

Criterion B-Design

Table of Contents

Versioning	2
UML Class Diagram	3
Entity Relationship Diagram (ERD)	4
Graphical User Interface (GUI)	5
System Flowchart	9
Structure Chart	12
Testing Plan	13

Versioning

I developed three versions of the product to keep the client in sync with the progress I have been making. This was necessary so as to meet all the success criteria **(Refer to Criterion A)** to the best of my ability and to make sure the product was in line with the user requirements. Doing this helped me create a product close to what the client had in mind. **(Refer to Appendix A, B, C and D)**.

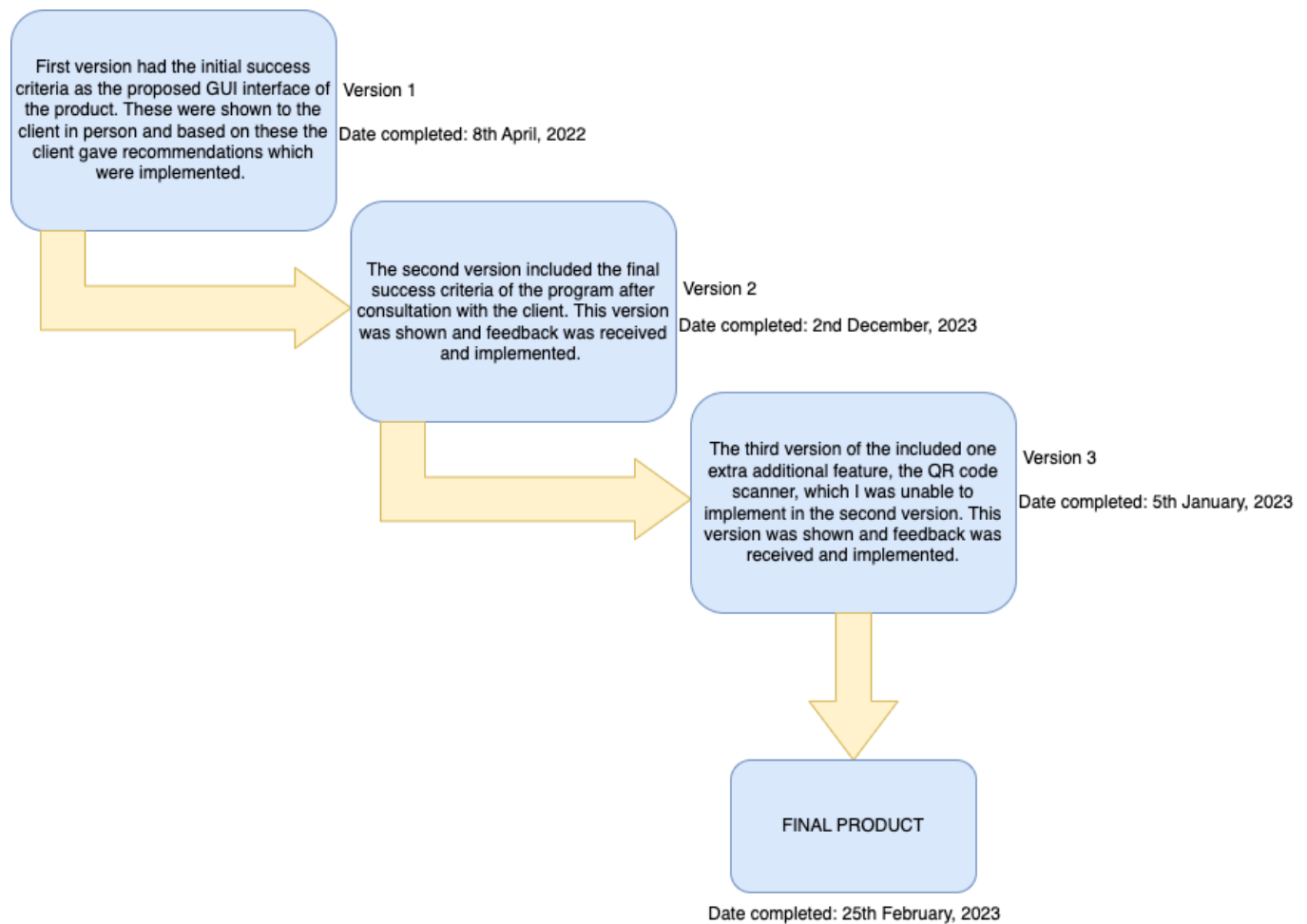


Image 1: Diagrammatic representation of the three versions

UML Class Diagram

This UML class diagram shows the interdependencies between the classes.

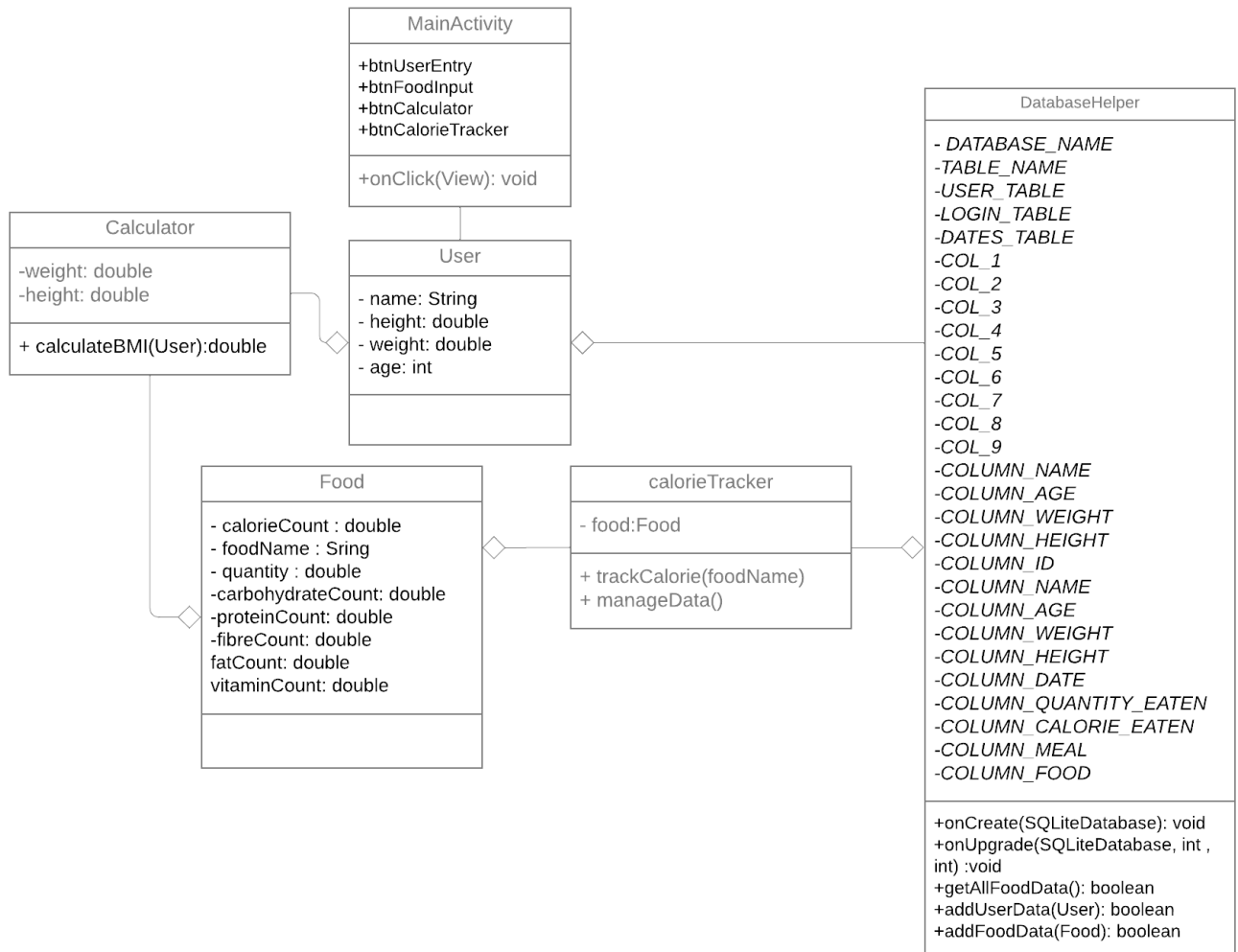


Image 2: UML class diagram

Entity Relationship Diagram (ERD)

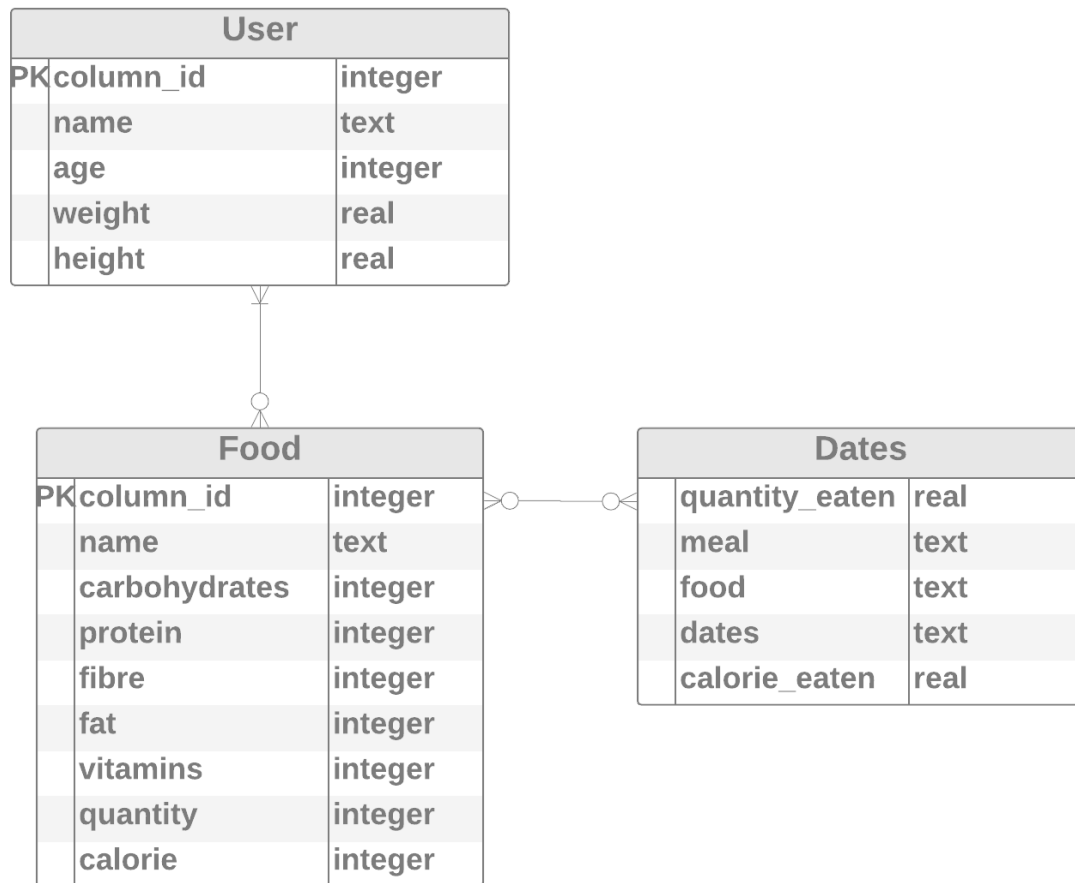


Image 3: Entity Relationship Diagram

Graphical User Interface (GUI)

The following design was approved by the client and all recommendations were taken into account when making the GUI. **(Refer to Appendix A and B).**

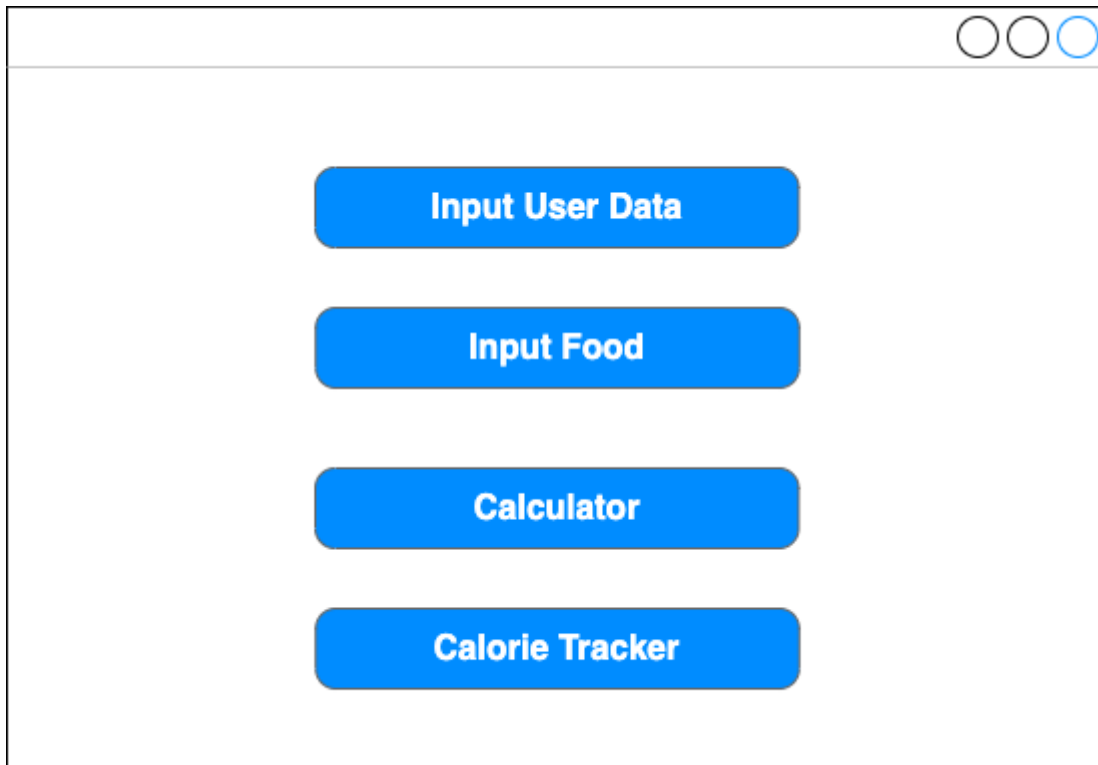
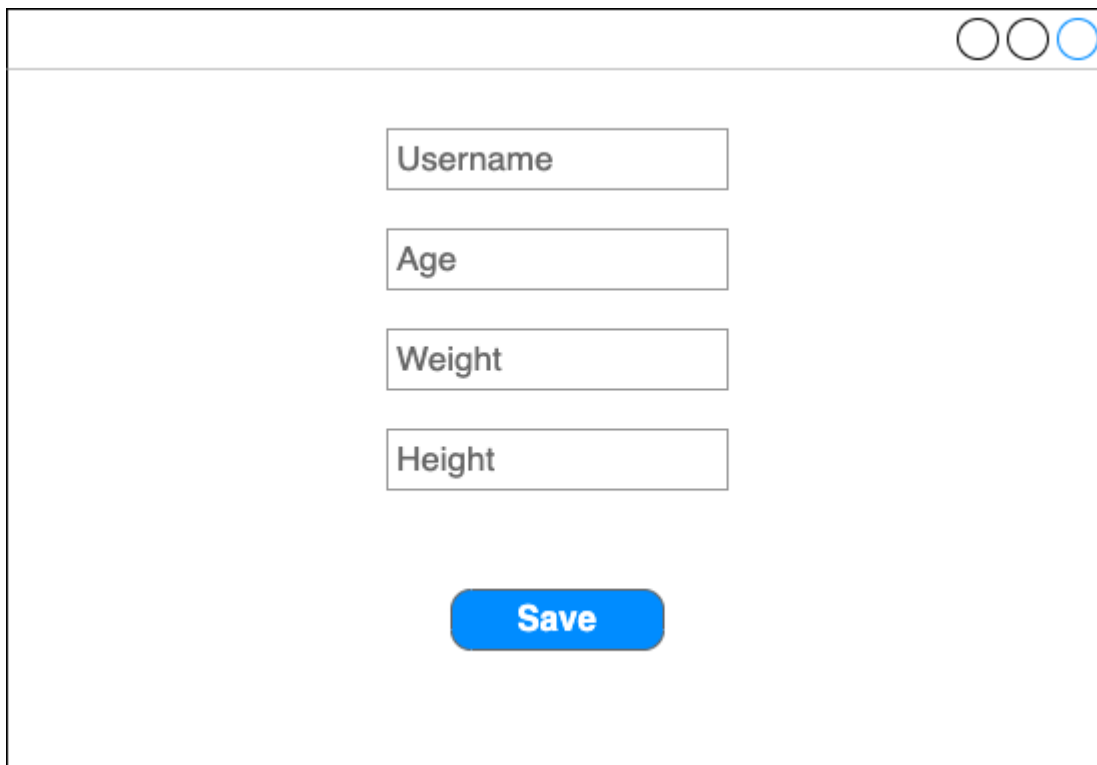


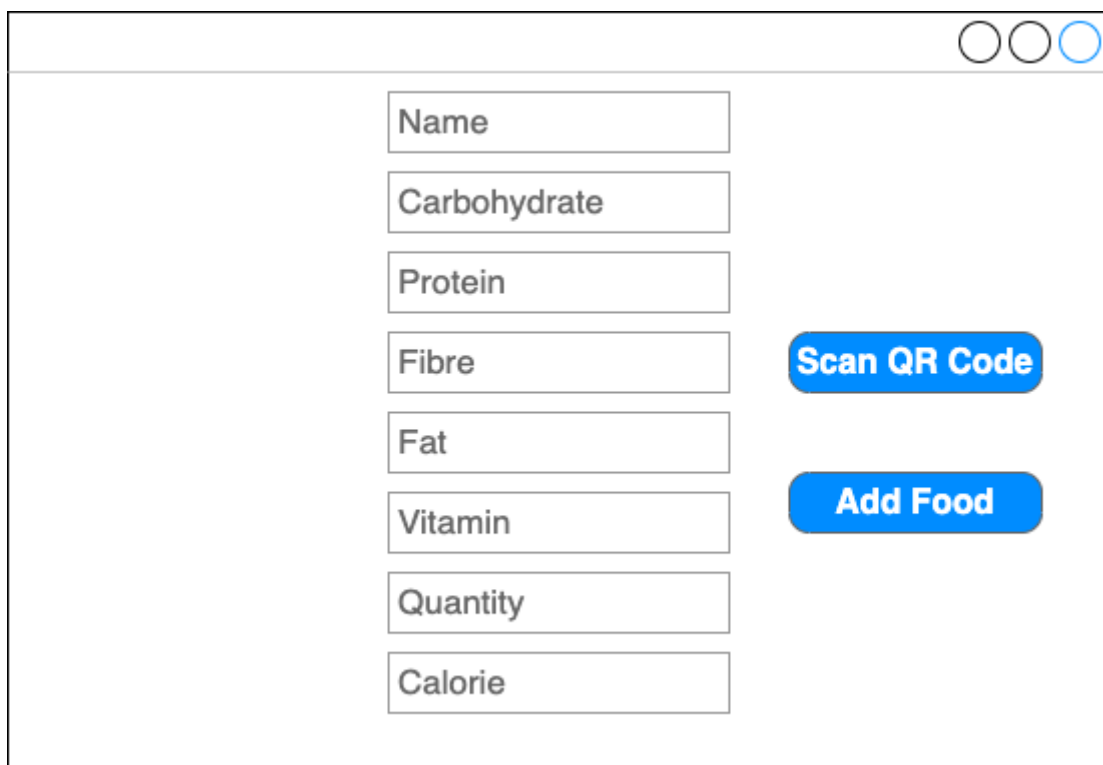
Image 4: Home Page to choose the next course of action

This page was added on the recommendation made by the client.(Refer to Appendix B) It makes the app more organised and easier to use.



A screenshot of a mobile application window titled "Page to add User Information". The window has a standard mobile OS header with three circles (red, yellow, green) in the top right corner. The main content area contains four text input fields stacked vertically, each with a label: "Username", "Age", "Weight", and "Height". Below these fields is a blue rounded rectangular button with the text "Save" in white.

Image 5: Page to add User Information



A screenshot of a mobile application window titled "Page to add Food". The window has a standard mobile OS header with three circles (red, yellow, green) in the top right corner. The main content area contains eight text input fields stacked vertically, each with a label: "Name", "Carbohydrate", "Protein", "Fibre", "Fat", "Vitamin", "Quantity", and "Calorie". To the right of these fields are two blue rounded rectangular buttons: "Scan QR Code" and "Add Food", stacked vertically.

Image 6: Page to add Food

CALCULATOR

HEIGHT:

WEIGHT:

AGE:

BMI:

MAINTENANCE CALORIE:

CALCULATE

Image 7: Page to calculate BMI and Maintenance Calories

Food Name

Quantity

☐ Breakfast

☐ Lunch

☐ Dinner

Submit

Show Progress

Recommend Food

Image 8: Page to track calories

A wireframe of a mobile application window. The window has a title bar at the top with three circular buttons (red, yellow, green) in the top right corner. Inside the window is a large rounded rectangle representing a card. The card contains the following labels stacked vertically:

- NAME:
- QUANTITY:
- CALORIE:
- CARBOHYDRATE:
- PROTEIN:
- FAT:
- FIBRE:
- VITAMIN:

Image 9: List of food items

The card above shows the values of one food item. In the app the user will be able to scroll down in the page to view a list of many such cards populated with values of the food items stored in the database.

System Flowchart

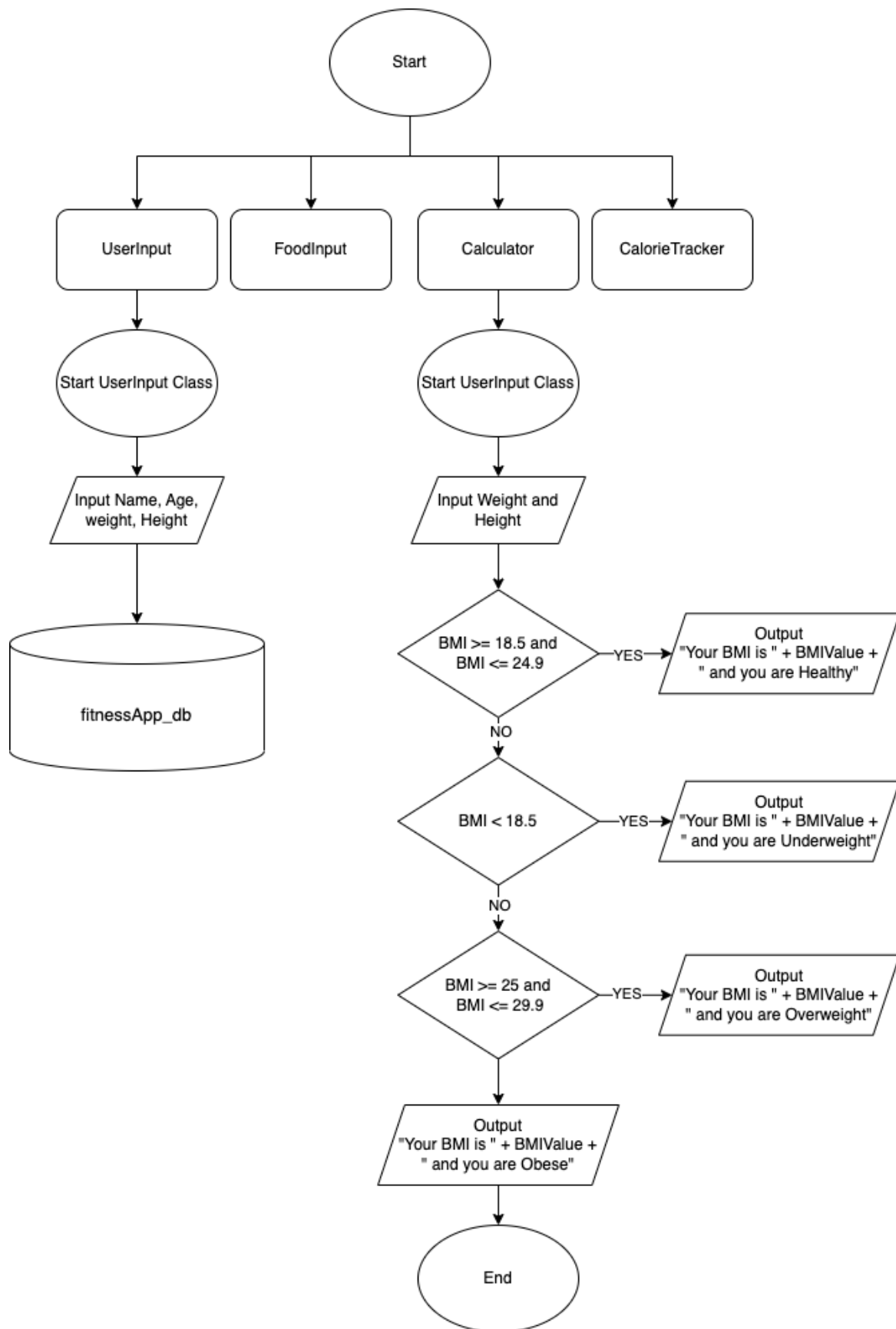


Image 10: System flow diagram of the application

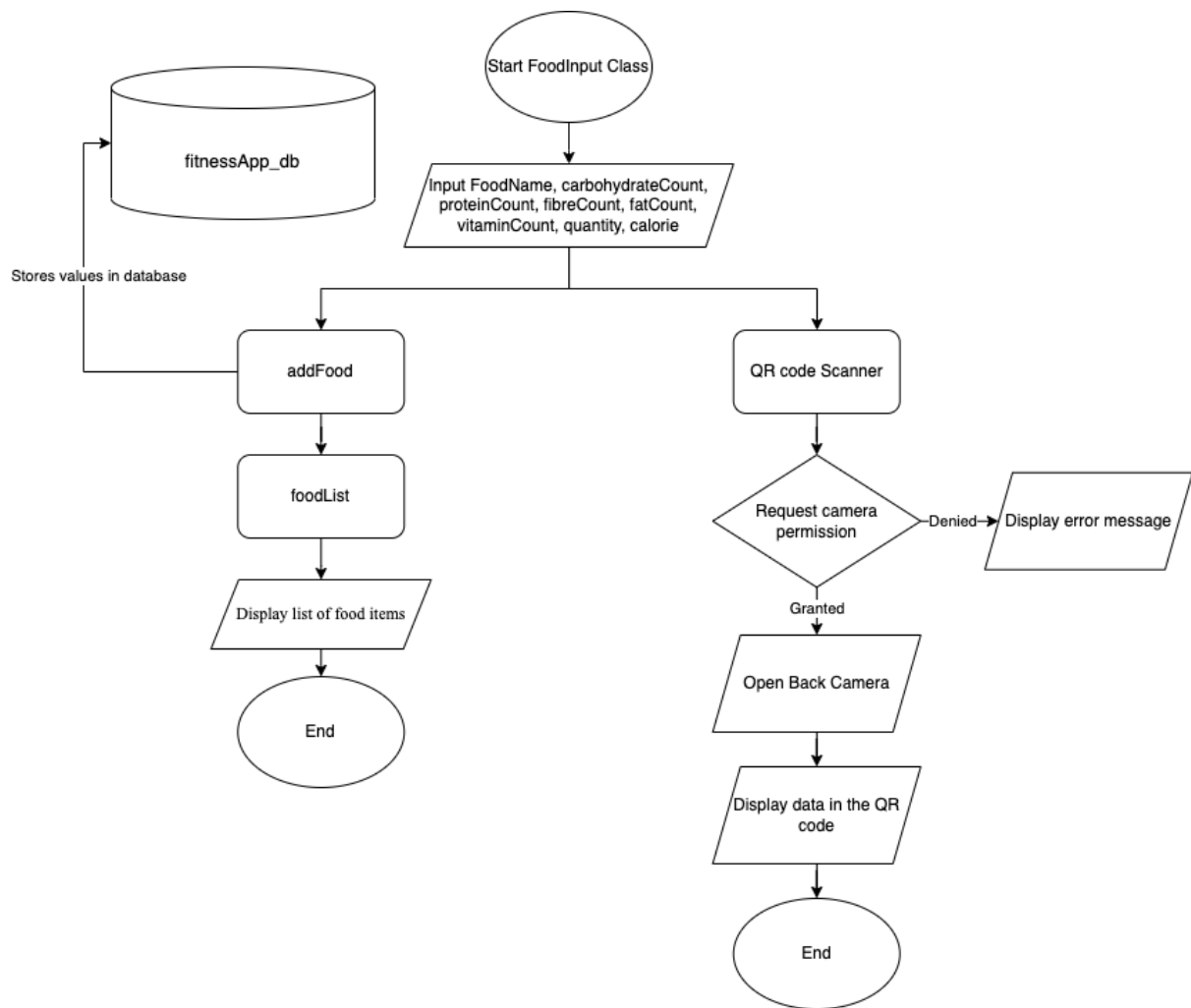


Image 11: System flow diagram of the FoodInput Class

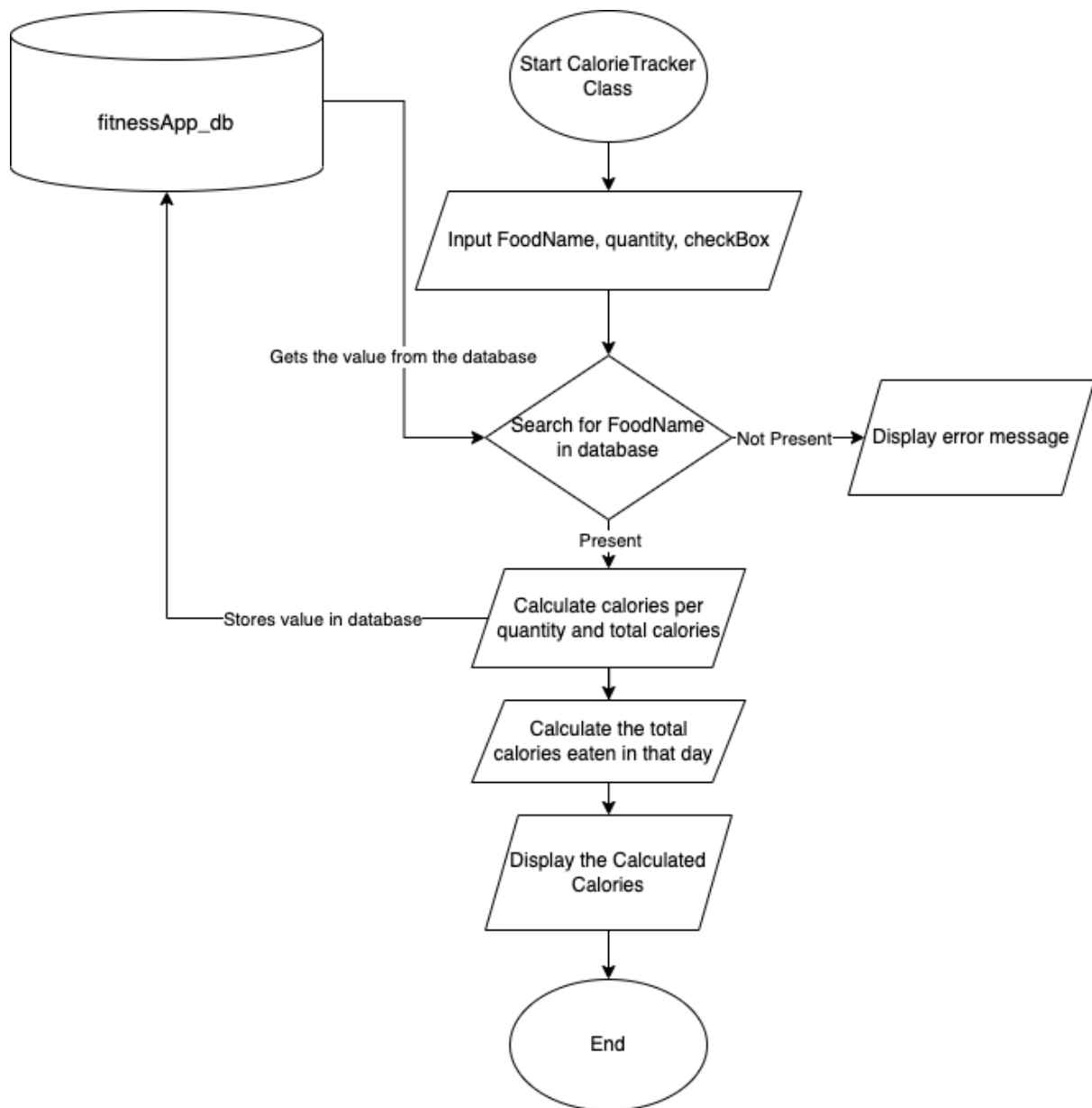


Image 12: System flow diagram of the CalorieTracker class

Structure Chart

Structured the app in this manner on the advice of the client.(Refer to criterion B)

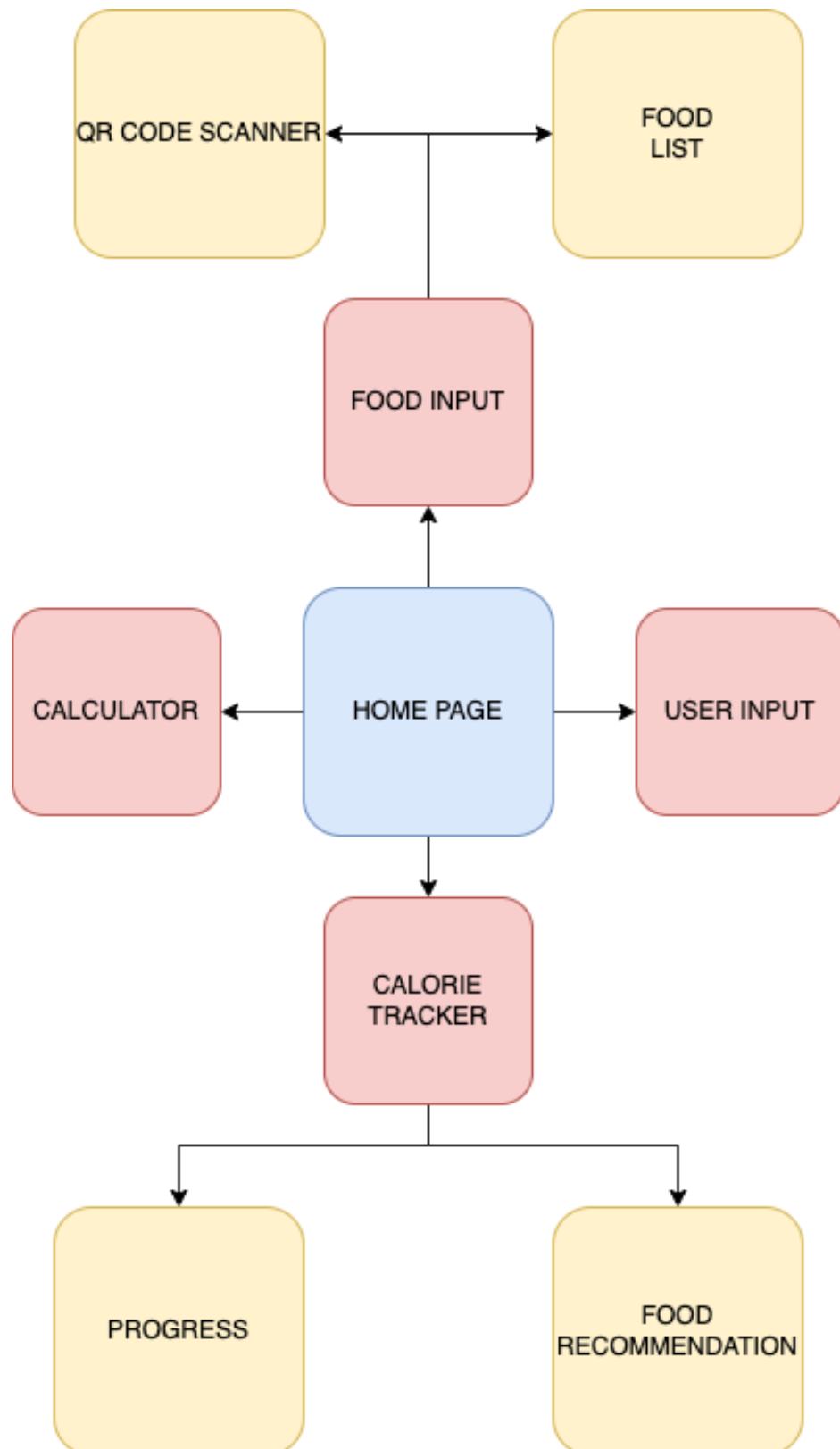


Image 13: Structure chart diagram of the app

Testing Plan

Test Name	Test Type	Criteria Addressed	Nature of Test	Expected Outcome
A	Calculating my BMI	1	Users are able to input their weight and height to calculate their BMI.	Display a pop up toast message with the calculated BMI.
B	Calculating my BMI	1	User enters no values and leaves the height and weight empty.	Display a pop up toast message asking the user to enter all the fields.
C	Calculating my BMI using different values	2	Users are able to calculate their BMI to check if they are healthy, underweight, overweight or obese range.	Display a pop up toast message that showcases the BMI and whether the user is healthy, underweight, overweight or obese.
D	Adding a food item	3	Users are able to input the nutritional facts(eg. Calories, protein, carbohydrates, etc) to add to the database.	Display a pop up toast message saying that the data has been inserted.
E	Adding a food item	3	User enters no values and leaves the nutritional facts(eg. Calories, protein, carbohydrates, etc) empty.	Display an error sign, which when clicked, reminds the user that the field is required.
F	Adding multiple food items and clicking on the show list button	4	Users are able to input the nutritional facts(eg. Calories, protein, carbohydrates, etc) of multiple food items to view them in a list.	Displays a list of cards containing the nutritional facts of the food items entered in the database.

G	Adding a User	5	Users are able to input their personal information (Name, Age, weight, height) to add to the database.	Display a pop up toast message saying that the data has been inserted.
H	Adding a User	5	User enters no values and leaves their personal information (Name, Age, weight, height) empty.	Display a pop up toast message asking the user to enter all fields.
I	Opening the QR code Scanner	6	Users are able to use the QR code scanner to scan QR codes and receive the information stored in them.	Display a pop up screen that shows the information stored in the QR code.
J	Opening the QR code Scanner	6	Users do not give permission to use the camera for the QR code Scanner.	Display a pop up screen that shows an error message.
K	Opening the QR code Scanner	6	Users click the volume up button.	The phone should turn on the flash.
L	Adding Calories eaten in a meal	7	Users are able to input the name and quantity of food items eaten to add to the database.	Display a pop up toast message saying that the data has been inserted.
M	Asking for food recommendations	8	Users are able to receive a list of recommended food items based on their personal information.	Display a page with the recommended food items
N	Tracking Calories	9	Users are able to input the nutritional facts of specific meals (Food name and quantity) to add to the database.	Display a page with the daily calorie consumption.
O	Tracking Calories	9	User enters no values and leaves the food name, quantity or the check boxes empty.	Display an error sign, which when clicked, reminds the user

				that the field is required.
P	Checking for errors	10	User leaves any of the fields in any page empty.	Either display a pop up toast message asking the user to enter all fields or show an error sign, which when clicked, reminds the user that the field is required.
Q	Opening the app	11	User opens the app.	Display a home screen that divides the app in parts to help the user get to where he/she wants to faster.