List Maker
Documentation

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1. Description

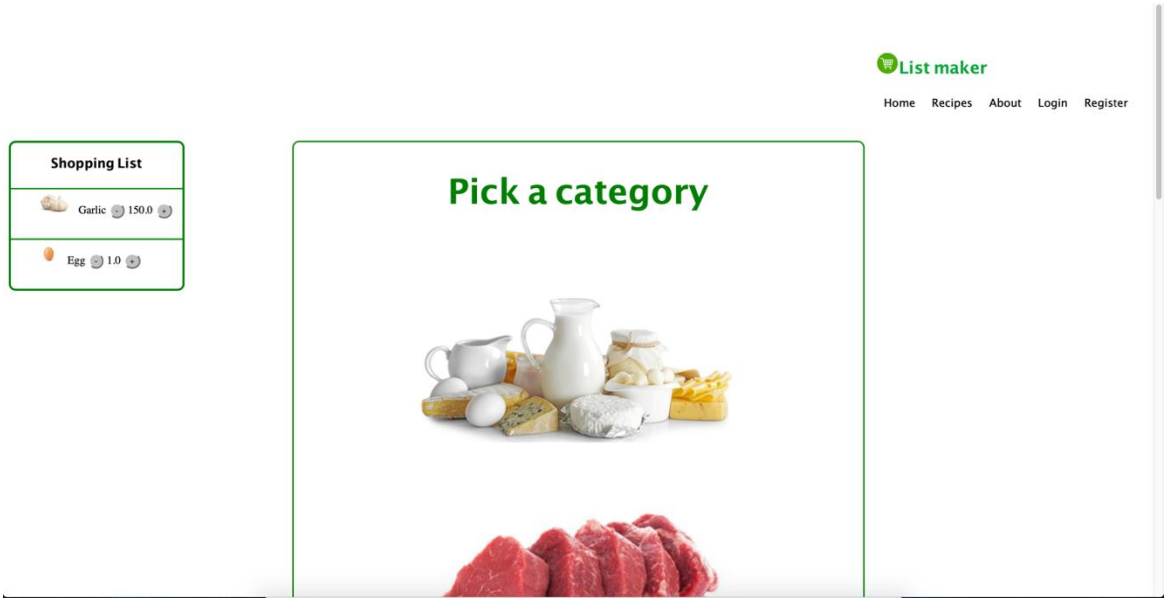
The List Maker is intended for the people who like to keep track of everything they are going to buy, to be able to organize their expenses and make a short term-plan concerning the alimentation for a week maybe.

The application allows people to select their favorite products and place them in a shopping list. The application makes the process of writing a grocery list so much easier because of the user-friendly UI, with suggestive images for the categories or the products. Also, the user can easily add or remove a product by pressing the minus or the plus sign. Moreover, we have a list of recipes in the Recipe page, where the user can add all the required ingredients to his shopping list. The user is also able to create his own Recipes and then add them to his shopping list.

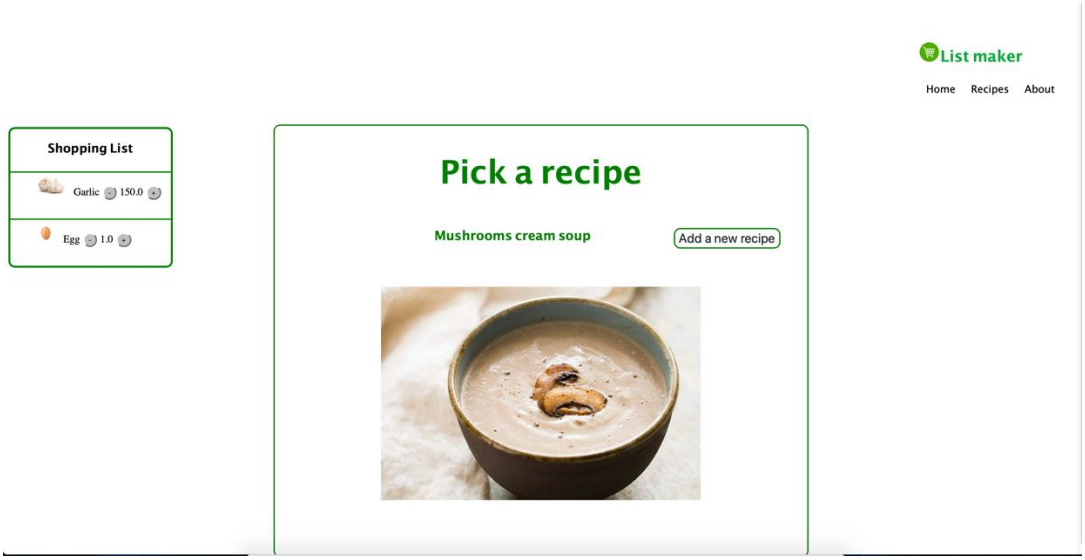
A user will always be able to create a new account, or login into the existing one. This feature will help on storing his existing shopping list.

2. Wireframes

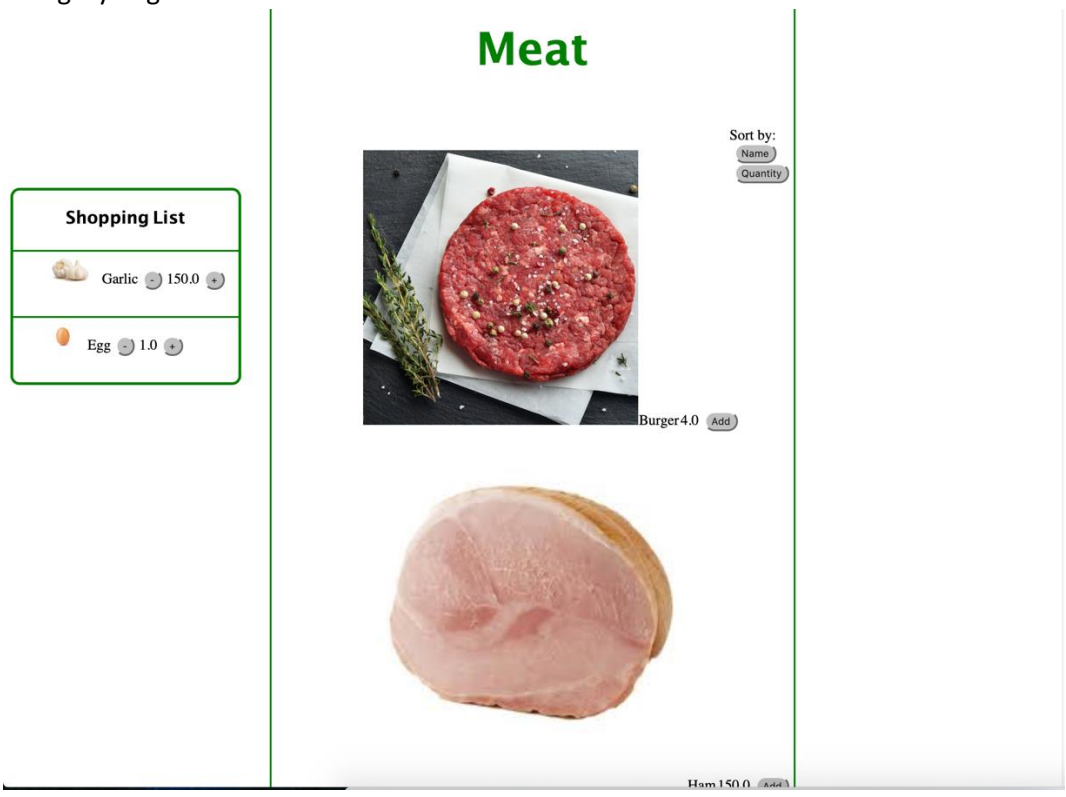
a. Home Page



b. Recipe Page



c. Category Page



3. User Manual

The first page displayed when a user is accessing the webpage is the Home Page. From here, the user can either Login or Register (by pressing the menu buttons) or he can start creating his shopping list without being logged in, but it will not be saved.

The user can choose a category from the Home page and he will be redirected to that category's list of products. Every category has two buttons for sorting by name or by quantity (information which will later be stored in a cookie so the website can display the preferred sorting) and every product in the category has an add button. When the add button is pressed, the system will check whether the product is already in the list, and if it is, it will increment the amount by 1.

The shopping list lets the user increase or decrease the quantity of a product from the list. If the quantity reaches 1 and the minus button is pressed again, the product will be deleted from the list.

The recipes page allows the user to click on an existing recipe to view its description and products or to add a new recipe. When the user is trying to add a new recipe, he will be asked to fill some inputs and some ingredients in order to create a recipe. The ingredients will be saved into a new category. If a user clicks on a recipe, he can select then to add all the ingredients to the shopping list.

Two user accounts are provided for testing purposes:

Account 1:

Username: test

Password: test123

Account 2:

Username: saxion

Password: saxion123

4. Domain Model

The application uses several classes in order to keep things tidy and to make changes easier.

1. **User**
   The user class stores the username and the password of the user in order to login. For the moment, the email variable it is not used but we plan to use it in the future for password recovering, therefore when a user is registering, we are asking for the email address as well. The shopping list object it is used to store the personal shopping list, this way each user has his own shopping list.

2. **Product**
   The product class stores the name, the quantity and the amount of the product. The amount is used for knowing how many products of that type should be in the shopping list. The product also has a unique id useful for searching and sorting purposes and a variable which stores the image location.

3. **Recipe**

The recipe class stores the name of a recipe a short description, a time value, id and imgPath. The time is an int which represent how much time it takes cooking that recipe. The imgPath is being used to display the actual image for the recipe which are stored in resource folder. Moreover, this class has a product list to store the products needed to cook the recipe with quantities.

4. **Category**

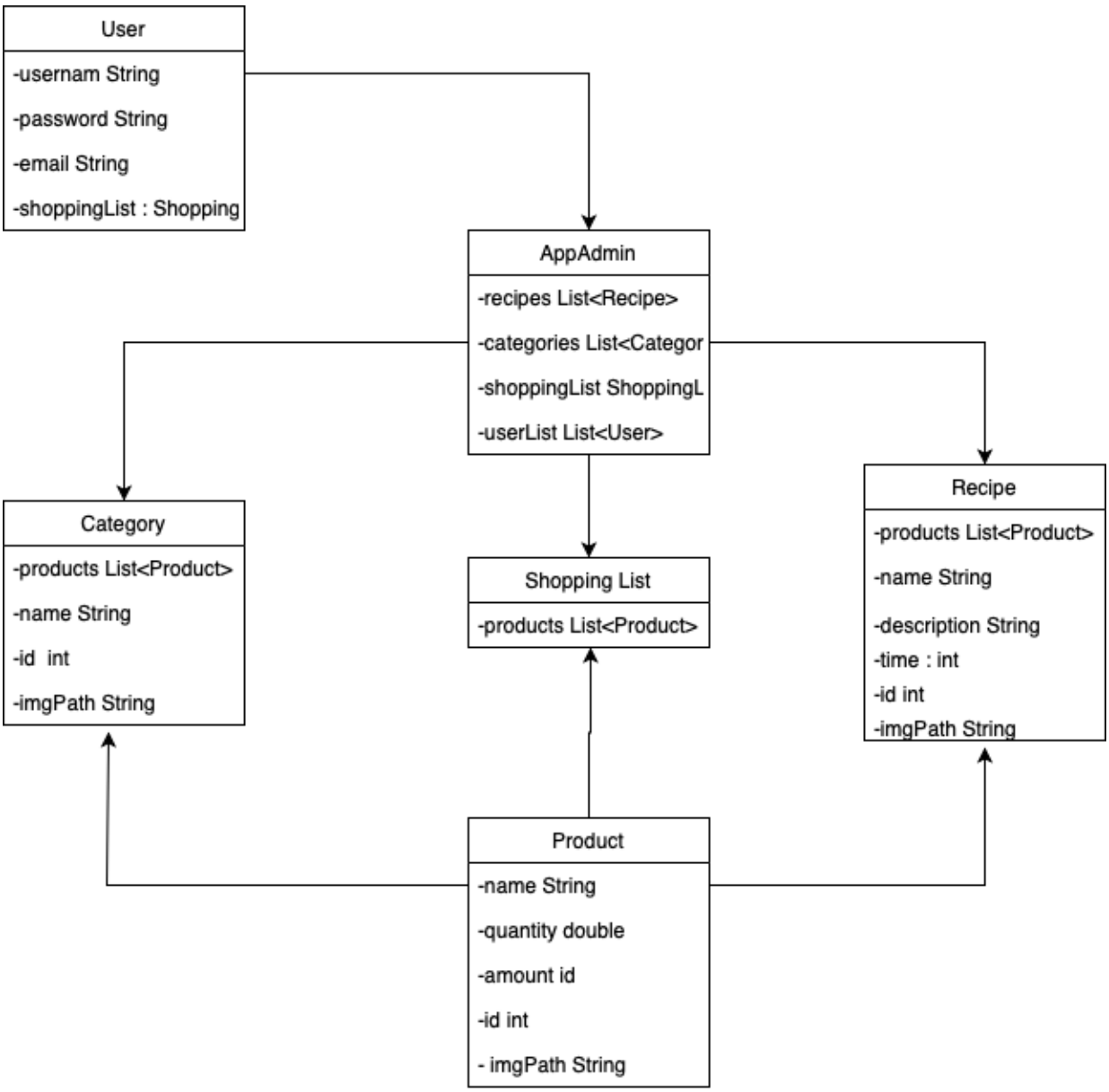
The category class has a list of products, name, id (which is an int) and again an imgPath. The category class stores the products from a specific category(eg. Vegetables with carrot, onion as products)

5. **AppAdmin**

AppAdmin is the master class for our application which is a singleton and we are calling it throughout the app. The class has the recipes list, categories list, userList(which contains all our users) and the shopping list.

6. **Shopping List**

The shopping list class has a list of products for each user. In the webui we are displaying the products with the quantity added to the list alongside with their image.


User
-usernam String
-password String
-email String
-shoppingList : Shopping
AppAdmin
-recipes List<Recipe>
-categories List<Categor
-shoppingList ShoppingL
-userList List<User>
Category
-products List<Product>
-name String
-id int
-imgPath String
Shopping List
-products List<Product>
Recipe
-products List<Product>
-name String
-description String
-time : int
-id int
-imgPath String
Product
-name String
-quantity double
-amount id
-id int
- imgPath String