

# Instructions to Run

The project has been build with the below programs specifications:

- **Python:** v. 3.7.2
- **Django:** v. 2.1.7

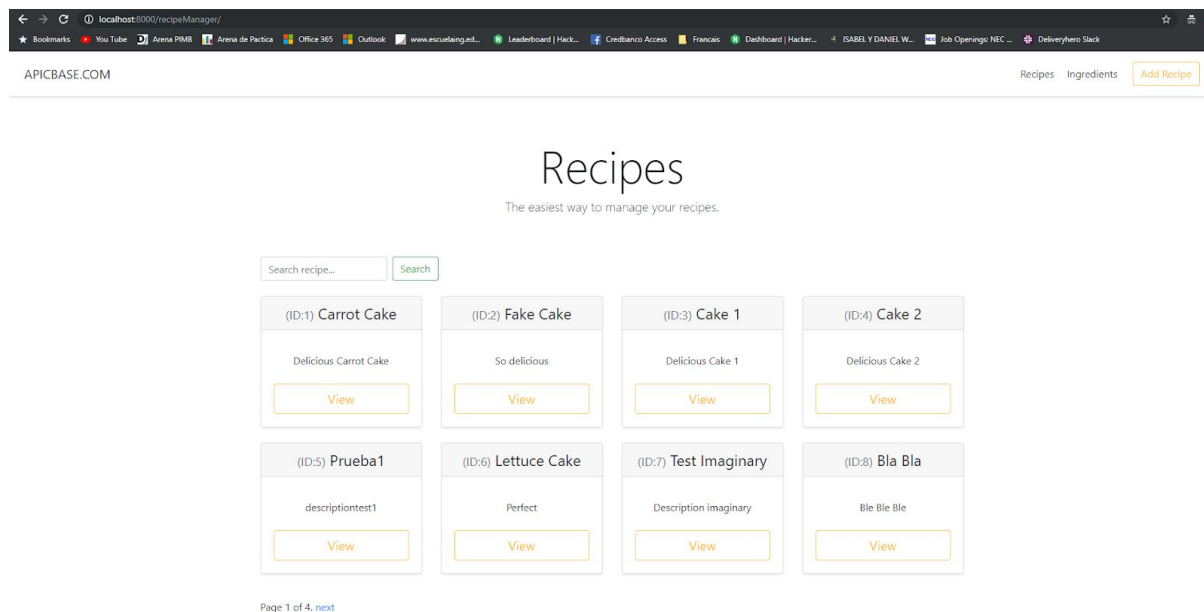
## Run

1. You have to run the server like the command below: *python manage.py runserver*

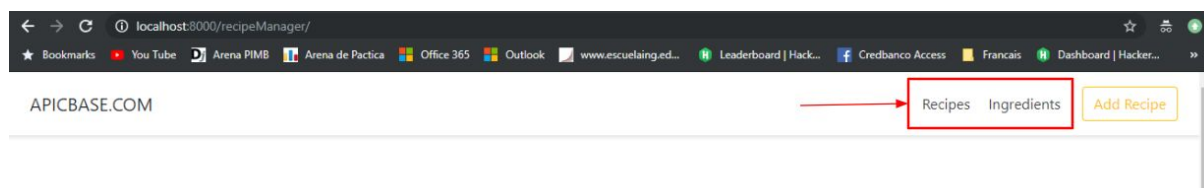
```
(APICBA~1) C:\Users\Fabian Ardila\Desktop\apicBaseAssignment\Recipe-Manager-Application>python manage.py runserver
Performing system checks...

System check identified no issues (0 silenced).
March 08, 2019 - 21:58:06
Django version 2.1.7, using settings 'recipeSite.settings'
Starting development server at http://127.0.0.1:8000/
Quit the server with CTRL-BREAK.
```

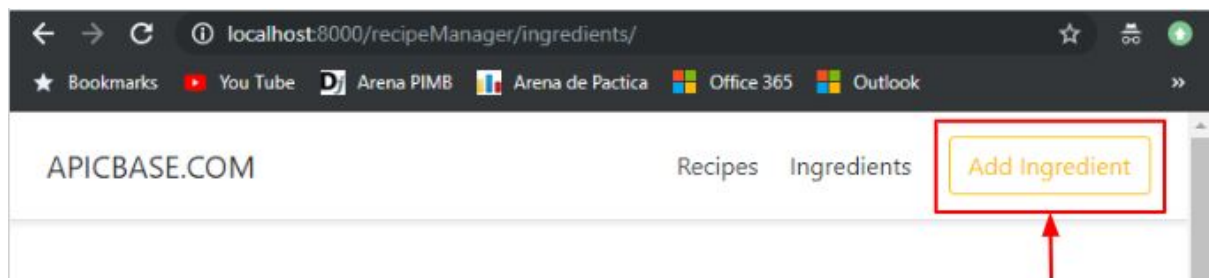
2. After this, you can check your local server on a browser (I tested everything with *Chrome*) with the URL: *http://localhost:8000/recipeManager/*, it should looks like this:



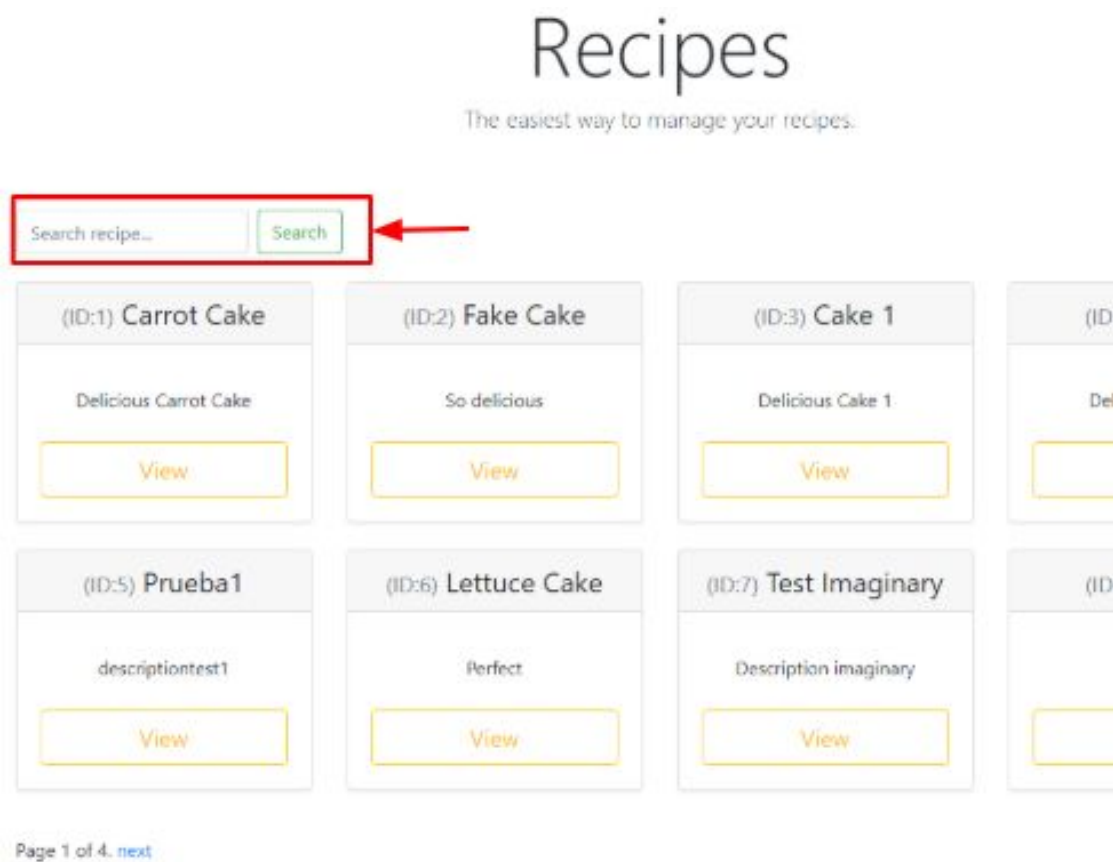
3. You can find a little menu to change between *Recipes* and *Ingredients* spaces.



4. Every space have their own button to add an new item:



5. You have a cool *search bar* either for ingredients and recipes, write the *ID* or the *name* (also a part of it) and you'll find what you want:



6. To create your own recipe it's so easy such as *drag and drop* the *ingredient* over the table: (Remember specify the quantity of the ingredient you want for you recipe)

## Edit recipe

### Recipe

Name: Test Imaginary

Description: Description imaginary

Just drag and drop ingredients on the recipe below.

ID Ingredient	Ingredient	Quantity	Unit
1	Apple	1	Liter

Cancel Edit

**Drag Here!**

### Ingredients

ID: 2

**Cream!**

€5.24 / 501.0  
Liter

ID: 3

**Carrot**

€5.0 / 10.5  
Kilogram

ID: 4

**Carrot 2**

€5.0 / 10.5  
Gram

ID: 5

**Frijol**

€4.5 / 2.0  
Kilogram

**Note:** If you have problems with the file you can go to the repository where I worked on it and clone it.

**This is your invitation for user pieterw:**

<https://github.com/fardila1011/Recipe-Manager-Application/invitations>

**This is the link:** <https://github.com/fardila1011/Recipe-Manager-Application>

¡Remember! the branch where is the final project is master

*¡I hope you like the application!*