Food GUI Query and Meal Analysis Program Design

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Class Summary

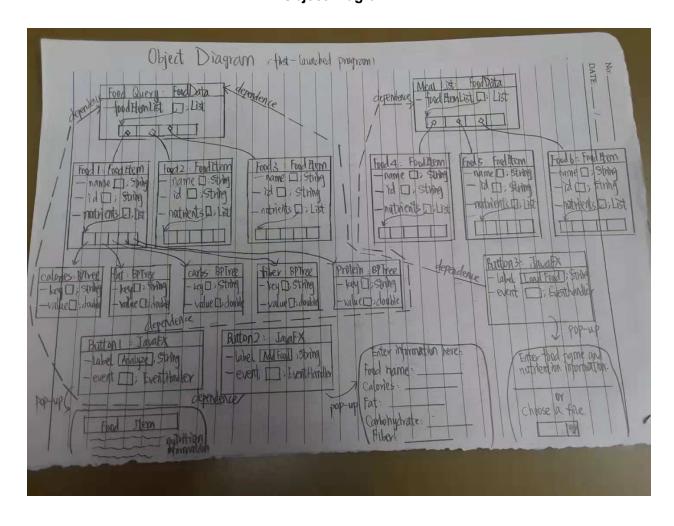
Enum, Interface, Class, Abstract Class	Type Name	Description
class	Food	Stores food data
class	Application	Manages UI and application state
class	DataBase	Stores foods/handles files
class	BPTree	For fast lookup of foods
interface	BPTreeADT	provided
interface	DataBaseADT	provided

Class Diagram

- db: DataBase - stage: Stage - scene: Scene - foodPane: Pane - mealPane: Pane - infoPane: Pane - analyze: Button - addFood: Button - removeFood: Button - chart: BarChart - addFoodPopup: Popup - foods: ObservableList <food></food>
- scene: Scene - foodPane: Pane - mealPane: Pane - infoPane: Pane - infoPane: Pane - analyze: Button - addFood: Button - addRule: Button - removeFood: Button - chart: BarChart - addFoodPopup: Popup - foods: ObservableList <food></food>
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- addFood: Button - addRule: Button - removeFood: Button - chart: BarChart - addFoodPopup: Popup - foods: ObservableList <food></food>
- addRule: Button - removeFood: Button - chart: BarChart - addFoodPopup: Popup - foods: ObservableList <food></food>
- removeFood; Button - chart: BarChart - addFoodPopup; Popup - foods; ObservableList <food></food>
- chart: BarChart - addFoodPopup: Popup - foods: ObservableList <food></food>
- addFoodPopup: Popup - foods: ObservableList <food></food>
- foods: ObservableList <food></food>
- meal: ObservableList <food></food>
- queryField: TextField
- nameField: TextField
- calorieField: TextField
- fatField: TextField
- carbField: TextField
- fiberField: TextField
- proteinField: TextField
 addToMeal(Food food): void
- addFood(Food food): void
- removeFood(Food food): void
- save(): void
- addToFood(Food food): void
- addToFood(Food food): void - query(String query): void

load(): voidanalyze(): void

Object Diagram



GUI Layout Sketch

