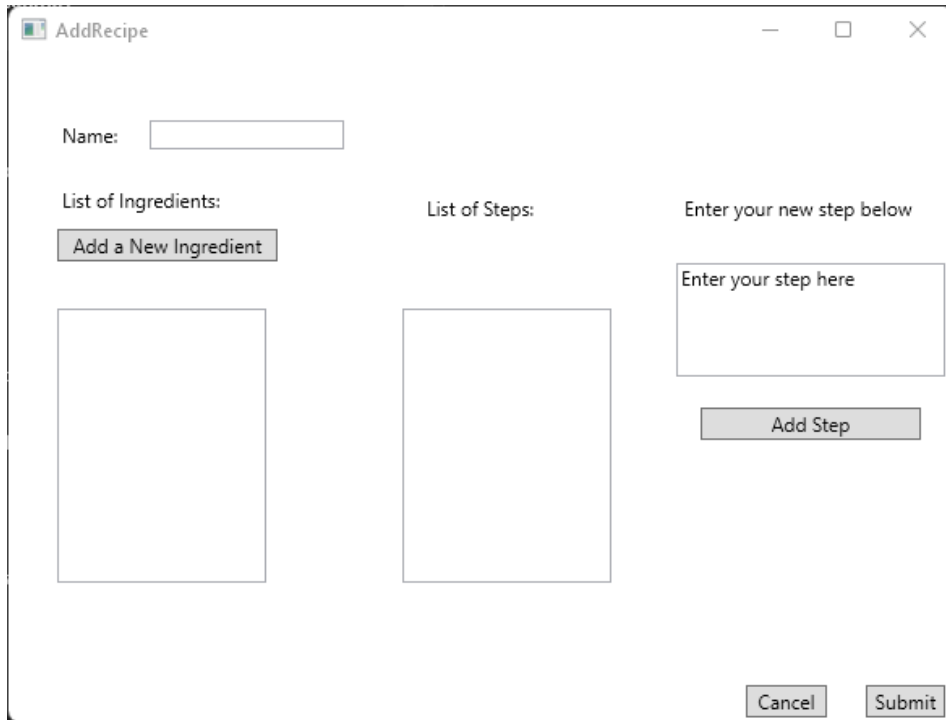
1. View All Recipes
2. Add a Recipe
3. Exit

View All Recipes allows a user to navigate to a new window where all stored recipes will appear. On first launch of the application, there will be no recipes stored.

Add a Recipe allows the user to navigate to a new window where a data entry form will appear. Users are recommended to navigate to this page first.

Selecting Exit will close the application and thank the user for using the application.

## Add a Recipe



The screenshot shows a web form titled "AddRecipe" with a standard window border. At the top left is a small icon. Below the title is a "Name:" label followed by a text input field. Underneath are two columns. The left column is labeled "List of Ingredients:" and contains a button labeled "Add a New Ingredient" above a large, empty rectangular box. The right column is labeled "List of Steps:" and contains the text "Enter your new step below" above a text input field labeled "Enter your step here", which is followed by an "Add Step" button. At the bottom right of the form are two buttons: "Cancel" and "Submit".

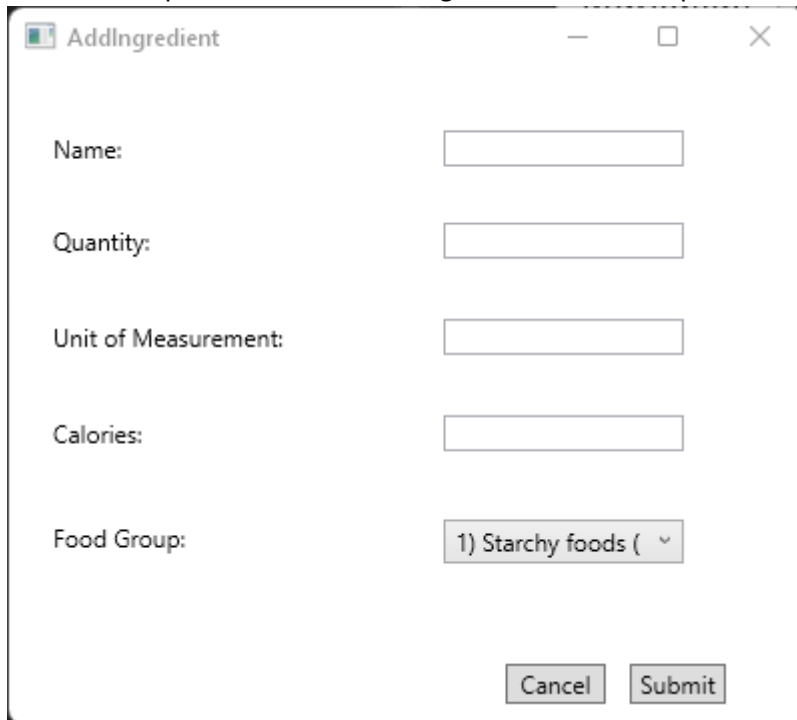
There are four buttons and two text fields available for the user to interact with. On the page are two list items that will display the ingredients added to the Recipe as well as the Steps.

Buttons:

1. Add a New Ingredient
2. Add Step
3. Cancel
4. Submit

### Add Ingredient

The user can press the Add a New Ingredient button to open a new prompt for ingredient entry.



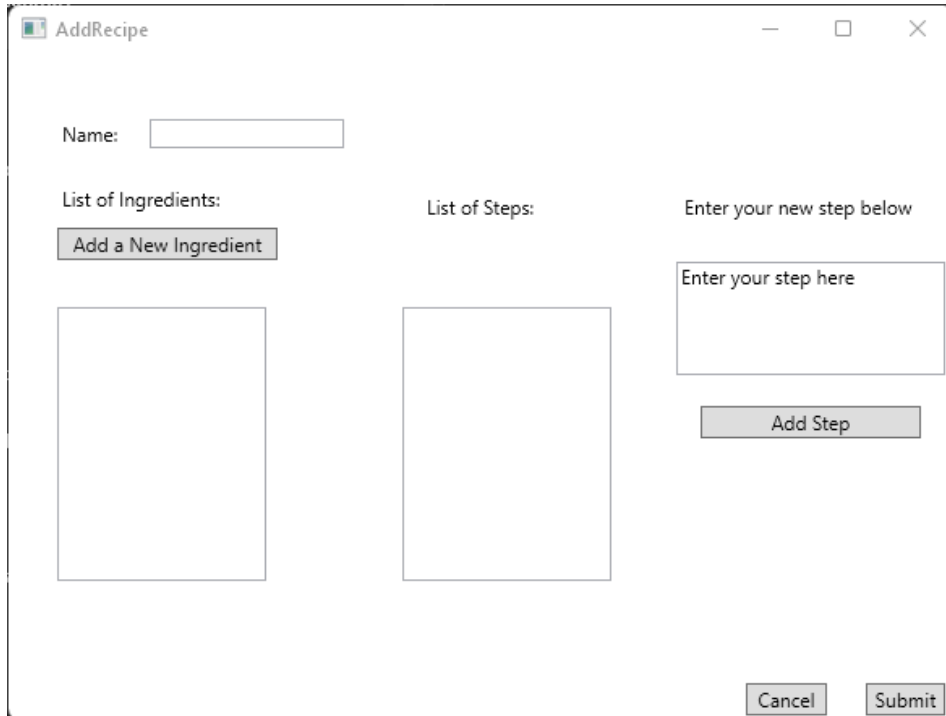
The screenshot shows a window titled 'AddIngredient' with standard window controls (minimize, maximize, close). Inside the window, there are five input fields arranged vertically, each with a label to its left: 'Name:', 'Quantity:', 'Unit of Measurement:', 'Calories:', and 'Food Group:'. The 'Food Group:' field is a dropdown menu currently showing '1) Starchy foods (' with a downward arrow. At the bottom right of the window are two buttons: 'Cancel' and 'Submit'.

The user can perform 5 points of data entry:

1. Enter a name for the ingredient.
2. Enter a quantity for the ingredient. This accepts a number input only.
3. Enter a unit of measurement.
4. Enter a calorie value. This accepts a number input only.
5. Select a food group from the drop-down menu.

After completing the data entry, the user can press one of two buttons: Cancel or Submit. Cancel will return the user to the previous menu and submit will add the ingredient with all its values into the list. The previous menu will then open with the new ingredient added to the list.

Add a Recipe continued.



The screenshot shows a window titled "AddRecipe" with standard Windows window controls (minimize, maximize, close). The window contains the following elements:

- A "Name:" label followed by a text input field.
- A "List of Ingredients:" label above a button labeled "Add a New Ingredient".
- A "List of Steps:" label above a large, empty rectangular box.
- To the right of the "List of Steps:" box, the text "Enter your new step below" is displayed above a text input field labeled "Enter your step here".
- Below the "Enter your step here" input field is a button labeled "Add Step".
- At the bottom right of the window are two buttons: "Cancel" and "Submit".

The user can type into the steps field then press Add Step to add the Step to the list.

The user can press Cancel to return to the previous menu.

The user can press Submit to enter a new Recipe to the application. This recipe will be added to a list available to see in the View All Recipes window. For the user to successfully enter a Recipe there must be at least one added ingredient, one added step and a name for the recipe.

## View All Recipes

The screenshot shows a window titled "ViewAllRecipes" with standard Windows window controls (minimize, maximize, close). Inside the window, there is a section on the left labeled "List of Recipes" with the text "There are no recipes added currently" and a large empty rectangular box. To the right of this box are three input fields: "Name of Recipe:", "List of Ingredients:", and "Steps:". Below the "List of Ingredients:" field is another empty rectangular box. To the right of the "Steps:" field is a third empty rectangular box. Between the "List of Ingredients:" and "Steps:" fields, there are several labels: "Name:", "Quantity:", "Unit of Measurement:", "Calories:", and "Food Group:". Below these labels are three buttons: "Scale Recipe by Half", "Scale Recipe by Two", and "Scale Recipe by Three". At the bottom left of the window are three buttons: "Filter", "Reset", and "Delete Recipe". At the bottom right is a "Cancel" button.

There are 7 buttons for the user to interact with:

1. Filter
  - a. Opens a new window to allow the user to filter the list of recipes with 3 categories.
2. Reset
  - a. Returns the recipe list to its original form after the user has applied a filter.
3. Delete Recipe
  - a. Deletes the currently selected recipe. The user will be prompted to confirm the deletion before deleting from the list.
4. Scale Recipe by half, two and three
  - a. The user can select these options to display a new window where all the recipe values are multiplied by the factor selected.
5. Cancel
  - a. Returns the user to the previous window.



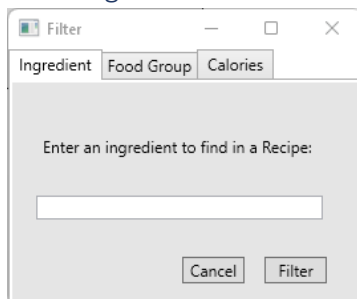
## Filter

On each tab of the window, there are two buttons labelled Cancel and Filter.

Filter attempts to process the filter requirements from the user.

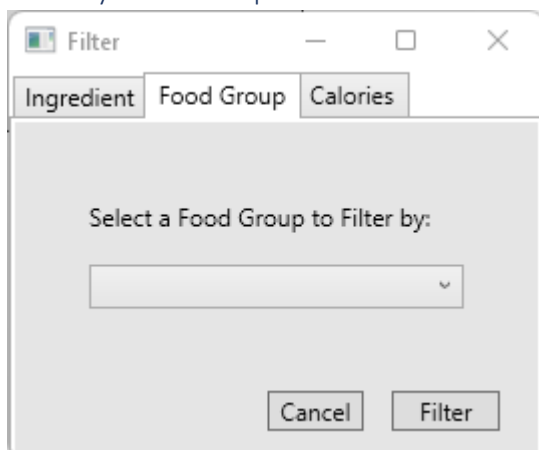
Cancel returns the user to the previous menu.

### Filter Ingredients

A screenshot of a software window titled "Filter". It has three tabs: "Ingredient", "Food Group", and "Calories". The "Ingredient" tab is selected. Inside the window, there is a text prompt "Enter an ingredient to find in a Recipe:" followed by a text input field. At the bottom, there are two buttons: "Cancel" and "Filter".

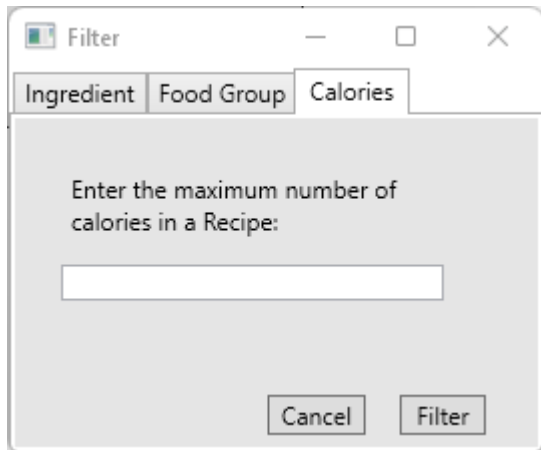
Should the user want to search for recipes with a certain ingredient, they can enter the name of an ingredient. Once the user has entered a valid ingredient and the filter button is pressed, they will be returned to the View All Recipes window and the valid recipes will be displayed.

### Filter by Food Group

A screenshot of a software window titled "Filter". It has three tabs: "Ingredient", "Food Group", and "Calories". The "Food Group" tab is selected. Inside the window, there is a text prompt "Select a Food Group to Filter by:" followed by a dropdown menu. At the bottom, there are two buttons: "Cancel" and "Filter".

Should the user want to filter recipes by the food group of ingredients, they can select one of 7 food groups available. When they press filter it will return to the View All Recipes page with only Recipes that contain that specific food group.

### Filter by Maximum Calories



The screenshot shows a 'Filter' dialog box with three tabs: 'Ingredient', 'Food Group', and 'Calories'. The 'Calories' tab is selected. Inside the dialog, there is a text prompt 'Enter the maximum number of calories in a Recipe:' followed by an empty text input field. At the bottom of the dialog are two buttons: 'Cancel' and 'Filter'.

Should the user want to filter a recipe by maximum calories they can enter a number in the text field. Then pressing the Filter button, the View All Recipes window will open with all recipes under that total caloric value.