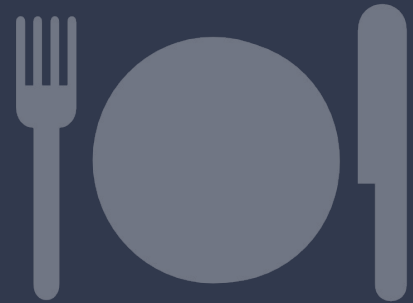# Wellness Manager 2.0

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Overview

- Read in foods and exercises from CSV files
- Users can add new foods, recipes, and exercises
- Daily log keeps track of daily food intake as well as exercises performed
- User can set weight and calorie goal
- Program will be able to calculate calorie intake as well as calories expended to notify user of how close they are to target calories
- Program will be able to display a bar graph of daily nutritional information

What's New?

- Exercise Collection
- Swing UI

Design Choices

- MVC
- Composite Pattern
- Observer Pattern
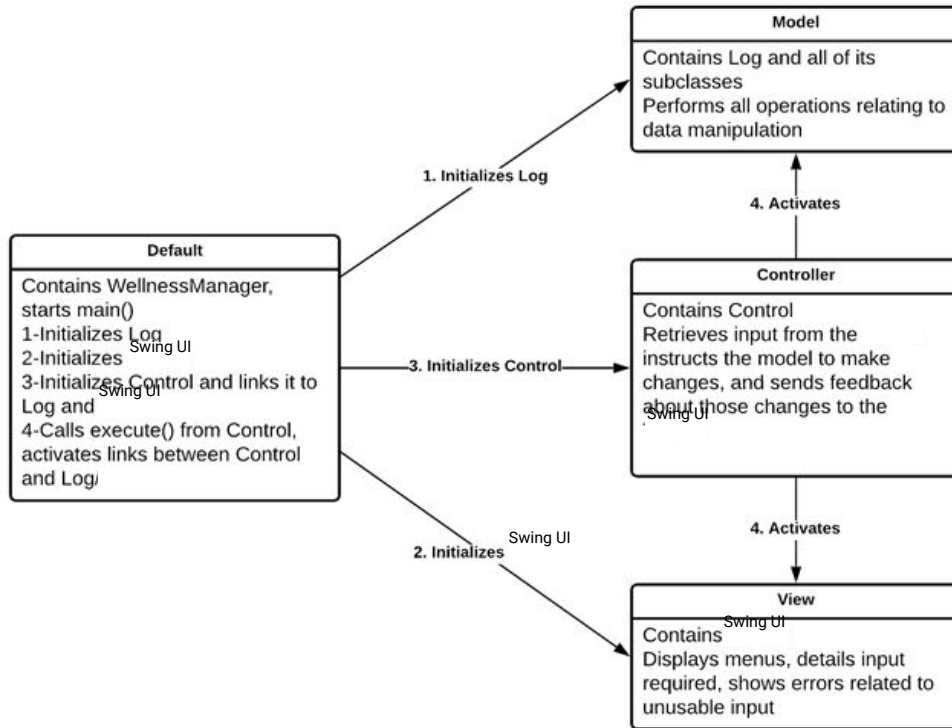- SimpleCollection Interface

Strengths and Weaknesses (of code)

- Cohesion and Coupling
- SimpleCollection Interface
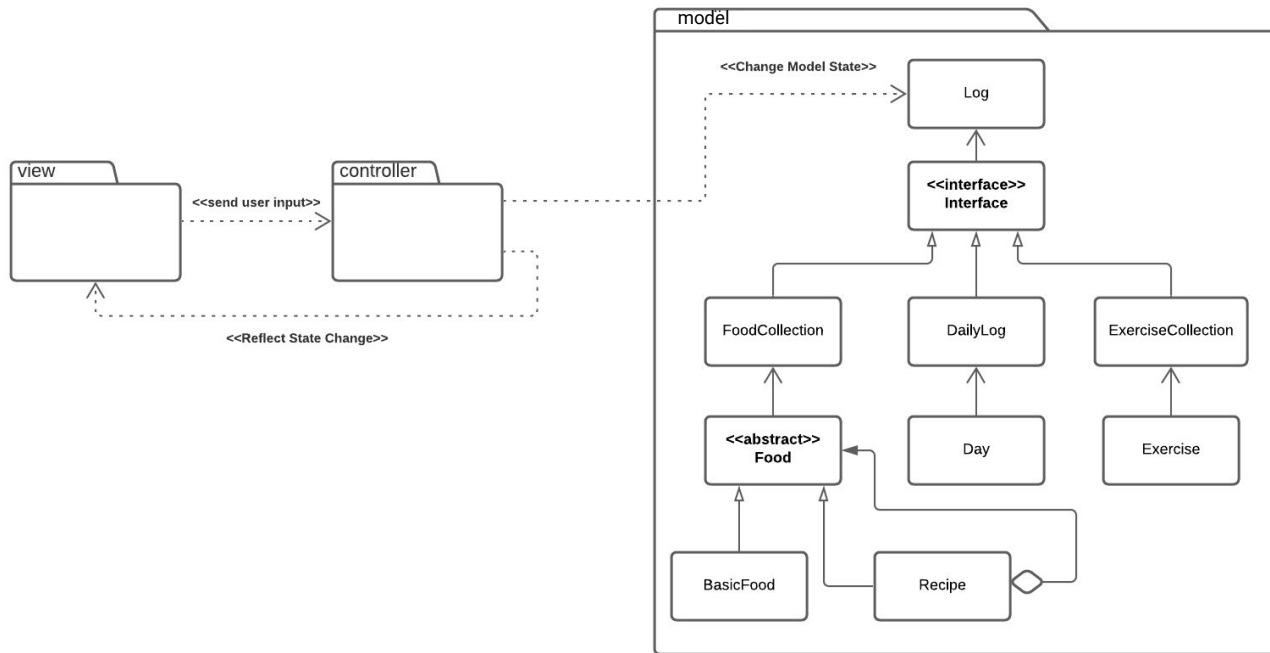- ControlGUI is a bit of a heavy class

Strengths and Weaknesses (of team)

- Better Communication

- Better Delegation of Work

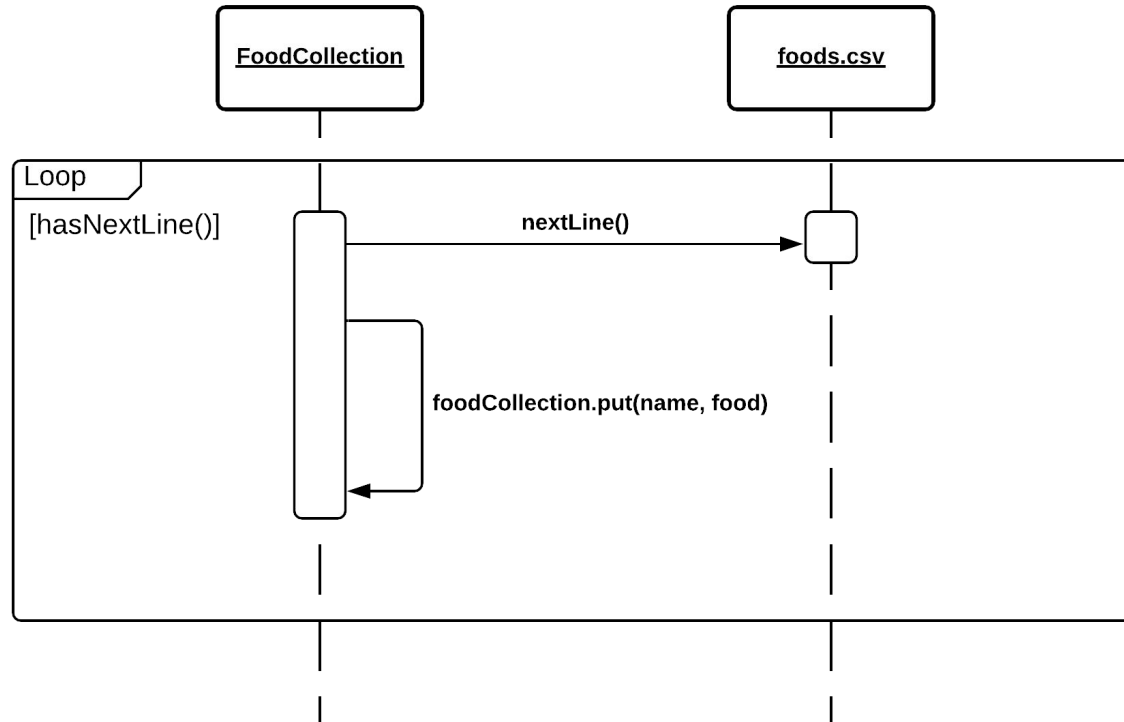- More Separated Working Parts
  - GUI vs. Backend

Subsystem Design


Model
Contains Log and all of its subclasses
Performs all operations relating to data manipulation

Default
Contains WellnessManager, starts main()
1-Initializes Log
2-Initializes Swing UI
3-Initializes Control and links it to Log and Swing UI
4-Calls execute() from Control, activates links between Control and Log

Controller
Contains Control
Retrieves input from the instructs the model to make changes, and sends feedback about those changes to the Swing UI

View
Contains Swing UI
Displays menus, details input required, shows errors related to unusable input

1. Initializes Log
2. Initializes
3. Initializes Control
4. Activates
Swing UI

Model

Sequence Diagram - Read/Build Food Collection

FoodCollection

foods.csv

Loop

[hasNextLine()]
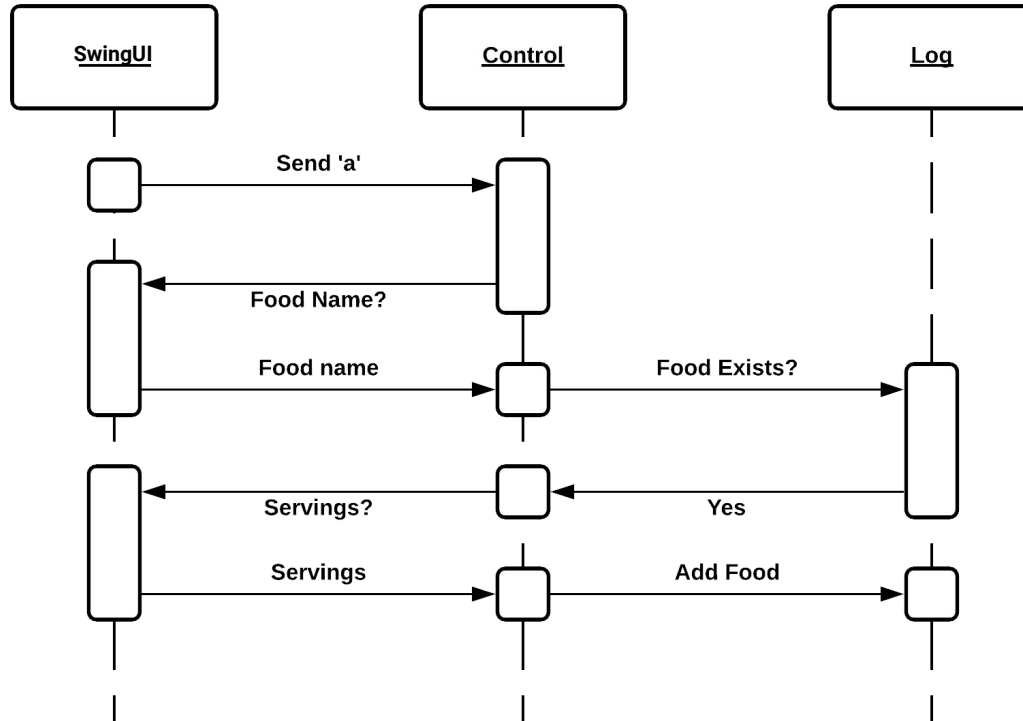
nextLine()

foodCollection.put(name, food)

View/Control Subsystems

- **View**
  - SwingUI.java

- **Controller**
  - ControlGUI.java
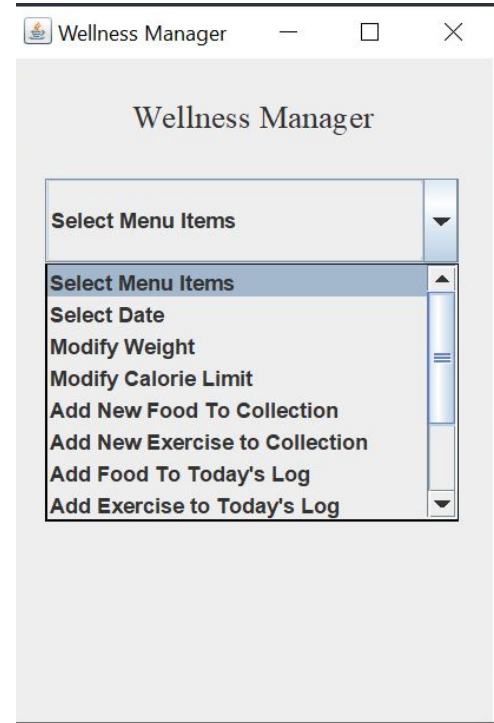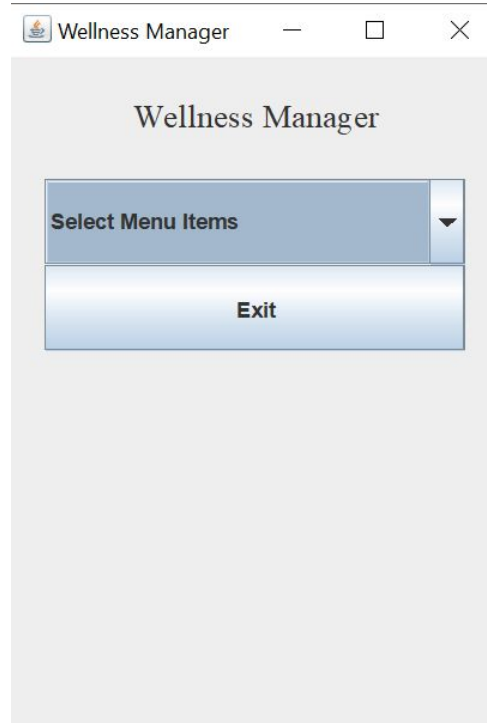
Sequence Diagram - Add Food To Day

Demo