Diet Manager
Project Review

GROUP G5

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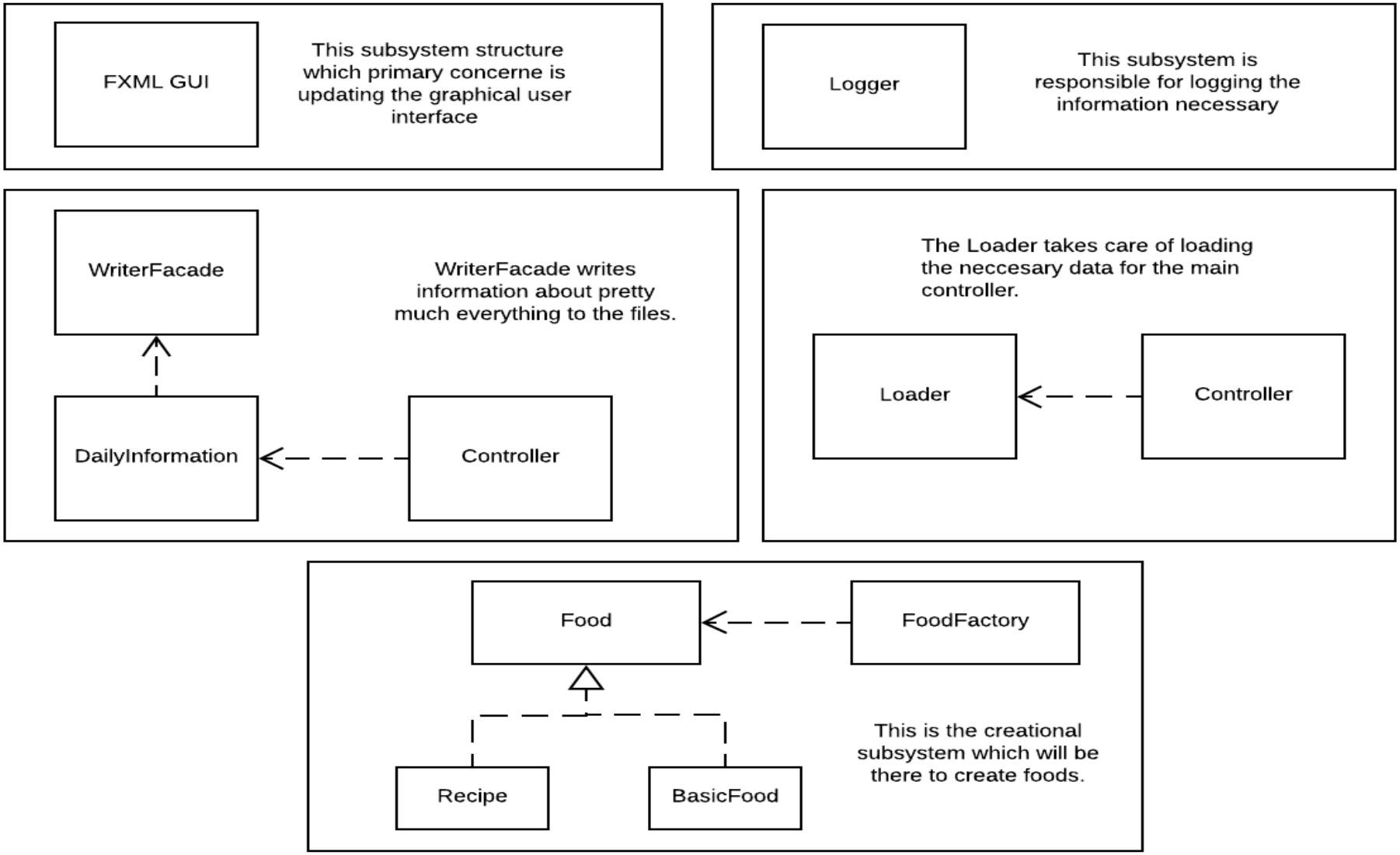
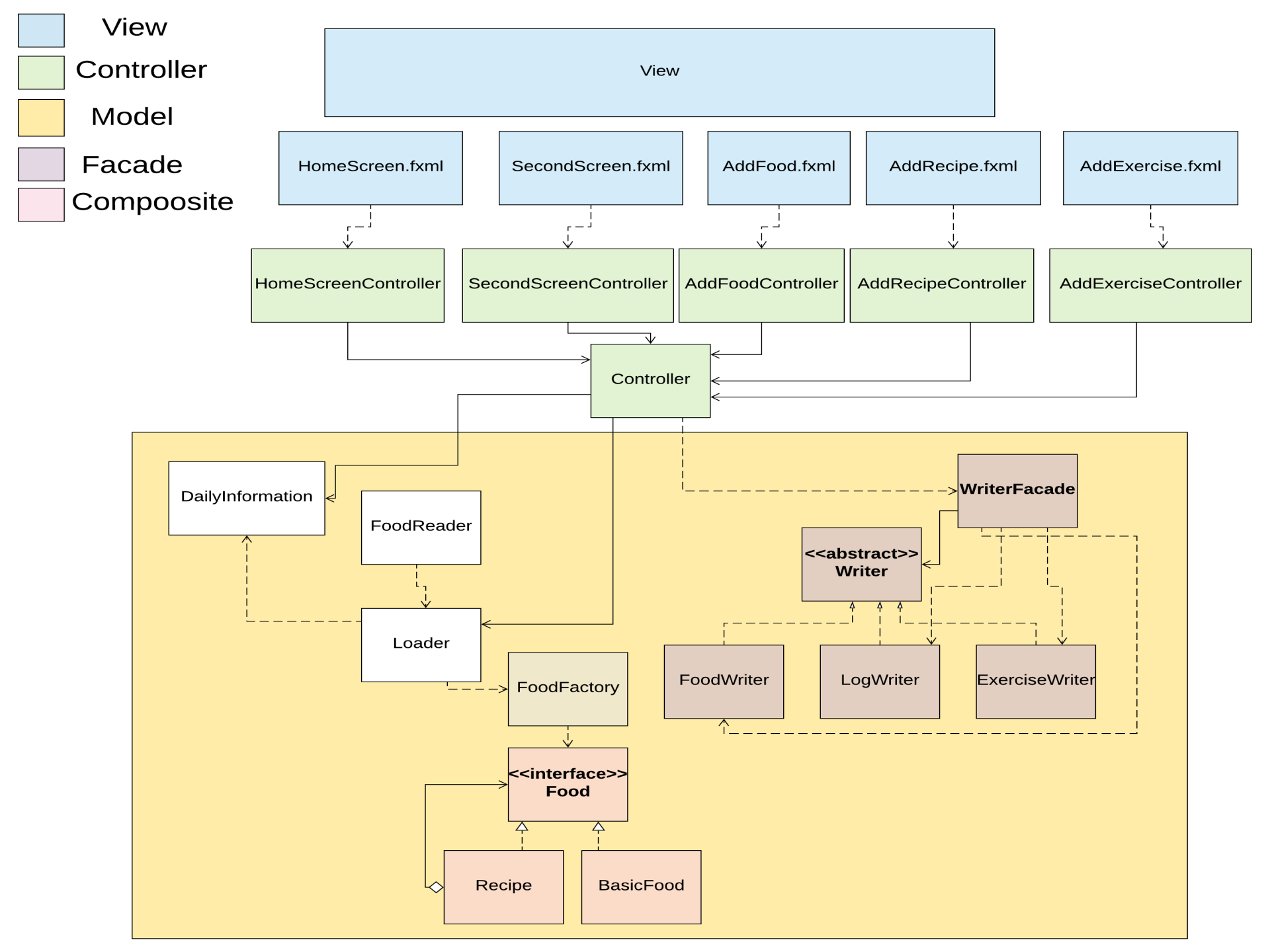
OUTLINE

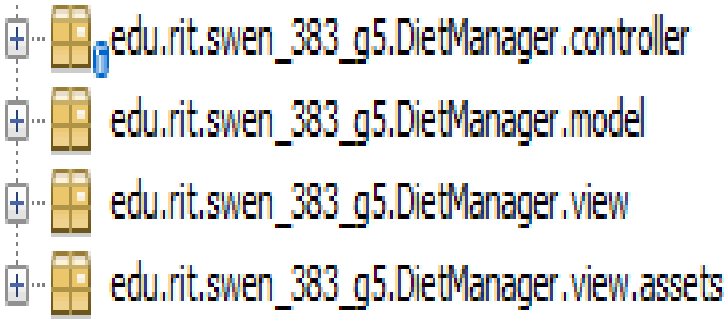
- Overview of the System (UML Class Diagram)
- List of What is Missing
- Part of the Solution We Are Most Proud of
- What Could Have Been Done Better?

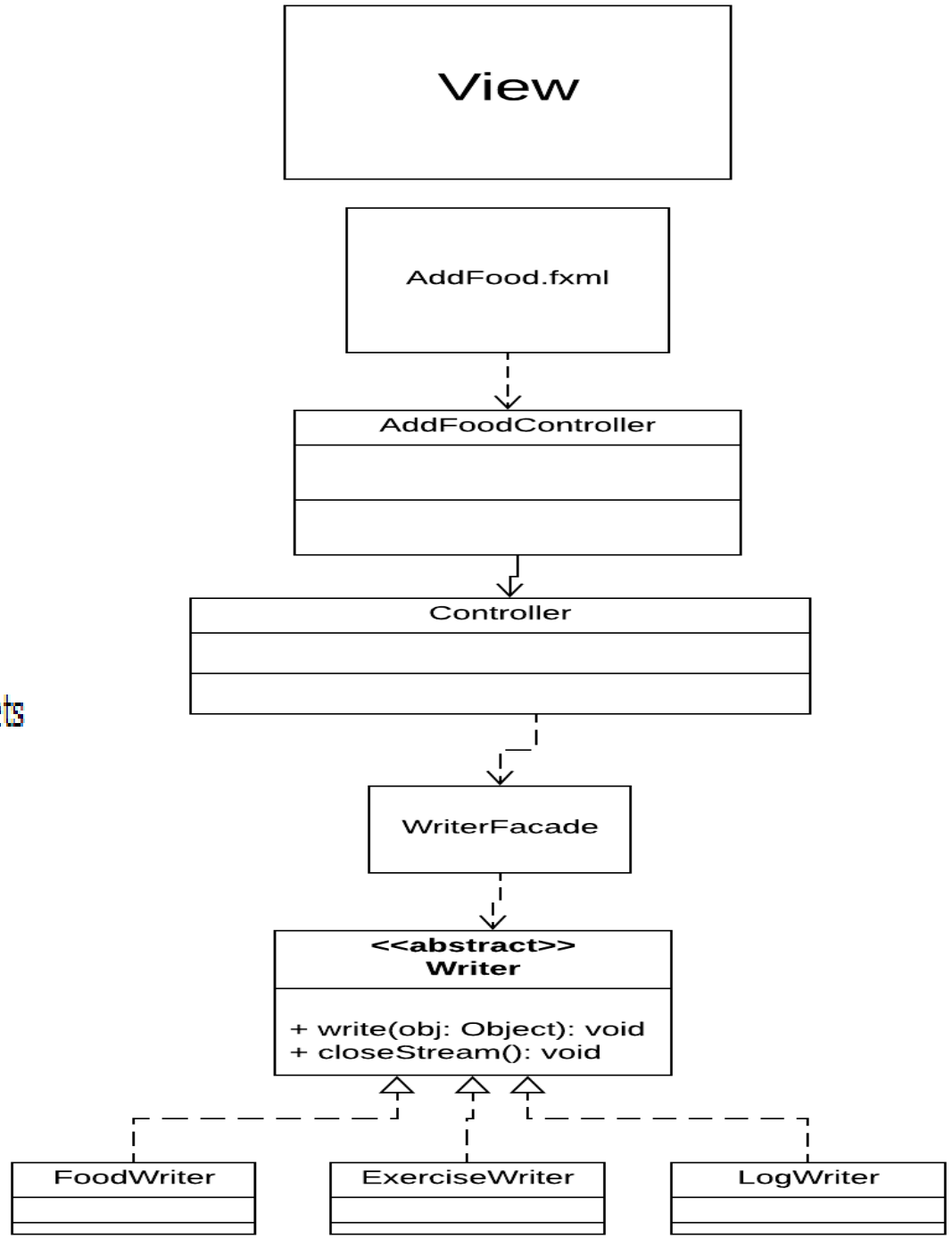
Subsystems


FXML GUI
This subsystem structure which primary concerne is updating the graphical user interface
Logger
This subsystem is responsible for logging the information necessary
WriterFacade
WriterFacade writes information about pretty much everything to the files.
DailyInformation
Controller
The Loader takes care of loading the neccesary data for the main controller.
Loader
Controller
Food
FoodFactory
Recipe
BasicFood
This is the creational subsystem which will be there to create foods.

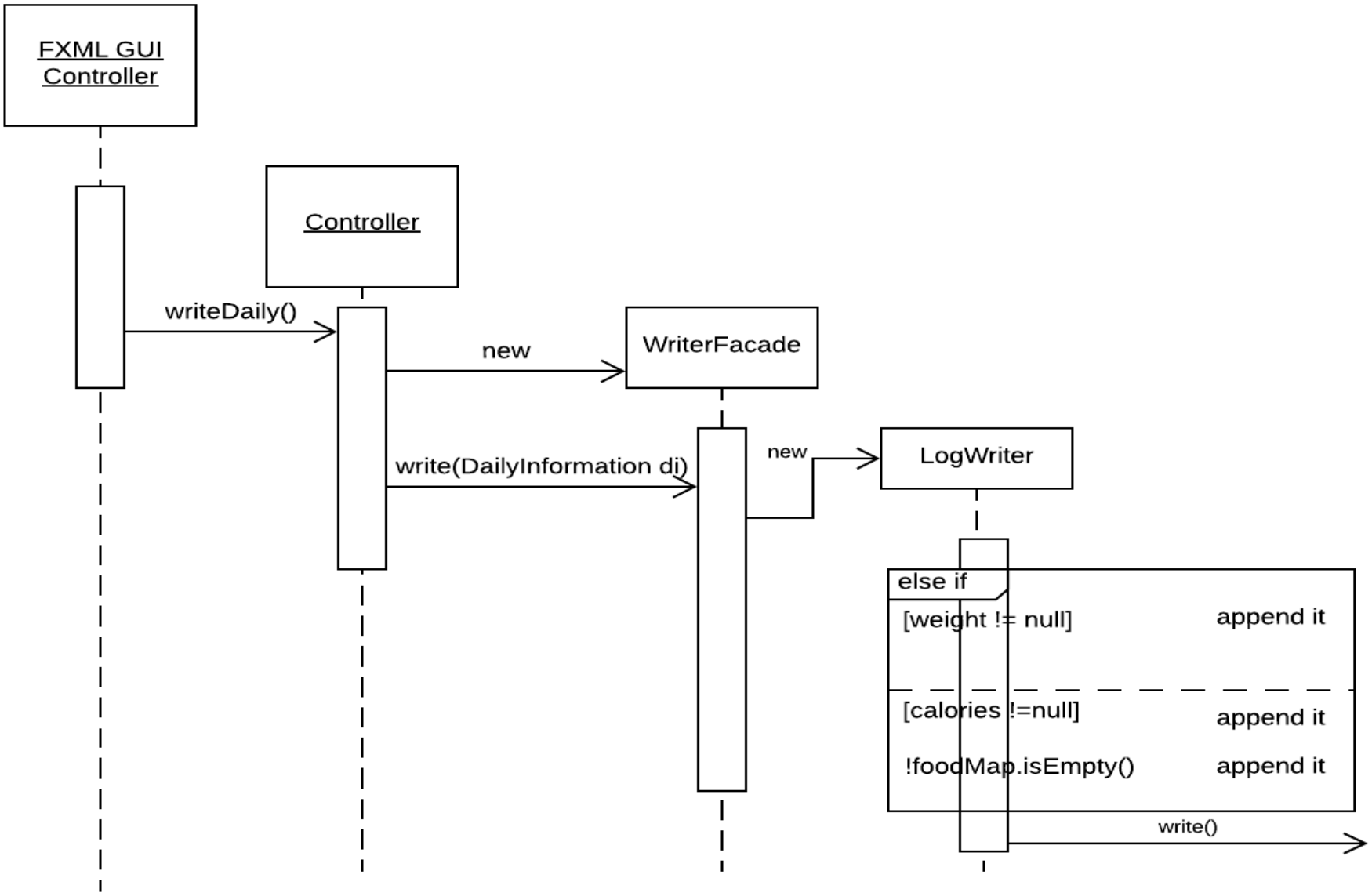

View
Controller
Model
Facade
Compoosite
View
HomeScreen.fxml
SecondScreen.fxml
AddFood.fxml
AddRecipe.fxml
AddExercise.fxml
HomeScreenController
SecondScreenController
AddFoodController
AddRecipeController
AddExerciseController
Controller
DailyInformation
FoodReader
Loader
FoodFactory
<<interface>>
Food
Recipe
BasicFood
WriterFacade
<<abstract>>
Writer
FoodWriter
LogWriter
ExerciseWriter

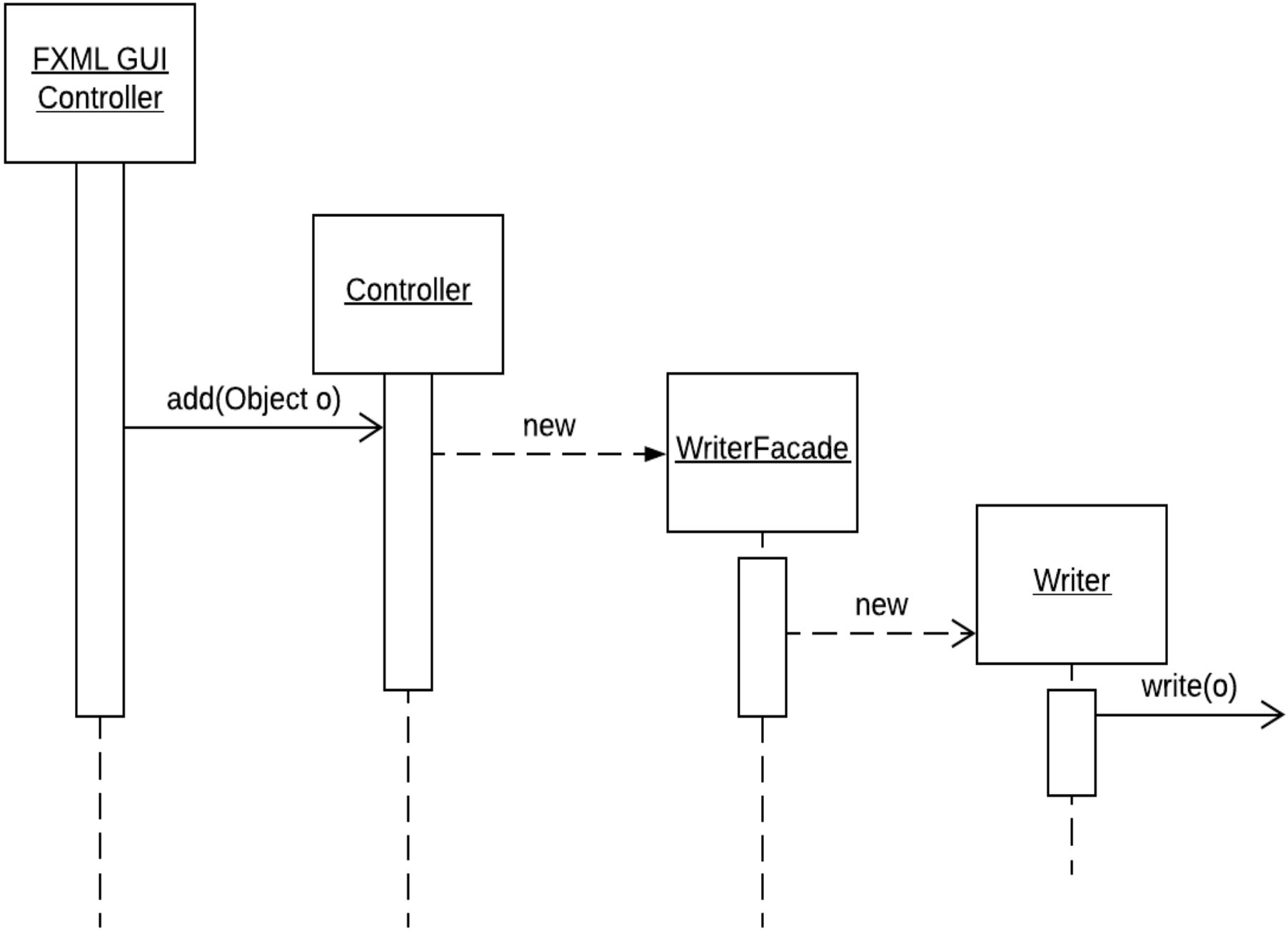
MVC

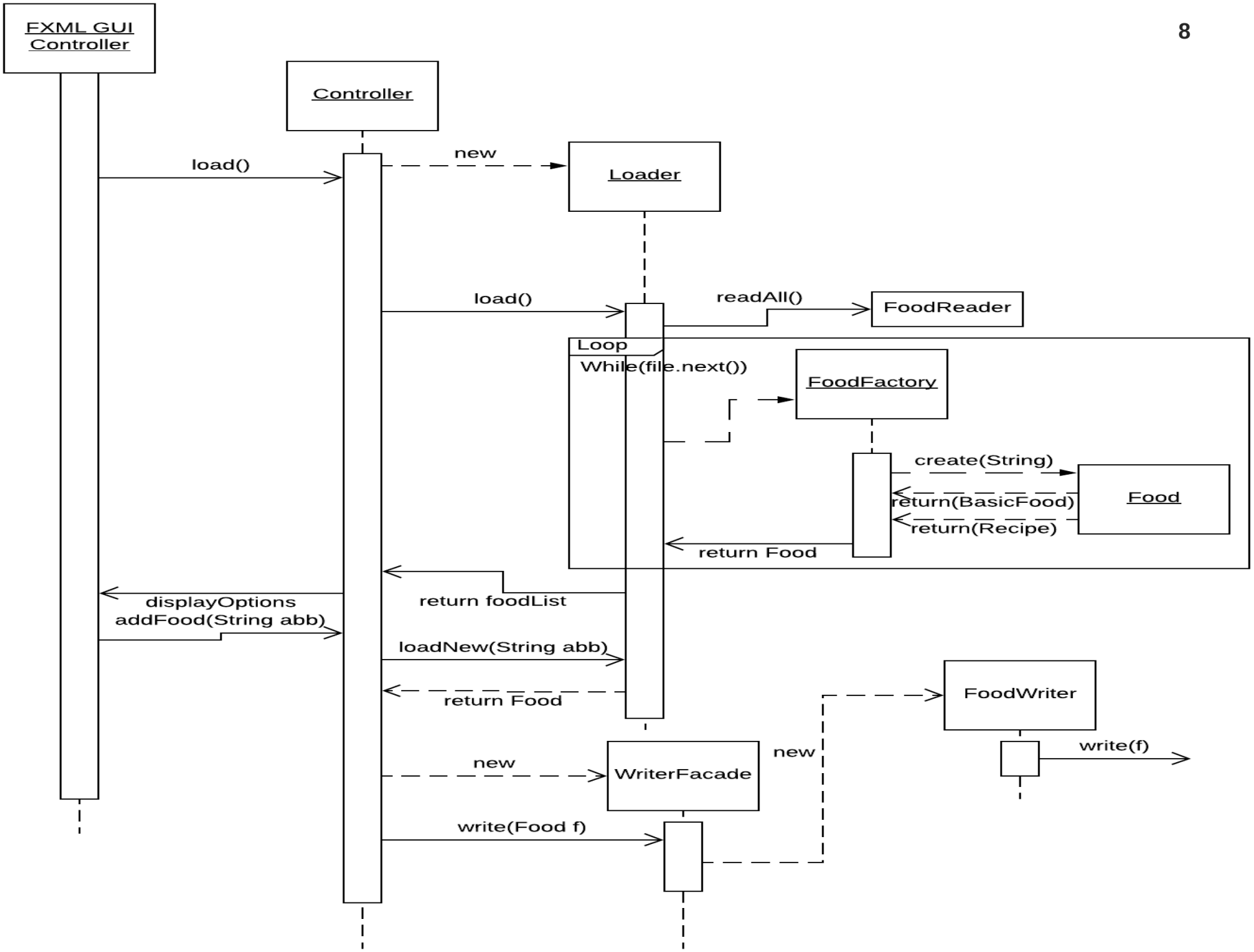

edu.rit.swen_383_g5.DietManager.controller
edu.rit.swen_383_g5.DietManager.model
edu.rit.swen_383_g5.DietManager.view
edu.rit.swen_383_g5.DietManager.view.assets


View
AddFood.fxml
AddFoodController
Controller
WriterFacade
<<abstract>>
Writer
+ write(obj: Object): void
+ closeStream(): void
FoodWriter
ExerciseWriter
LogWriter

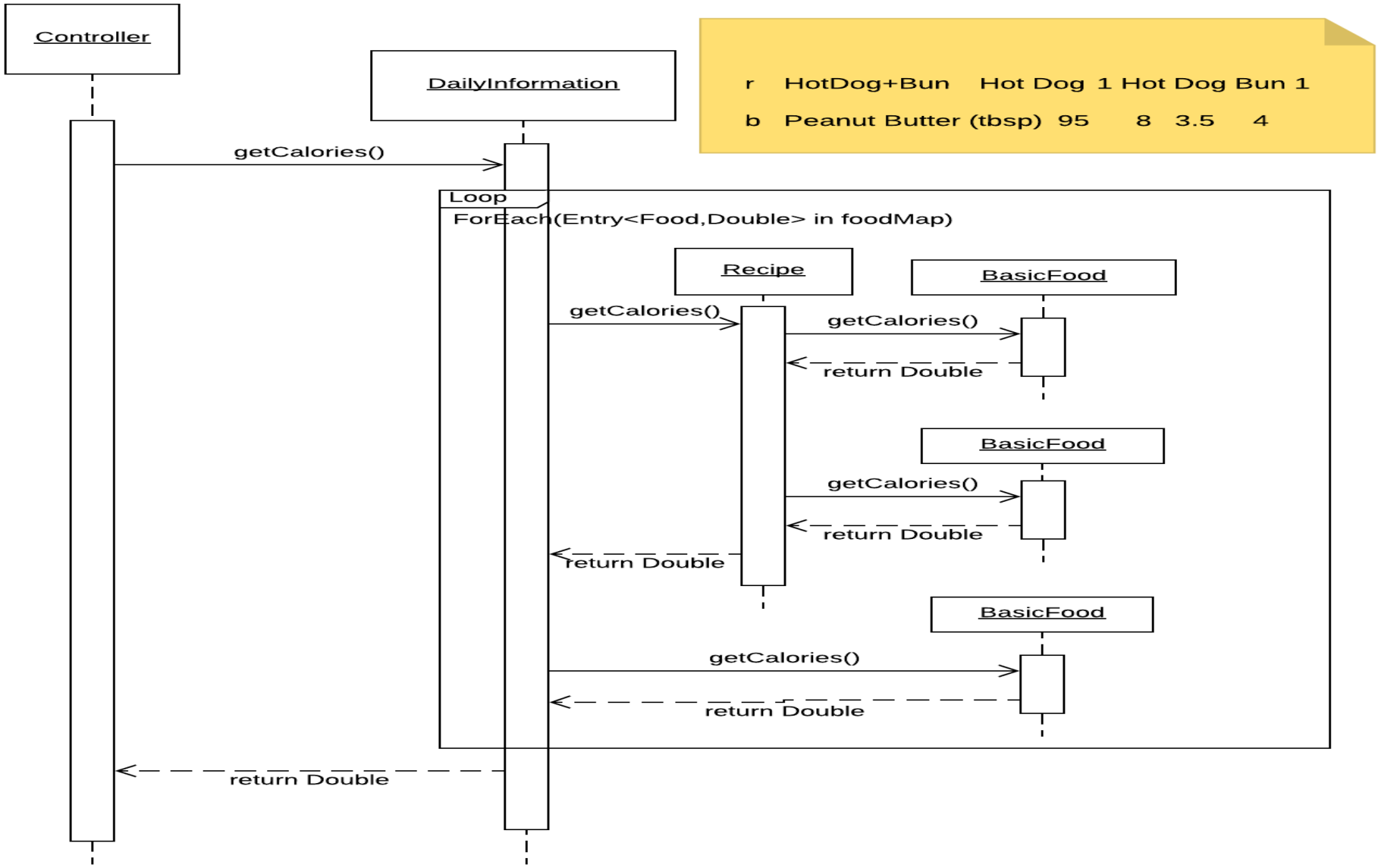
Facade


FXML GUI Controller
Controller
writeDaily()
new
WriterFacade
write(DailyInformation di)
new
LogWriter
else if
[weight != null]
append it
[calories !=null]
append it
!foodMap.isEmpty()
append it
write()

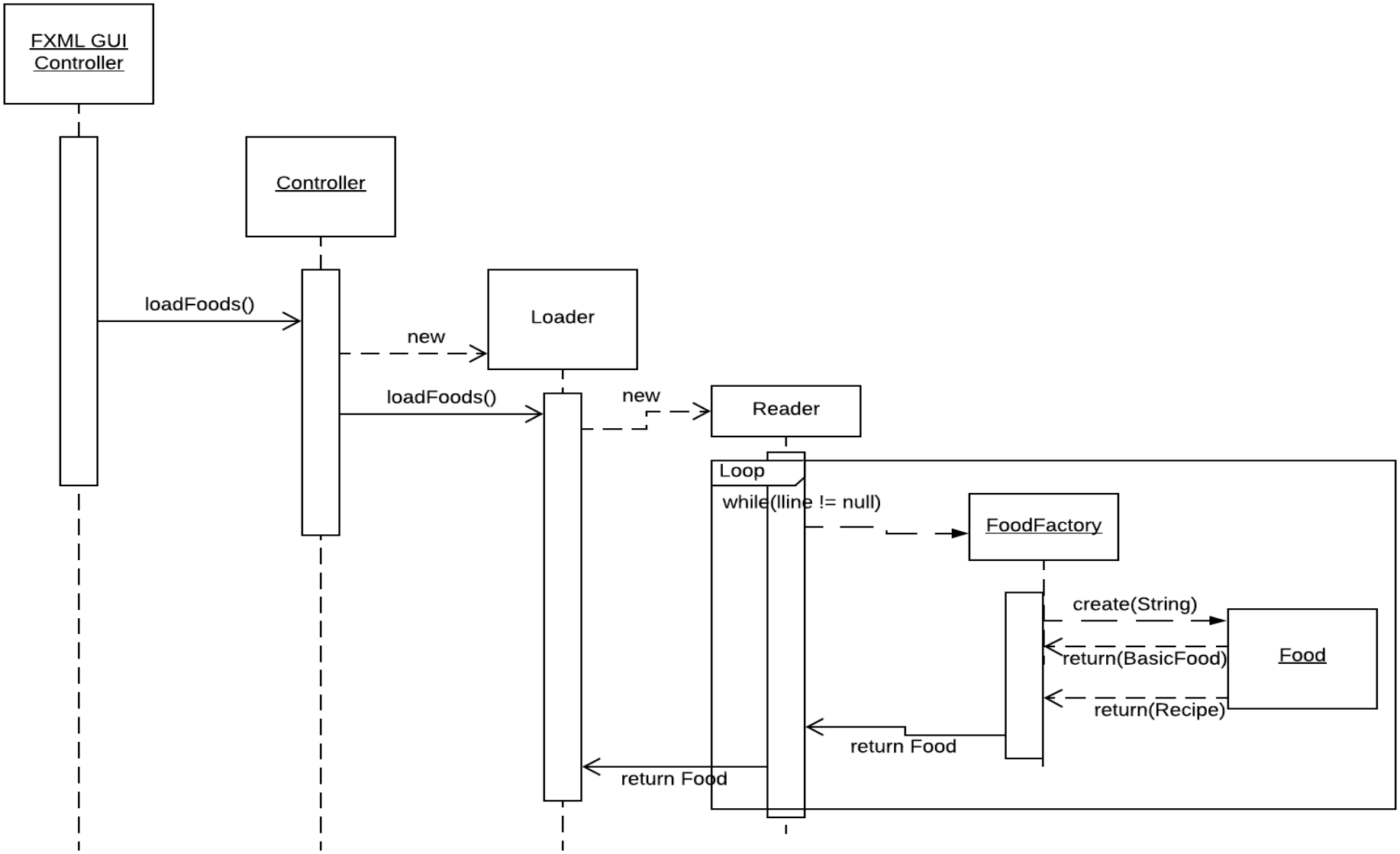

FXML GUI Controller
Controller
add(Object o)
new
WriterFacade
new
Writer
write(o)


FXML GUI Controller
Controller
Loader
FoodReader
FoodFactory
Food
FoodWriter
WriterFacade
load()
new
load()
readAll()
Loop
While(file.next())
create(String)
return(BasicFood)
return(Recipe)
return Food
return foodList
displayOptions
addFood(String abb)
loadNew(String abb)
return Food
new
write(f)
new
write(Food f)

Composite


Controller
DailyInformation
r HotDog+Bun Hot Dog 1 Hot Dog Bun 1
b Peanut Butter (tbsp) 95 8 3.5 4
getCalories()
Loop
ForEach(Entry<Food,Double> in foodMap)
Recipe
BasicFood
getCalories()
getCalories()
return Double
BasicFood
getCalories()
return Double
return Double
BasicFood
getCalories()
return Double
return Double

Creation


FXML GUI Controller
Controller
loadFoods()
new
Loader
loadFoods()
new
Reader
Loop
while(lline != null)
FoodFactory
create(String)
Food
return(BasicFood)
return(Recipe)
return Food
return Food

What are we proud of

- Team Work <3

What's missing

- Well…

What could have been done better