

EatAndShare(Developer Documentation)

1. Overview

EatAndShare is a recipe-sharing web platform built with Spring Boot, Thymeleaf, and MySQL. Users can:

- Register/login securely
- Upload recipes (including images)
- Add structured ingredients (name, quantity, unit)
- Browse and search recipes by category

2. Installation Instructions

- I. Download and install Java 21.

<https://www.oracle.com/java/technologies/downloads/>

- II. Download and install mysql Ver 8.0.43

<https://downloads.mysql.com/archives/installer/>

- III. Clone the project

```
git clone https://github.com/andriastheI/EatAndShare.git
cd EatAndShare
```

- IV. Configure mysql with the right database

```

$ mysql -u root -p

-- 1. Create the database
mysql> CREATE DATABASE cookbook;

-- 2. Create the user (local connection)
mysql> CREATE USER 'blackfe'@'localhost' IDENTIFIED BY 'iampassword';

-- 3. Optional: allow remote access (any host)
mysql> CREATE USER 'blackfe'@'%' IDENTIFIED BY 'iampassword';

-- 4. Grant full privileges to the new user
mysql> GRANT ALL PRIVILEGES ON cookbook.* TO 'blackfe'@'localhost' WITH GRANT OPTION;
mysql> GRANT ALL PRIVILEGES ON cookbook.* TO 'blackfe'@'%' WITH GRANT OPTION;

-- 5. Apply changes
mysql> FLUSH PRIVILEGES;

mysql> EXIT;

```

- V. Double check the application configuration located in “src/main/resources/application.properties” is configured like below

```

application.properties x
1  spring.application.name=foodrecipe
2  spring.datasource.url=jdbc:mysql://localhost:3306/cookbook
3  spring.datasource.username=blackfe
4  spring.datasource.password=iampassword
5  spring.datasource.driver-class-name=com.mysql.cj.jdbc.Driver
6  spring.jpa.hibernate.ddl-auto=update
7  spring.jpa.properties.hibernate.dialect=org.hibernate.dialect.MySQL8Dialect
8  # ? Allow larger uploads (up to 20 MB total)
9  spring.servlet.multipart.max-file-size=20MB
10 spring.servlet.multipart.max-request-size=20MB
11 file.upload-dir=uploads
12 # Session timeout after 10 minutes of inactivity
13 server.servlet.session.timeout=2m
14

```

VI. Running gradlew.sh (Gradle Wrapper)

Linux / macOS (Unix-based systems)

1. Open a terminal in the project directory:

```
sh
```

```
cd path/to/EatAndShare
```

Copy code

2. Give execution permission (only needs to be done once):

```
sh
```

```
chmod +x gradlew
```

Copy code

3. Run the application:

```
sh
```

```
./gradlew bootRun
```

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Windows (Command Prompt or PowerShell)

1. Open Command Prompt or PowerShell in the project folder:

```
sh
```

```
cd path\to\EatAndShare
```

Copy code

2. Run the application using the Windows wrapper script:

```
sh
```

```
gradlew.bat bootRun
```

Copy code

The application will be available at <http://localhost:8080> on any browser on your computer.