Chase Lake

CS172

Pete Tucker

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Project Proposal:

For my final project, I've decided to create an automatic cookbook. This cookbook will take in the user's groceries/ingredients and any recipe the user would like to put in, store them, then tell the user what dishes he or she would be able to make with those ingredients. Most of this project will be reliant on file input/output for storing ingredients and recipes, and will need a mildly complicated user interface. I should be able to pull this off by developing a Recipe class that contains a name, a string array of ingredients, and a file that contains its cooking instructions with behavior methods like getIngredients() which tells the user the ingredients for the dish, canCook() which tells the user if they can cook this dish with the ingredients they have, and getInstructions() which reads the cooking instructions from the recipe’s file and prints them to the console for the user to read.

The difficult parts of this project are probably gonna have to do with randomly accessing the instructions from the recipe files. I’ll probably have to put a flag point in the file where the instructions begin and end, so that I don’t end up printing the entire recipe file which will contain the recipe’s name, the ingredients needed, and the recipe’s name. Any functions that use the ingredients can get them from the string array, but I want them to be in the file in case the user wants to access all the information about the recipe.