



WEEKLY MEAL PLANNER



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COMSC 165
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Professor Gentry-Kolen

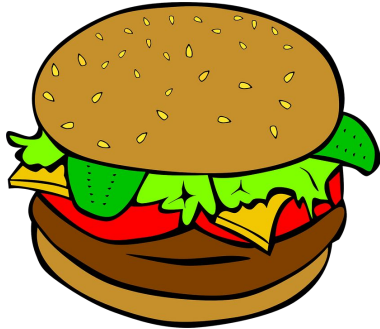


Background

- ★ Deciding what to eat is a problem many people face on a daily basis.
- ★ This program provides the user with a weekly meal plan encompassing a variety of menu items and food groups.
- ★ The project randomly generates a meal plan for a week consisting of five daily meals (breakfast, lunch, dinner, and two snacks).
- ★ Menu is saved to a file and can be printed.



Program Files



→ Days.h header file

◆ Defines the Days class

- Contains five private member variables:
 - All are static string const arrays used to store the different food possibilities for each meal.
- Contains public member functions and variables:
 - Functions: Days (), void print ()
 - Variables: struct Day which contains six string member variables and vector <Day> week

```

1 // Programmer: Hadi Abbas
2 // Programmer's ID: 1554882
3 // Semester Project: Weekly Meal Planner
4
5 #include <string>
6 #include <vector>
7 using namespace std;
8
9 #ifndef Days_h
10 #define Days_h
11
12 class Days
13 {
14 private:
15     static string const breakfast[];
16     static string const snack1[];
17     static string const lunch[];
18     static string const snack2[];
19     static string const dinner[];

```

```

20 public:
21     Days();
22     void print();
23     struct Day
24     {
25         string name;
26         string b;
27         string s1;
28         string l;
29         string s2;
30         string d;
31     };
32     vector <Day> week;
33 };
34
35 #endif /* Days_h */

```

This is the “Days.h” header file described on the previous slide. The structure is created to represent each individual day in a week. Directly below the structure definition, a vector of Day is declared to store seven Day variables (represent a week). This becomes particularly useful when formatting the meal plan as a table later on.

Program Files (con.)



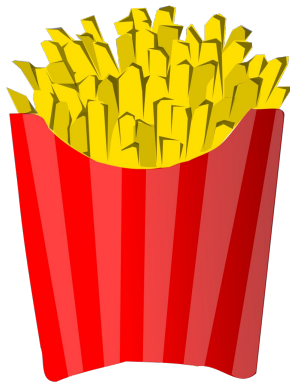
➤ Days.cpp

- Defines and stores values in the five string const arrays
- Uses a `print()` function to randomly generate numbers which are then stored in `vector<int>positions`
 - The random values in the position vector are used to randomly select food items for the five meals for seven different instances of the Day structure (one for each day of the week).

Program Files (con.)

➤ Days.cpp (con.)

- The Day variables are now stored in the `vector<Day>week`.
 - Using headers and output formatting with the `setw` and `left` functions (`#include <iomanip>` and `<iostream>`), the Day variables are printed one by one in a table format.
- This same formatting is used to output to a file of the user's choice.
 - The user is prompted to enter a filename.
 - If it does not exist, it is automatically created.



```

20 const int CAPACITY = 10;
21
22 string const Days::breakfast[CAPACITY] = {"Pancakes", "Cereal", "Waffles", "Omelette", "Boiled Eggs",
    "Oatmeal", "Bagel", "Doughnut", "Parfait", "English Muffins"};
23 string const Days::snack1[CAPACITY] = {"Apple", "Orange", "Banana", "Strawberries", "Crackers", "Bag of
    Chips", "Cheese", "Protein Bar", "Beef Jerkey", "Oatmeal Cookies"};
24 string const Days::lunch[CAPACITY] = {"Veggie Burger", "Pasta of Choice", "Soup", "Pizza", "Casserole",
    "Enchilada", "Burritos", "Salad of Choice", "Sushi", "Baked or Fried Fish"};
25 string const Days::snack2[CAPACITY] = {"Yogurt", "Nachos", "Pretzel", "Trail Mix", "French Fries", "Hummus",
    "Chocolate", "Granola", "Popcorn", "Blueberries"};
26 string const Days::dinner[CAPACITY] = {"Lasagna", "Tacos", "Spaghetti with Marinara Sauce", "Meat Loaf",
    "Fettucine Alfredo", "Calzone", "Chowder", "Baked Ziti", "Grilled Chicken", "Grilled Salmon"};

68 cout << "Input the name of the file you wish to save your list to: " << endl;
69 getline(cin, userInput);
70 saveFile.open(userInput, ios::app);
71
72 if(saveFile)
73 {
74     saveFile << endl << "MENU FOR THE UPCOMING WEEK" << endl
75     << endl << "Day          "
76     << setw(33) << "Breakfast" << setw(32) << "Early Snack" << setw(24) << "Lunch" << setw(35) << "Late
        Snack" << setw(26) << "Dinner" << endl;
77
78     for (unsigned int i = 0; i < week.size()-1; i++)
79     {
80         saveFile << endl << left << setw (36) << week[i].name << setw(30) << week[i].b << setw(30) <<
            week[i].s1 << setw(30) << week[i].l << setw(30) << week[i].s2 << setw(30) << week[i].d <<
            endl << endl;
81     }
82 }
83 else
84 {
85     cout << "Invalid file name! Try again." << endl;
86 }
87
88 saveFile.close();
89 }

```

These are some excerpts from "Days.cpp". The food items included for this example are stored in their respective arrays (*above*). The file output is demonstrated with formatting using a for loop, setw, left, and conditional statements (*left*).

Program Files (con.)

→ main.cpp

◆ int main()

- Prints welcome message and calls generate()

◆ void generate() function

- Creates a Days object called week1
- The constructor Days() is automatically created.
 - Days() calls other member functions to generate, print, and save a menu, as described in previous slides.




```

5 #include <iostream>
6 using namespace std;
7
8 #include "Days.h"
9
10 void identification();
11 void generate();
12
13 int main()
14 {
15     identification();
16     cout << "Hello! Welcome to Your Weekly Meal Planner!" << endl;
17     generate();
18     return 0;
19 }
20
21 void identification()
22 {
23     // programmer's identification
24     cout << "Programmer: Hadi Abbas\n";
25     cout << "Programmer's ID: 1554882\n";
26     cout << "File: " << __FILE__ << endl << endl << endl;
27 }
28
29 void generate()
30 {
31     Days week1;
32     return;
33 }

```



main.cpp is depicted to the left. It consists of three functions including `int main()`, an identification function to print programmer information, and a generate function that creates a Days object named week1.



Console Output

```
Programmer: Hadi Abbas
Programmer's ID: 1554882
File: /Users/hadiabbas/Documents/C++/CS 165/Semester Project 2/Semester Project 2/main.cpp
```

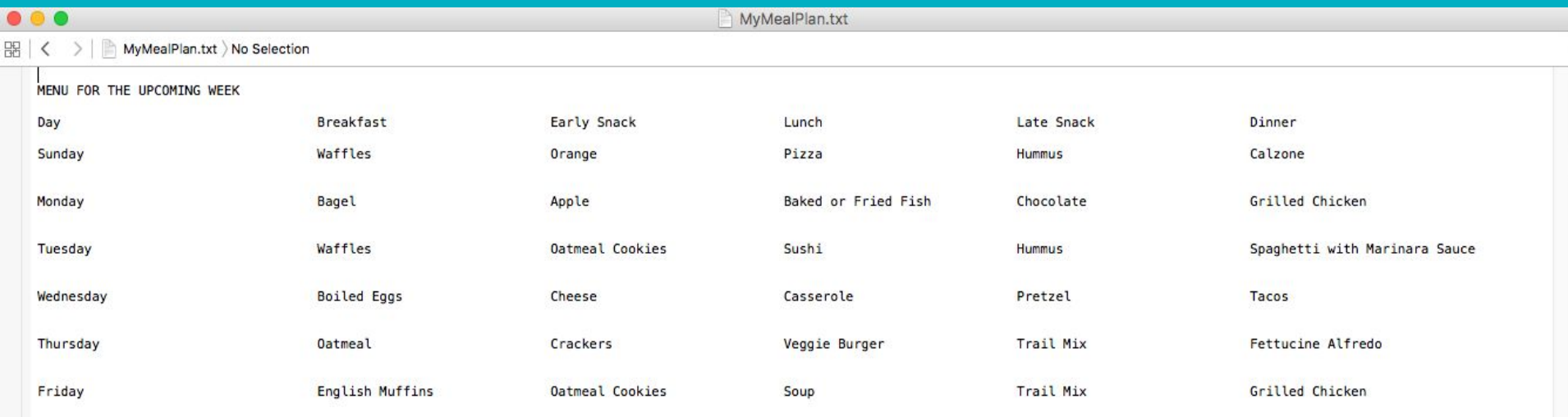
```
Hello! Welcome to Your Weekly Meal Planner!
```

```
MENU FOR THE UPCOMING WEEK
```

Day	Breakfast	Early Snack	Lunch	Late Snack	Dinner
Sunday	Waffles	Orange	Pizza	Hummus	Calzone
Monday	Bagel	Apple	Baked or Fried Fish	Chocolate	Grilled Chicken
Tuesday	Waffles	Oatmeal Cookies	Sushi	Hummus	Spaghetti with Marinara Sauce
Wednesday	Boiled Eggs	Cheese	Casserole	Pretzel	Tacos
Thursday	Oatmeal	Crackers	Veggie Burger	Trail Mix	Fettucine Alfredo
Friday	English Muffins	Oatmeal Cookies	Soup	Trail Mix	Grilled Chicken

```
Input the name of the file you wish to save your list to:
MyMealPlan.txt
```

File Output



MENU FOR THE UPCOMING WEEK					
Day	Breakfast	Early Snack	Lunch	Late Snack	Dinner
Sunday	Waffles	Orange	Pizza	Hummus	Calzone
Monday	Bagel	Apple	Baked or Fried Fish	Chocolate	Grilled Chicken
Tuesday	Waffles	Oatmeal Cookies	Sushi	Hummus	Spaghetti with Marinara Sauce
Wednesday	Boiled Eggs	Cheese	Casserole	Pretzel	Tacos
Thursday	Oatmeal	Crackers	Veggie Burger	Trail Mix	Fettucine Alfredo
Friday	English Muffins	Oatmeal Cookies	Soup	Trail Mix	Grilled Chicken

A word cloud featuring the phrase "Bon Appétit" in various fonts and sizes, along with related terms like "food", "gourmet", "enjoy", and "good food". The words are arranged in a dense, overlapping manner, with "Bon Appétit" being the most prominent. The background is white, and the text is in black. The fonts range from elegant cursive to bold, blocky sans-serif. Some words are repeated, such as "Bon Appétit" and "food". The overall composition is a collage of food-related terminology.