# RECIPE REPOSITORY USER GUIDE

Version 1.0

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# USER MANUAL

## 1 INTRODUCTION

This user guide explains how to use the recipe repository application. The user guide includes a description of the application and instructions for each of the main functions.

### 1.1 Purpose and Scope

This guide explains how to use the recipe repository. The guide applies to a draft version of the recipe repository application. The illustrations depict proposed user interface functionality, the final product may differ.

### 1.2 Organization

This section describes the organization of the User Manual.

### 1.3 Points of Contact

For any questions regarding the recipe repository application, contact the members of the Shark Bread team.

### 1.4 Project References

The user guide is based on the project plan and the test plan. The referenced documents are in the listed below.

| Document Type | Document Name |
|---|---|
| Project Plan | Shark_Bread_CMSC495_Plan.docx |
| Test Plan | Shark_Bread_CMSC495_Test_Plan.pdf |

### 1.5 Glossary

Graphical User Interface - GUI

## 2 SYSTEM CAPABILITIES

This section provides a brief overview of the system and its capabilities.

### 2.1 Purpose

The purpose of the application is to allow users to store, share, and search for recipes.

### 2.2 General Description

The recipe repository has a graphical user interface and a database for recipe storage. It is possible to create, search, export, and delete recipes. The user can create recipes by using a menu item in the GUI. Another menu selection allows the user to edit a recipe or delete a

recipe. The user can see a table of all the available recipes in the main window of the GUI. A text entry field and search button allow the user to search the recipe database.

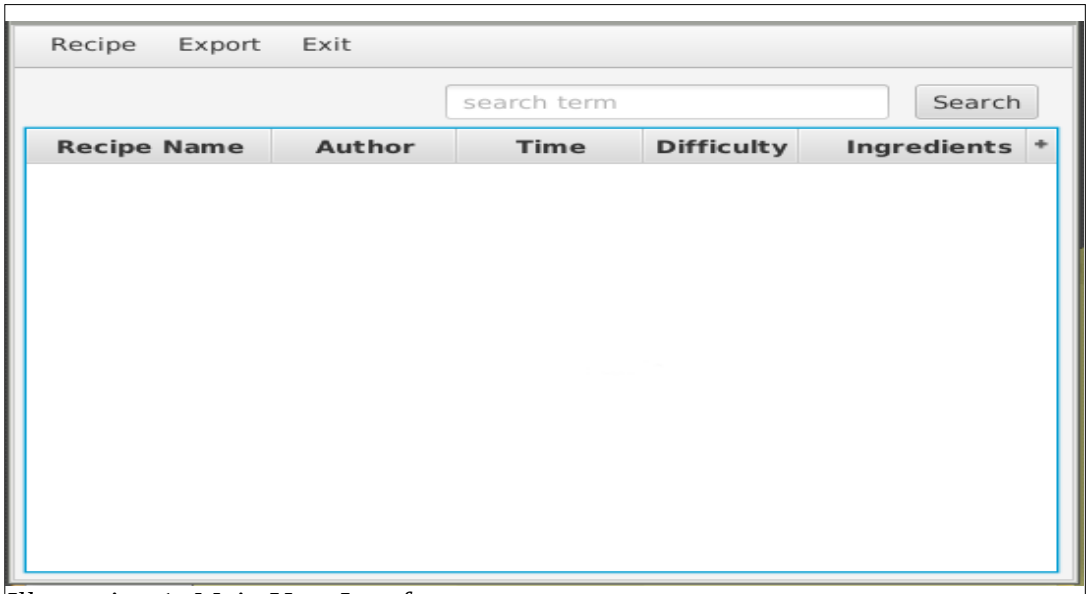


*Illustration 1: Main User Interface*

## 3 DESCRIPTION OF SYSTEM FUNCTIONS

The main functions of the application are: recipe creation, editing a recipe, exporting recipes, deleting recipes, and searching. Each of these functions will be described in further detail in this section.

### 3.1 Recipe Creation

This section describes how to create a recipe.

### 3.2 Detailed Description of Recipe Creation

#### 3.2.1 Purpose

The purpose of the recipe creation function is to allow the user to input recipes into the database.

#### 3.2.2 Description of Inputs

The inputs necessary for creating a recipe include a name, author, ingredients, cooking time, an optional difficulty score, and preparation instructions.

### 3.2.3 Description of Expected Outputs

The expected outputs from a successful recipe creation will be a brief success message and the appearance of the recipe in the table of the main GUI screen.

### 3.2.4 Relationship to Other Functions

The export, edit, delete, and browse functions will not work unless recipes are created using the creation function.

### 3.2.5 Preparation of Recipe Creation Inputs

Recipe creation requires text input using the GUI. The user selects the recipe menu item on the main screen and selects the create menu item.

The required data elements are described in further detail below:

- Name – text description of the name of the recipe
- Author – text name of the author
- Preparation time – numerical value of the preparation time for the recipe
- Cooking time – numerical value of the cooking time
- Quantity for ingredients – numerical value of the ingredient. For example: 1 carrot
- Units of measurement for the quantity – text description of the quantity field. For example: oz, lbs, cups, teaspoons
- Ingredient name – text name of the ingredient
- Directions – text instructions to prepare the recipe

Illustration 2 shows the GUI screen associated with recipe creation. The name of the recipe, ingredients, and description are all required inputs. Each ingredient is entered individually. As each ingredient is entered, it will be shown in the table. There are several check-boxes to enable the user to tag a recipe with additional information. These check-boxes can be used to indicate that a recipe is halal, kosher, vegan, or contains gluten. Once the required elements are entered, selecting the create button will create the recipe.

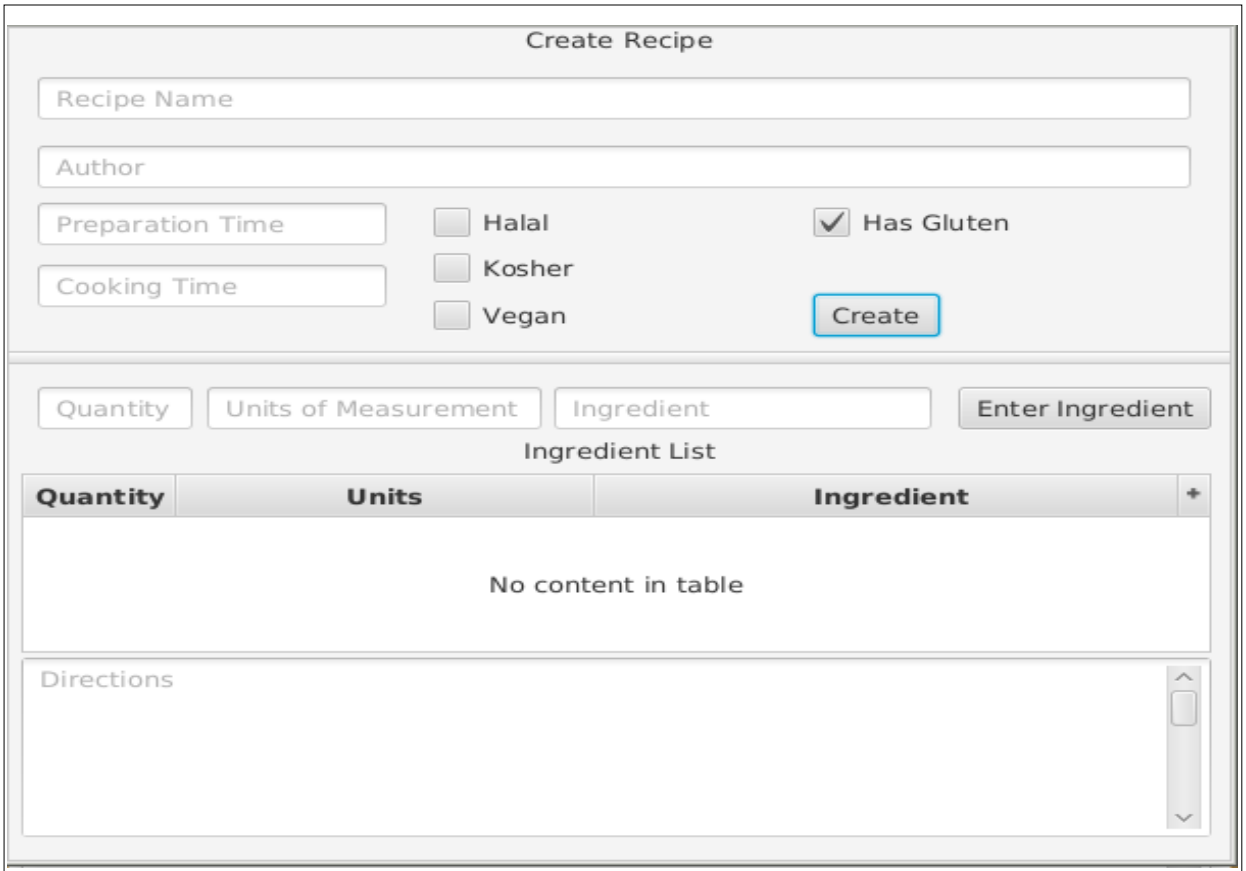


*Illustration 2: Recipe Creation*

### 3.2.6 Results

The main GUI list will update with the newly created recipe, upon successful completion of the recipe creation function. If invalid input is detected, an error message will be displayed. An example of invalid input is text input where numerical input is expected.

## 3.3 Editing a Recipe

### 3.3.1 Purpose

The purpose of the editing function is to allow the user to update a recipe.

### 3.3.2 Description of Inputs

Editing a recipe requires that the user select a recipe.

### 3.3.3 Description of Expected Outputs

The expected output is a message stating success or an error condition.

### 3.3.4 Relationship to Other Functions

The edit function will not work if no recipes have been created.

### 3.3.5 Preparation of Recipe Editing Inputs

Editing a recipe requires that the user select a recipe from the list on the main screen and select the recipe menu item, then the edit. The edit interface allows the user to select a recipe field to edit. The user can also select the checkboxes for halal, kosher, vegan, or has gluten. The recipe data being editing must be valid for the input type. Text must be used for text fields, and numbers for numeric fields.

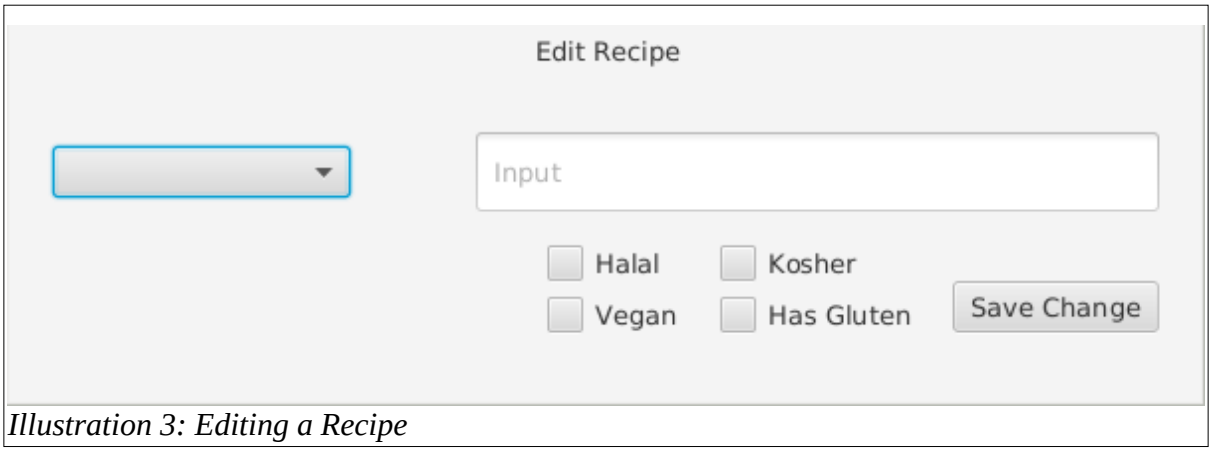


*Illustration 3: Editing a Recipe*

### 3.3.6 Results

A message will indicate either success or an error.

## 3.4 Exporting Recipes

### 3.4.1 Purpose

The purpose of the export function is to allow the user to export recipes to share with other users or programs.

### 3.4.2 Description of Inputs

Exporting recipes requires that the user select recipes from a list.

### 3.4.3 Description of Expected Outputs

The expected output is text recipes written to a specified directory.

### 3.4.4 Relationship to Other Functions

The export function will not work if no recipes have been created.

### 3.4.5 Preparation of Recipe Export Inputs

The user can export recipes by selecting the export menu item from the main screen. The export user interface displays the list of recipes in the database. The user selects one or more recipes from the list and presses the export button. The exported recipes are written to a directory which is defined by a FileChooser dialog box.

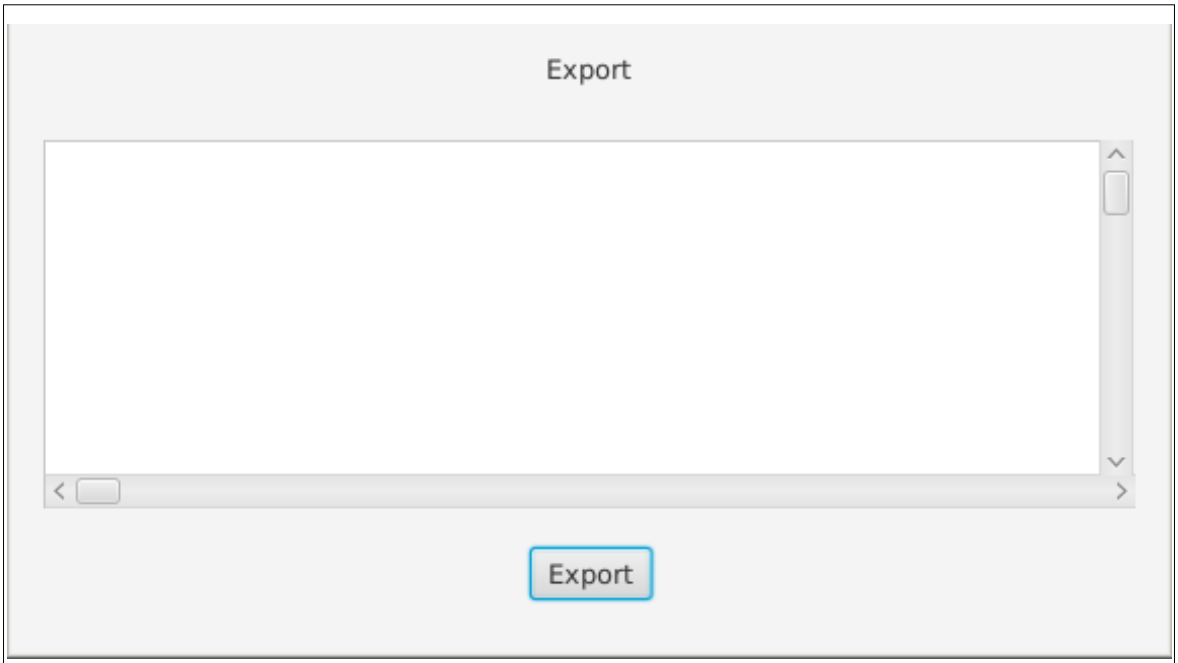


*Illustration 4: Exporting Recipes*

### 3.4.6 Results

A message will indicate either success or an error. A text document will contain the recipes exported from the application.

## 3.5 Deleting Recipes

### 3.5.1 Purpose

The purpose of the deletion function is to allow the user to delete recipes.

### 3.5.2 Description of Inputs

Deleting recipes requires that the user select recipes from a list.

### 3.5.3 Description of Expected Outputs

The expected output is a message stating success.

### 3.5.4 Relationship to Other Functions

The deletion function will not work if no recipes have been created.

### 3.5.5 Preparation of Recipe Editing Inputs

The user deletes recipes by selecting the recipe menu item from the main interface, then the delete menu item. The deletion interface contains a list of the available recipes in the database. The user selects one or more recipes and clicks the delete button.

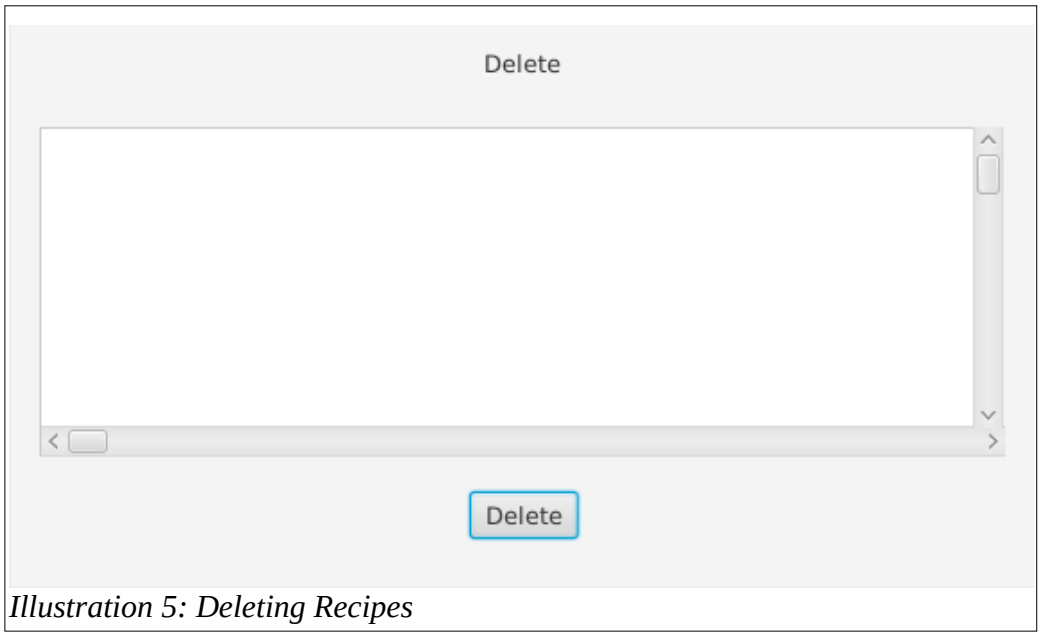


*Illustration 5: Deleting Recipes*

### 3.5.6 Results

A message will indicate either success or an error. The list of recipes in the main screen will be updated to reflect the successful deletion of a recipe.

## 3.6 Searching Recipes

### 3.6.1 Purpose

The search functionality allows the user to search recipes in the database.

### 3.6.2 Description of Inputs

Searching requires a text search term to be entered into the search text field.

### 3.6.3 Description of Expected Outputs

The expected output is a list of the recipes with the search term. If no recipes are found with the search term, an error message will be displayed.

### 3.6.4 Relationship to Other Functions

To search, the user types a search term into the search box on the upper left of the main user interface screen and selects the search button.

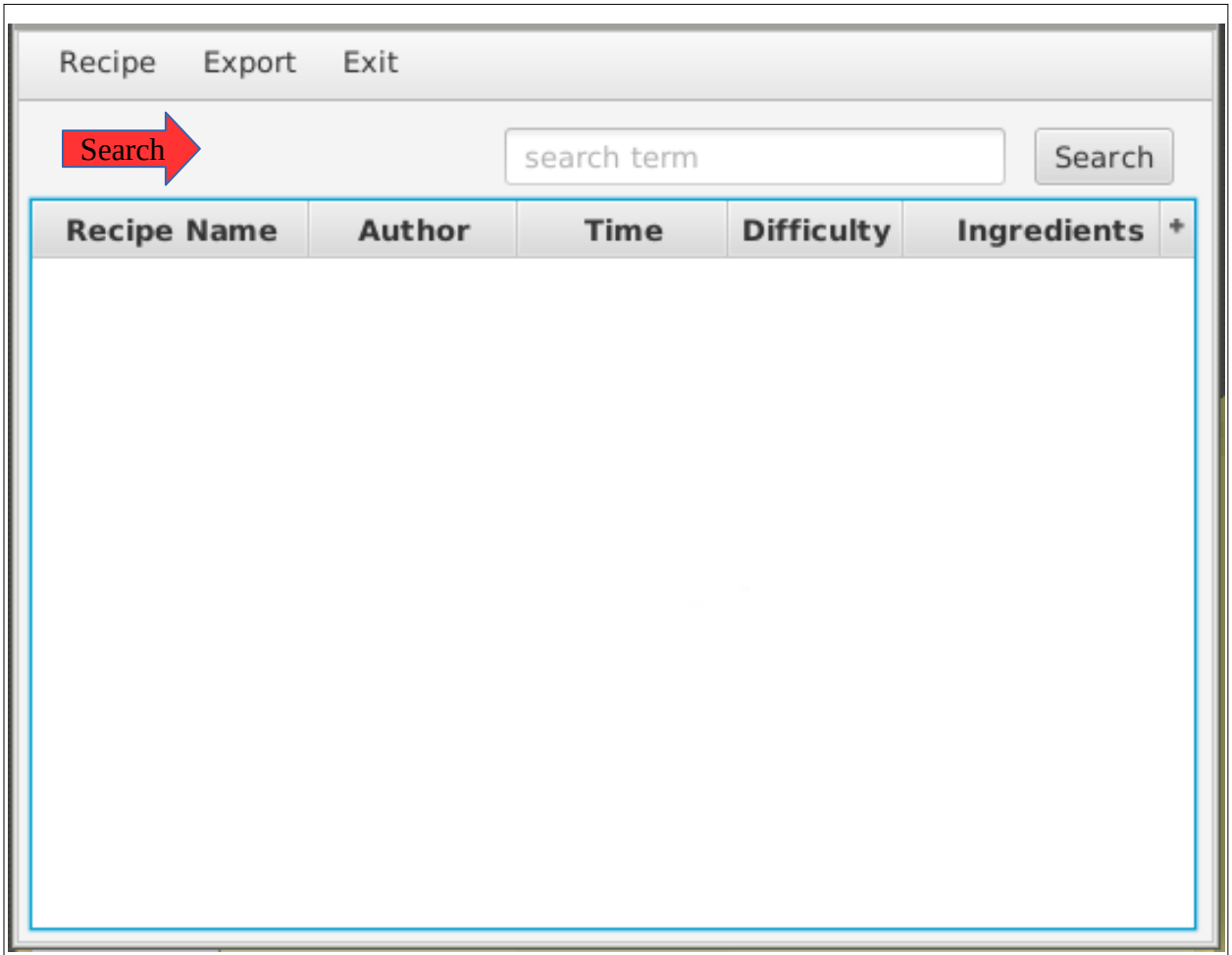


*Illustration 6: Main User Interface with Search Functionality*

### 3.6.5 Results

If recipes are found with the search term, they are displayed in a table. If the search term is not found, an error message appears.

*Illustration 7: Search Results*

# 4 OPERATING INSTRUCTIONS

## 4.1 Initiate Operation

The application is started by running the application with Java. Once the application loads, the main GUI screen is displayed. The user can use the application once the main GUI is rendered.

## 4.2 Maintain Operation

The user is not required to perform any maintenance of the system.

## 4.3 Terminate and Restart Operations

If the application experiences an error, terminate the application. The application can be terminated by using the task manager on Windows or killing the process on Linux. Restart the application by following the instructions in section 4.1 initiate operation.

# 5 ERROR HANDLING

The error messages displayed in the application describe the source of the error. The most common error is invalid input. This can occur when the application is expecting numeric input and receives text instead. Correct the input and try the operation again.

### 5.1.1 Error - Recipe Name Missing

The "Recipe Name Missing" error refers to the empty recipe name field. While every other fields may remain blank, the program will not save the recipe in the database without a recipe name.

### 5.1.2 Error - Incorrect Data Type

The "Incorrect Data Type" error refers to the use of string characters in fields where Integers are asked for (volume/weight measurement of ingredients).

### 5.1.3 Error -Search Criteria Missing

The "Search Criteria Missing" error refers to the empty search field. The user must enter characters into the search field for that function to work.

### 5.1.4 Warning – Recipe Name does not exist

When the user enters a string into the search bar that returns no matching entries, this warning will inform the user to change their search criteria.

## 5.2 HELP FACILITIES

Contact the members of the Shark Bread team for help or questions about the application.