User Manual

TOWARDS A HEALTHY LIFE

Content

1 General Information

1.1. System Overview

- An application based on Android mobile device

- Application name：My Food

- Application Code: Java, Anaconda2019.03, Python3.7, TensorFlow, Kersa.

- Operational status: Partially Operational

1.2. Project References

Followings are the document we refer to when we work on this report.

- http://www.manualtemplate.org/user-guide-template/

- https://www.templatesdoc.com/user-manual-template.html

1.3. Help Desk

- Liu Yibin   Email: 214081809@qq.com

- Ye Fuyin   Email: 617823053@qq.com

- Pan Jiayao   Email: 827768933@qq.com

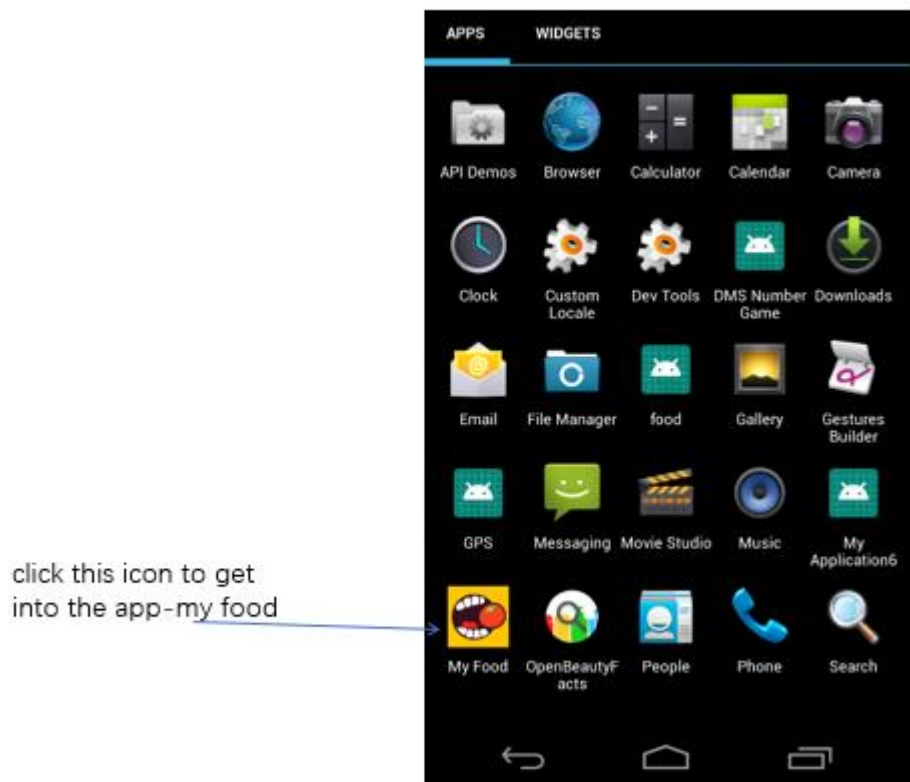- Chen Jialing   Email: 949545541@qq.com

1.4. Organization of the Manual

User's Manual v0.01

2 Getting Started

This section will demonstrate a series of operations of application from start

to finish and detail the usage of each widgets. We will provide screenshots for
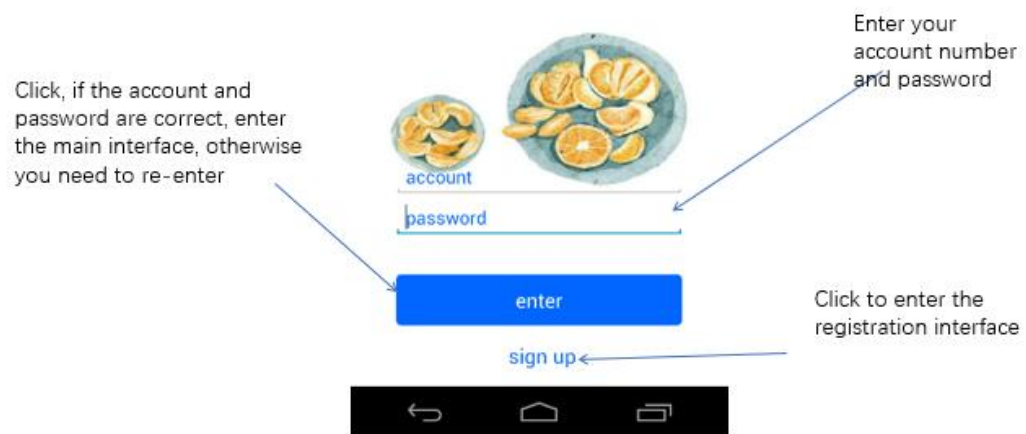
users to better understand.

2.1. Desktop Icon

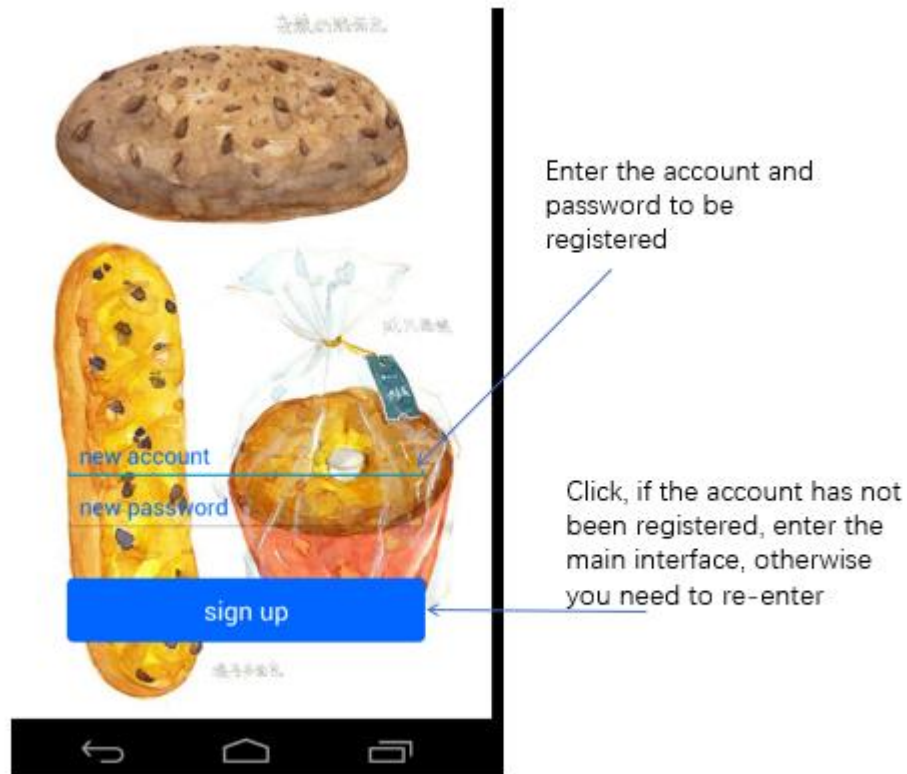The application is called "My Food", and its icon is like a mouth eating a tomato.

When user want to open the application, click this icon to enter.

2.2. Login Page

Click, if the account and password are correct, enter the main interface, otherwise you need to re-enter

Enter your account number and password

account

password

enter

Click to enter the registration interface

sign up

After entering application, users will see the login page directly. If he has a registered account, he will input the account information and the database will match the account information. If the information matches, it jumps to the next page. If a new user does not have an account, click the "sign up" button, the application will jump to the registration page, and the user can conduct subsequent registration operations.

2.3. Registration Page

Enter the account and password to be registered

Click, if the account has not been registered, enter the main interface, otherwise you need to re-enter
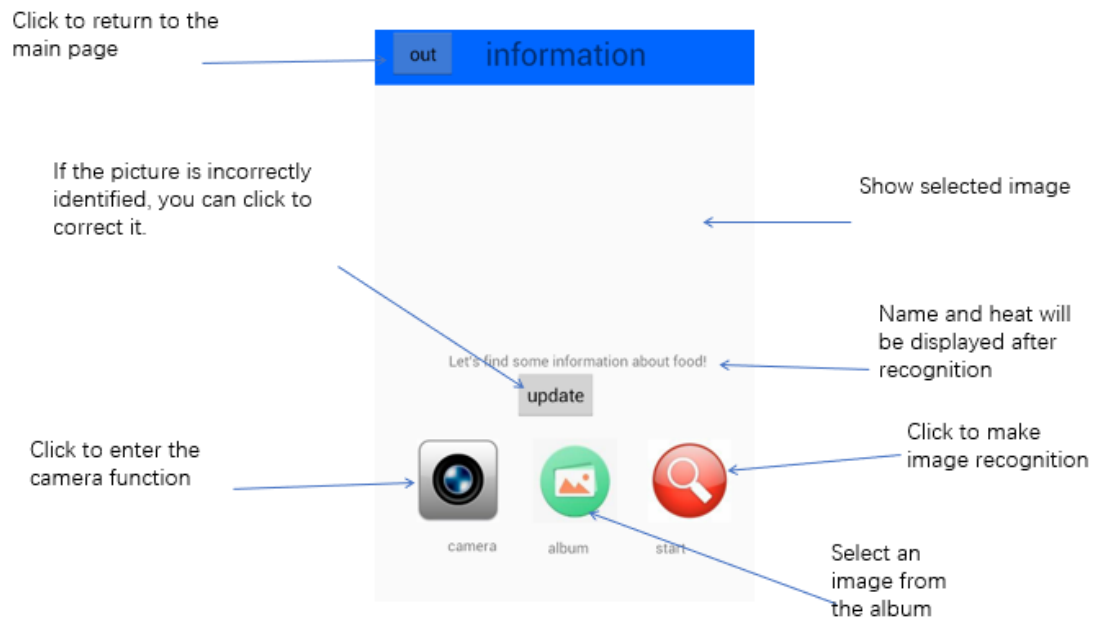
This is the registration page. The new user needs to enter the account information for registration. After confirming the information, click the "sign up" button. The application will check whether the account information already exists in the database. If it does not exist, the registration will be successful, and the page will jump. If it does exist, an error will be prompted, and the user needs to fill in the information again.

2.4. Welcome Page

Click to return to the login page

Click to enter the image recognition function

Click to enter the food search function

Click to enter the beverage library function

Click to enter the recipe recommendation function

Click to enter the relevant recommendation function

logout   welcome!

seek
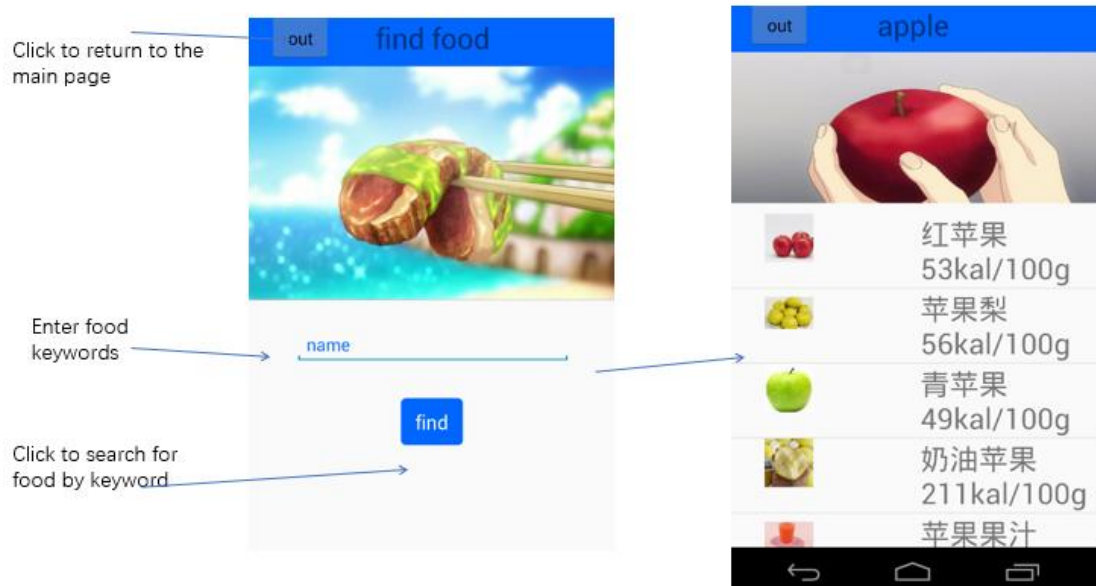
daily food   drinks

recipe   recommand

After successful login, the user will go to the welcome page. There are six buttons on this page. The button in the upper left corner can be used to log out of the account, after which the page will jump back to the login page. Click the button in the middle of the camera icon to jump to the interface of image recognition. This function can identify the food in the picture provided by the user. Click the button of the knife and fork chart to enter the food search page. Click the "drinks" button to go to the food book interface. Clicking on the "recipe" button takes you to the recipe recommendation screen. Click the "recommendation" button to enter the recommendation interface of healthy lifestyle.

2.5. Food Recognition

Click to return to the main page

out   information

If the picture is incorrectly identified, you can click to correct it.

Show selected image

Name and heat will be displayed after recognition

Let's find some information about food!

update

Click to make image recognition

Click to enter the camera function

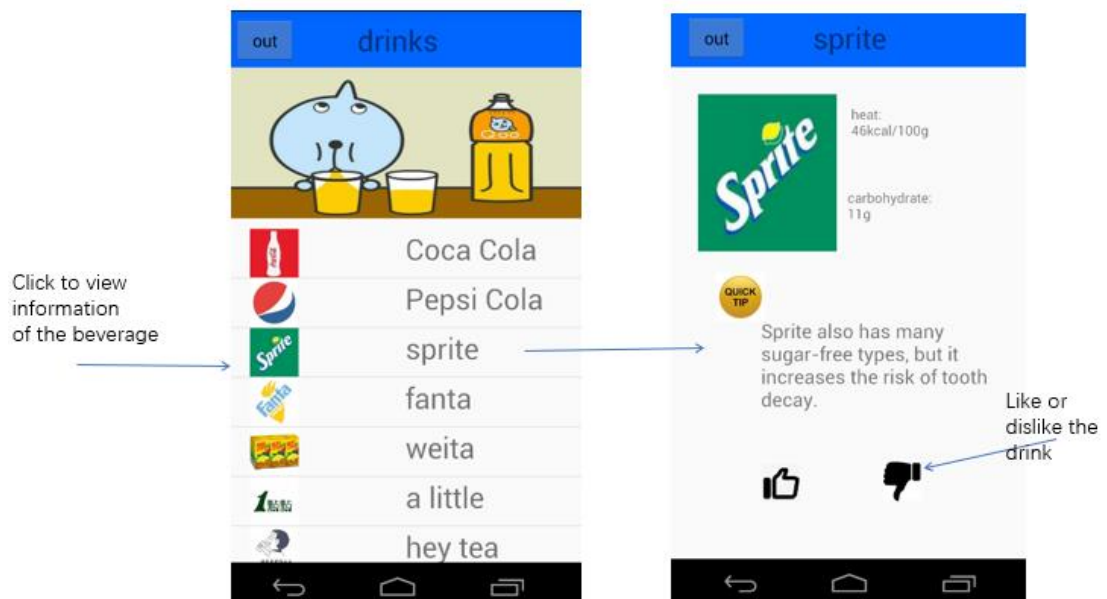camera   album   start

Select an image from the album

Then we enter the food recognition interface. The main function of this interface is to help users identify the food to be photographed. First, the user needs to select an image, and can open the camera function to shoot the image on site through the "camera" button in the lower left corner or click the "album" button to select the image in the album. After determining the selected image, the image of the user selection will be displayed at the top of the interface. After that, click the "start" button to start identifying the food in the picture. The result is displayed in the popover, and if the result is identified as wrong, the user can modify the result by himself through the "update" button.
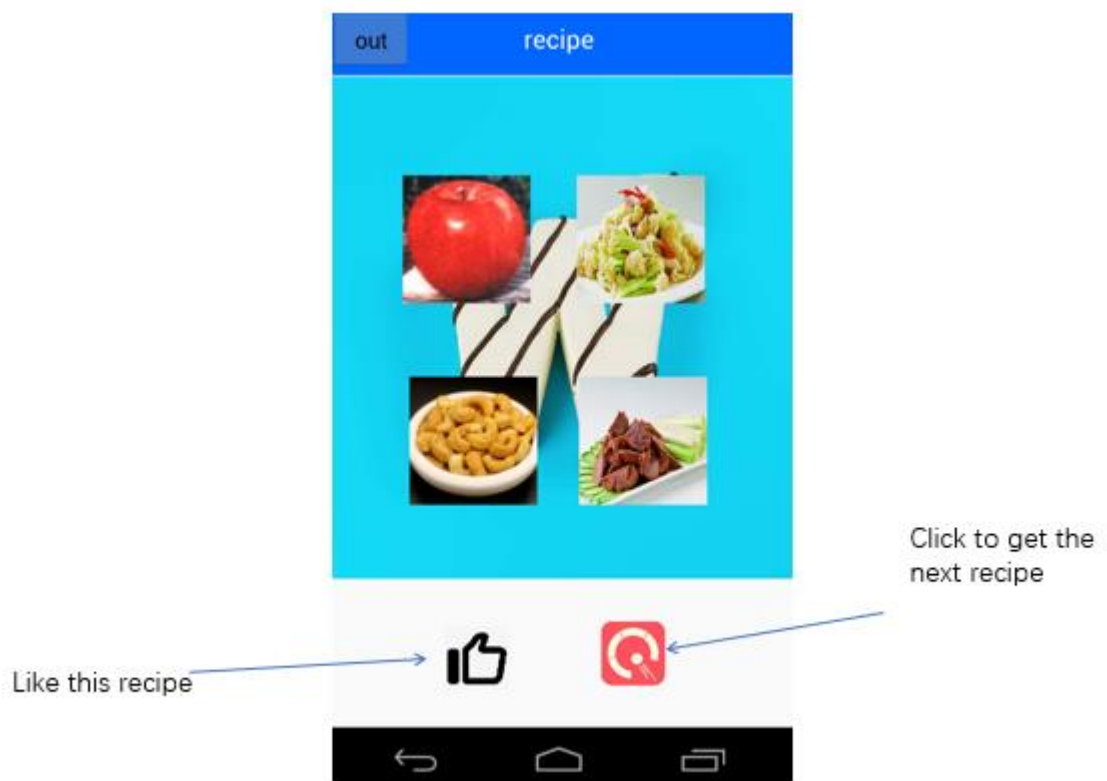
2.6. Find Food

This is the food retrieval interface. Enter the name of the object in the

text box and click the "find" button to retrieve the keyword. A series of

related information is displayed later. As shown above, we searched for

apples. The results showed a number of foods related to apples, as well as

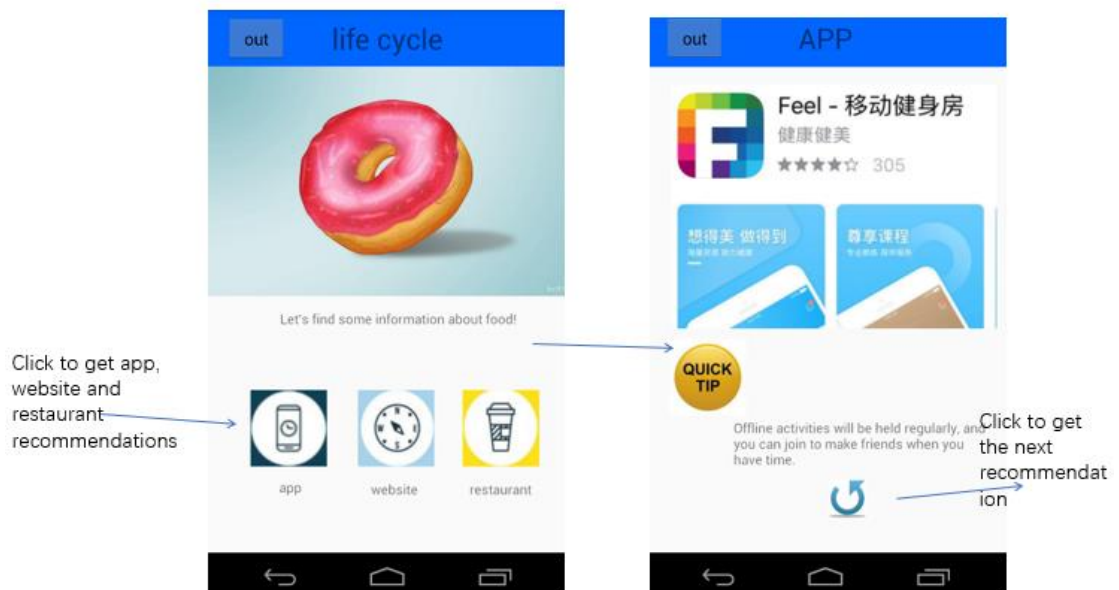related pictures and nutrients.

2.7. Food Library

This is a food library about drinks. Here you will find many popular

beverages, such as Pepsi and Coca Cola. If a user is interested in an item, he

can click to learn more, and the page will jump to the detailed introduction

page of the food. As the picture shows, we went to the Sprite details page.

Sprite information is introduced in the page, and users can express their love

for the food through the button at the bottom.

2.8. Diet Recipe Recommendation

Click to get the next recipe

Like this recipe

This is a recipe recommendation page. This is a dynamic recipe recommendation that changes based on seasonal solar terms and the user's daily diet record. If the user likes the recipe, click the thumb up button at the bottom. If the user doesn't like it, click the red button on the right to get the next set of recommended recipes.
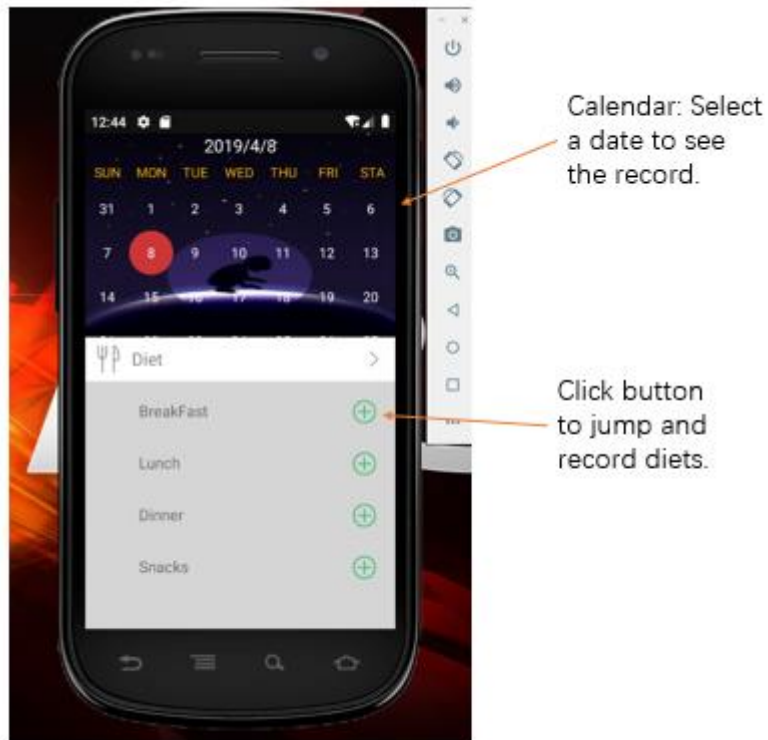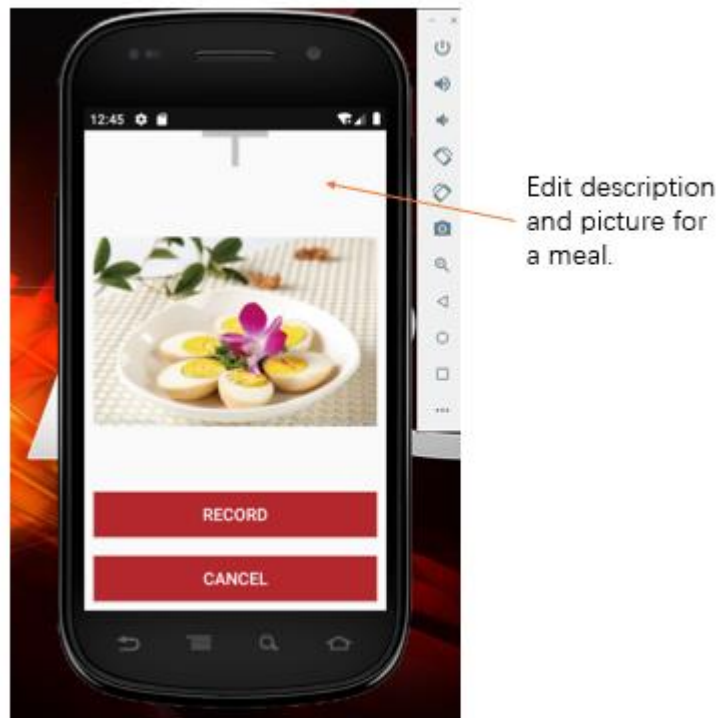
2.9. Healthy Life Cycle Recommendation

This is a healthy lifestyle promotion interface. Here the app recommends articles, apps or websites about healthy living to help users get more information about healthy living. At the same time, this function is also a recommendation function for healthy food, users can maintain a healthy life at the same time the health of ordinary popular food.
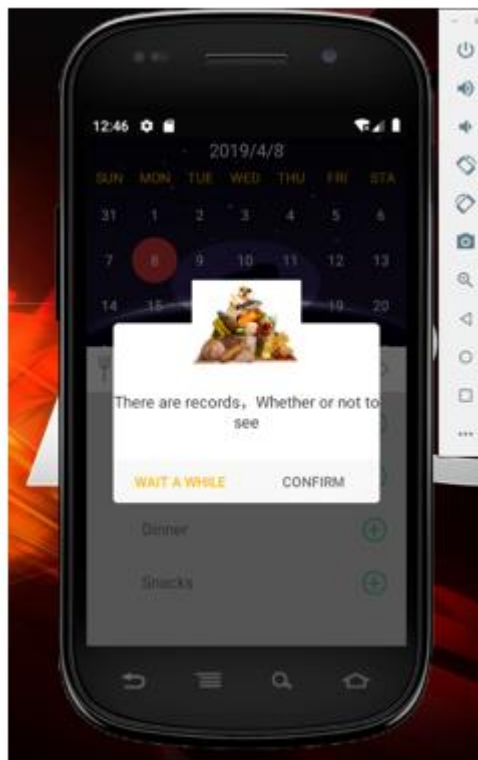
2.10. Daily Diet Record

This function can help users record their daily diet, record their life and save the details of their life in the way of text description and pictures.

Calendar: Select a date to see the record.

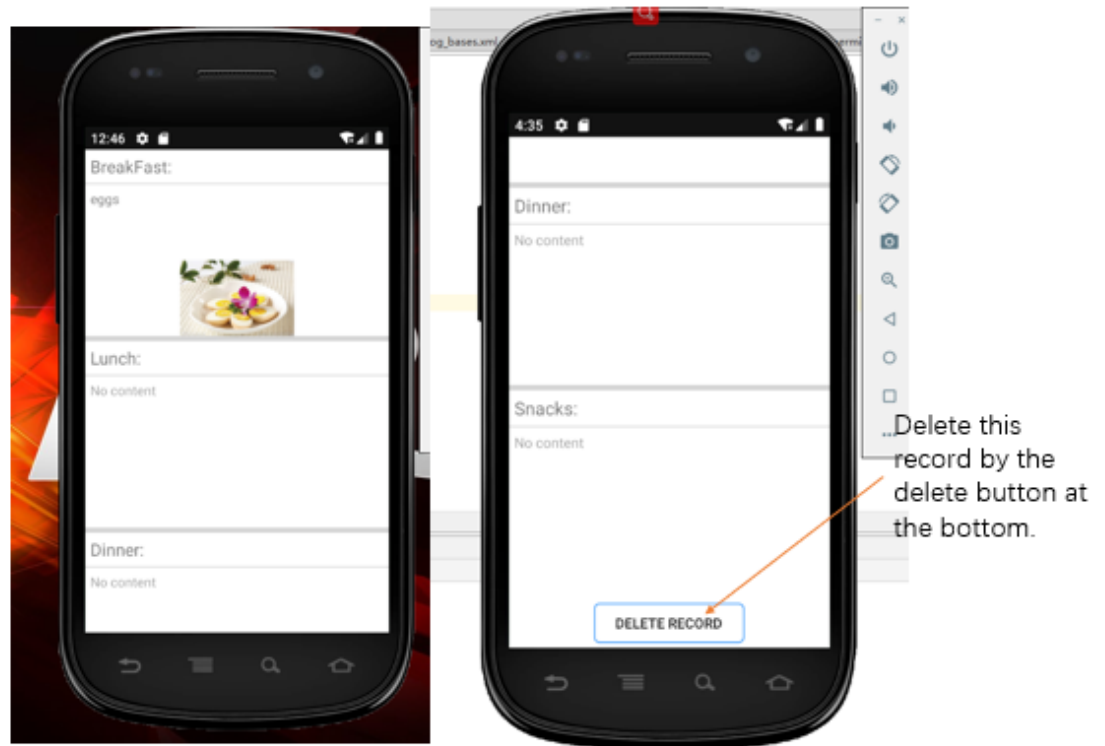Click button to jump and record diets.

This is the interface used to record the daily diet function of users. When the user wants to record the food, first need to select the corresponding date in the calendar, and then click which meal, then the interface will jump to the add record interface.

Edit description and picture for a meal.

The add record interface supports adding text description and pictures.

Click "record" button after confirmation, the application will save the data to the database. Or click the 'cancel' button to return to the previous interface.

For example, we added an egg breakfast record with a picture of the egg.

Then back to the previous interface, if a record exists in the date that the user selects again, a popup like the one above will prompt the user whether to browse the record in depth. Click "confirm" for further information, and the page will jump to the detailed diet record interface.

Delete this record by the delete button at the bottom.

Here we can see the food information recorded before, and we can see the related records of eggs in the breakfast bar. At the low end, the user can delete the record.