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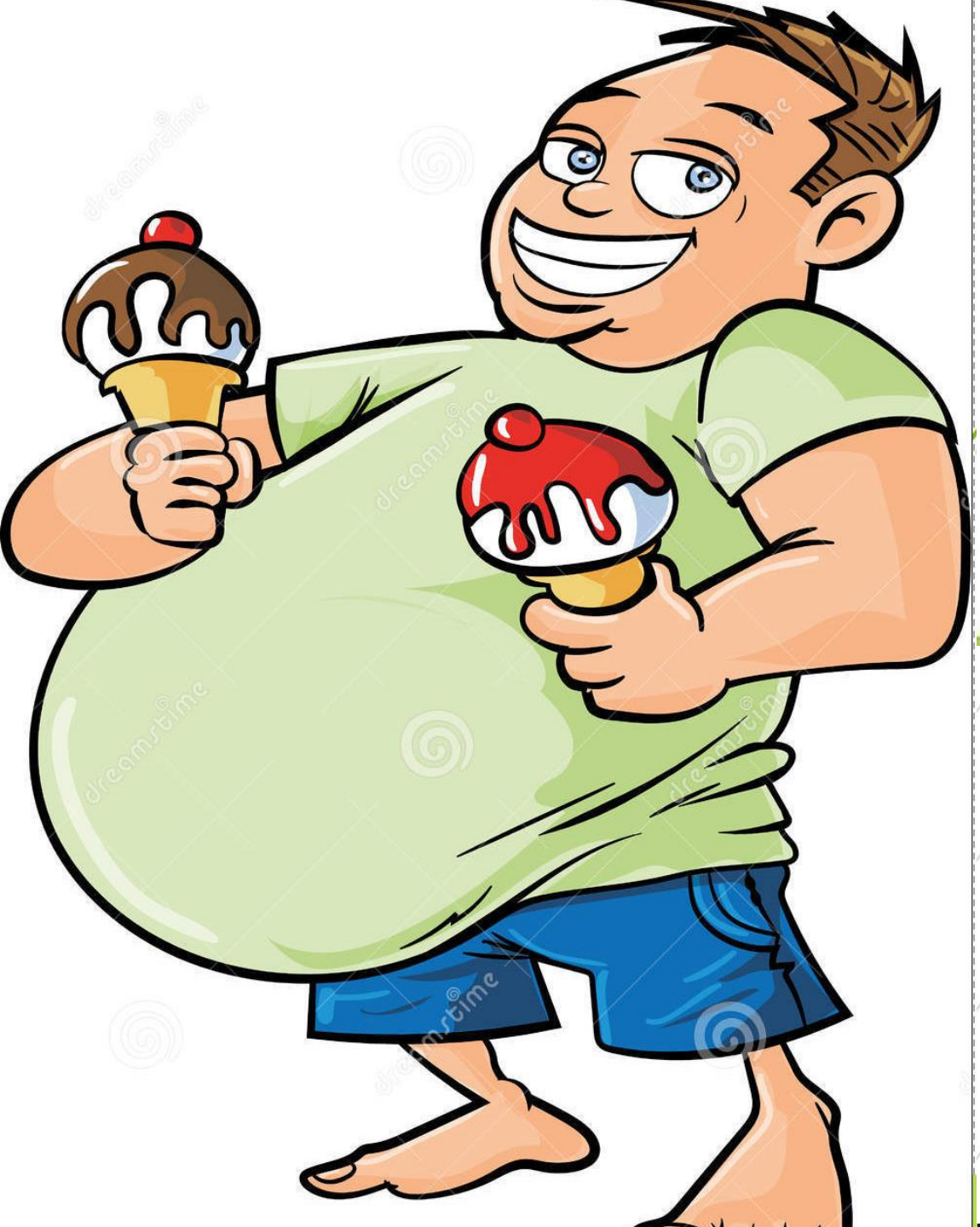
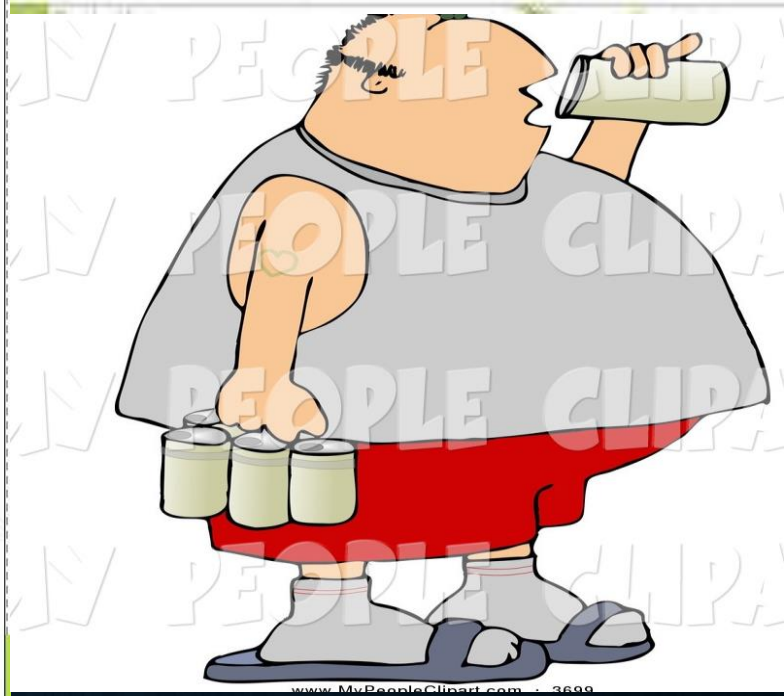
PROJECT: CALORIE CALCULATOR





OVERWEIGHT A COMMON PROBLEM THESE DAYS

ONLY WAY TO SOLVE THIS IS TO HAVE A PROPER AND BALANCE DIET AND ALSO TO KEEP THE RECORD OF OUR DAILY CALORIE CONSUMPTION

KEY FEATURES

1. Creation of a new user profile along with a password.

2.Add the data of daily food consumption and calorie burn through physical exercises.

3. Edit and delete any day data .

4. search and see recorded data.

5. Auto profile update to keep track of weight gain or lose to calculate bmi.

THINGS WE CAN DO

- We can record the total calories we consume each day and see how much of it we use and how much of it is stored .
- We can calculate our recorded data to understand if we are gaining weight or loosing it.
- We can keep track of our BMI to understand better about our health.
- We can set a goal for a standered weight and eat food accordingly.
- It will help us to keep a good health.

FUNCTIONS

1. Dynamic memory allocation
2. Formatting input output
3. File
4. Class and objects
5. Constructor destructor
6. Namespace
7. Operator Overloading
8. Template
9. STL
10. Inheritance
11. Lambda Function
12. Polymorphism
13. Functor

DETAILS

Dynamic memory allocation:

Dynamic memory allocation in C/**C++** refers to performing **memory allocation** manually by programmer…

Ex: int *p = new int;

Formating input output:

double d;

Ex: cout<<fixed<<setprecision(2)<<d;

Namespace:

A **namespace** in computer science is an abstract container or environment created to hold a logical grouping of unique identifiers or symbols .

DETAILS

File:

This data type represents the **file** stream generally, and has the capabilities of both ofstream and ifstream which **means** it can create **files**, write information to **files**, and read information from **files**.

Class :

The building block of **C++** that leads to **Object** Oriented programming is a Class.

Ex:

Class class_name

{ access specfire

Data member

Member function}

DETAILS

Object:

An **Object** is an instance of a Class.

Constructor :

A **constructor** is a special type of member function that initialises an object automatically when it is created.

It's name is same as class name…

Destructor:

Destructor" functions are the inverse of constructor functions.

It has the same name as constructor with a '~' before that…

DETAILS

Operator Overloading:

This feature in **C++** programming that allows programmer to redefine the **meaning** of an **operator**(when they operate on class objects) is known as**operator overloading**.

Template:

Function **templates** are special functions that can operate with generic types.

STL:

The Standard Template Library (**STL**) is a software library for the C++ programming language that influenced many parts of the **C++** Standard Library.

Ex: vector, Set

DETAILS

Inheritance:

Inheritance in Object Oriented Programming can be described as a process of creating new classes from existing classes.

Lambda Function:

n computer programming, a lambda **function** is a **function** definition that is not bound to an identifier

Functor:

Uses object as a function

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