# SWEN - Nutrition Manager App

Phase II

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## Overview:

**Goal**: Build a system to help users log their food intake, manage calorie limits, add exercises and track daily progress with graphical visuals.

### **Key Features**:

- Add and remove food items (basic food or recipes).
- View daily log of food intake.
- Set and track calorie limits and weight
- Add and remove exercises
- Display through GUI for users to view.

## Features:

### Food Collection:

- Users can add basic food items and recipes.
- Food data is saved in foods.csv

### Daily Log:

- Log food consumption for each day.
- Adjust and track daily calorie limits and weight in log.csv.

### User Interaction:

- o Command-line interface to interact with the program.
- Menu-driven options for logging and viewing data

### • Exercises:

- Users can add exercises
- Exercise data is saved in exercise.csv

## Structure:

#### **Class Overview**

Food & Subclasses: Food is an abstract class. FoodItem stores basic nutrition info, while Recipe combines items.

FoodCollection: Manages Food Objects (items & recipes) and handles loading/saving from foods.csv

DailyLog: tracks daily food, exercise, weight, and calorie limits. Saves to log.csv

Exercise & ExerciseManager: Repersents physical activities and m,anges exercise data.

Model-View-Controller: Modles = holds aps data, Controler = logic and updates handler, MainView, LogVlew, FoodView from GUI.

App Entry: Main and NutritionTrackerApp initialize and launch the application.

### **Data Flow:**

**User Input** → Add food item or log food/recipe. Log exercise and set weight and calories

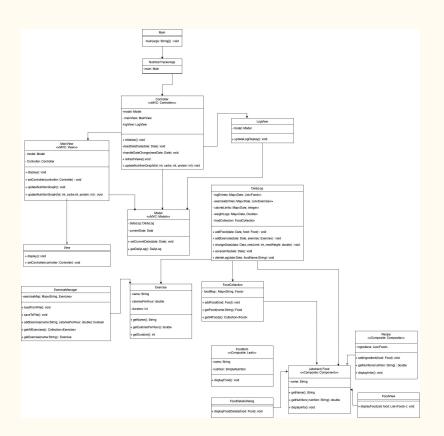
**GUI** → User interacts through MainView, LogVlew and FoodView. Buttons and dropdowns, date pickers, text fields.

**Controller**→ Handles user input events. Updates Model and triggers View refresh.

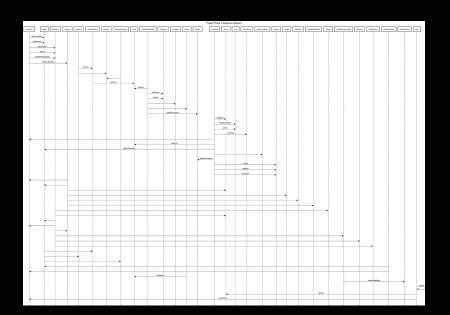
**Model**→ Holds the current selected Date. Interfaces with DailyLog & FoodCollection.

**Nutrition Graph Update** → View updated with macros: Fat %, carbs %, Protein %

### UML -CLASS DIAGRAM



### SEQUENCE DIAGRAM

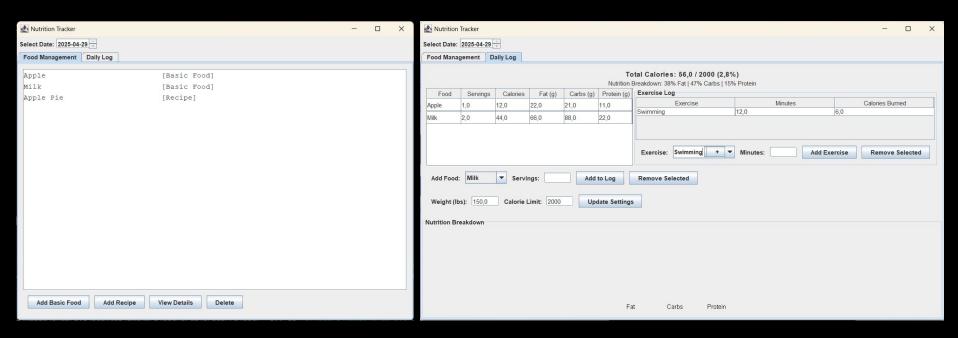




## Design Patterns Used:

- 1. MVC Pattern separates concerns between model (Daily Log & Food Collection), View (all GUI classes FoodView, LogView, MainView), and Controller
- 2. Composite Pattern used in FoodCollection.java to allow treating individual FoodItems and Recipes uniformly
- 3. Adapter Pattern To allow Recipe objects and FoodItem objects to be treated in the same way, even though they have different interfaces
- 4. Observer Pattern the Controller manually notifies views, and the views update dynamically when the Model changes
- 5. Facade Pattern MainView.java acts as a facade by providing a simplified interface to manage and coordinate multiple complex subsystems

## GUI Implementation



### Challenges:

### Extending Functionality:

- Integrating exercise logging alongside food entries
- Expanding support for recipes and serving sizes.

#### Design Pattern Implementation: :

- Applying the patterns to unify food items and recipes along with the MVC and total access to full logs.
- Strengthening MVC architecture to support dynamic updates.

#### Data Persistence:

- Updating log.csv to store both exercise and servings.
- Handling edge cases when reading malformed or incomplete entries.

### **GUI Enhancements:**

- Implementing nutrition graphs based on macro distribution
- Maintaining separation of concerns between Model and View.
- Ensuring real-time interaction for daily logs and goals.

### Conclusion

### **Phase I Accomplishments:**

- Successfully implemented core features: food logging, calorie limit management, weight tracking, and a GUI for easier interaction.
- Data is saved in CSV files, and the system allows users to track and update their daily logs efficiently.

### **Next Steps:**

• Complete the Bar Chart incorporation

### **Phase II Accomplishments:**

- Successfully implemented new features: exercise tracking, calorie goals, and weight logging
- Improvement of the Composite Pattern for recipes and strengthened MVC Pattern

# Thank you!

SWEN PROJECT: Phase II

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