Mobile Programming
Aden Food

Project Presentation

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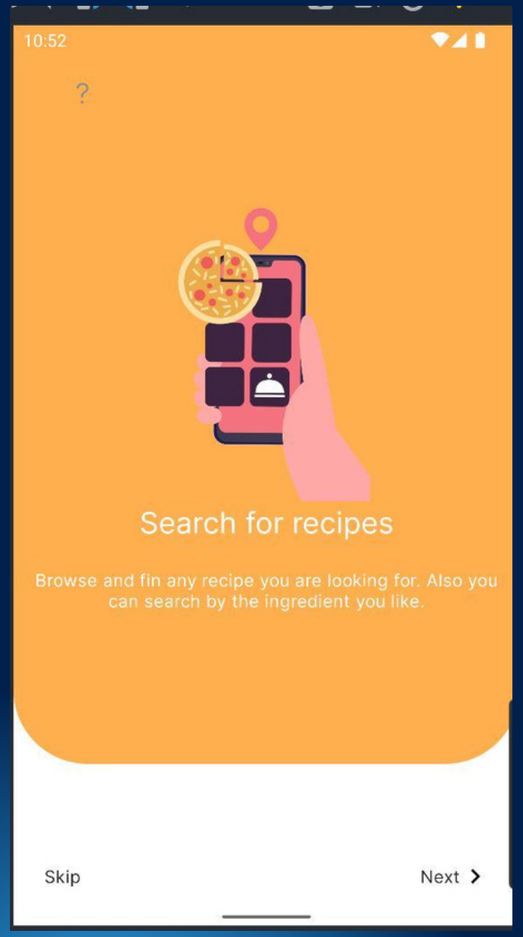
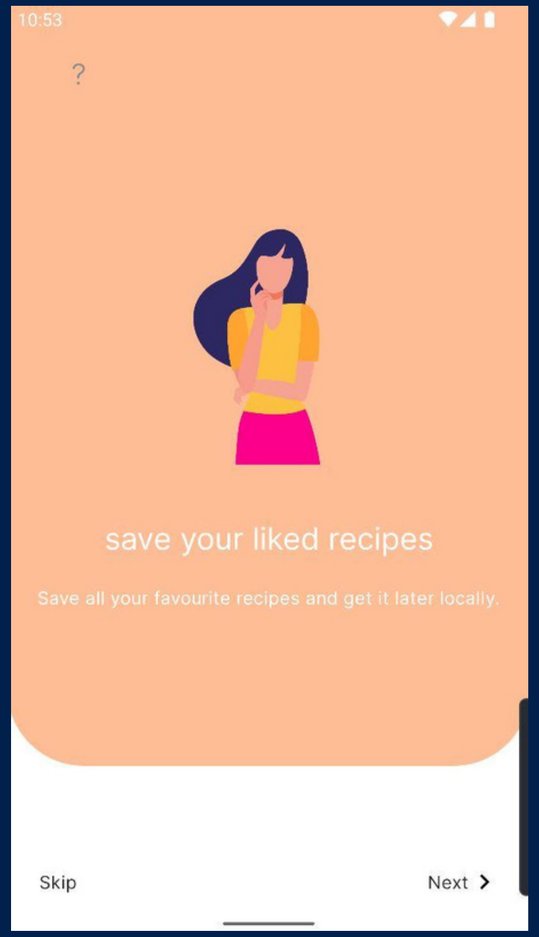
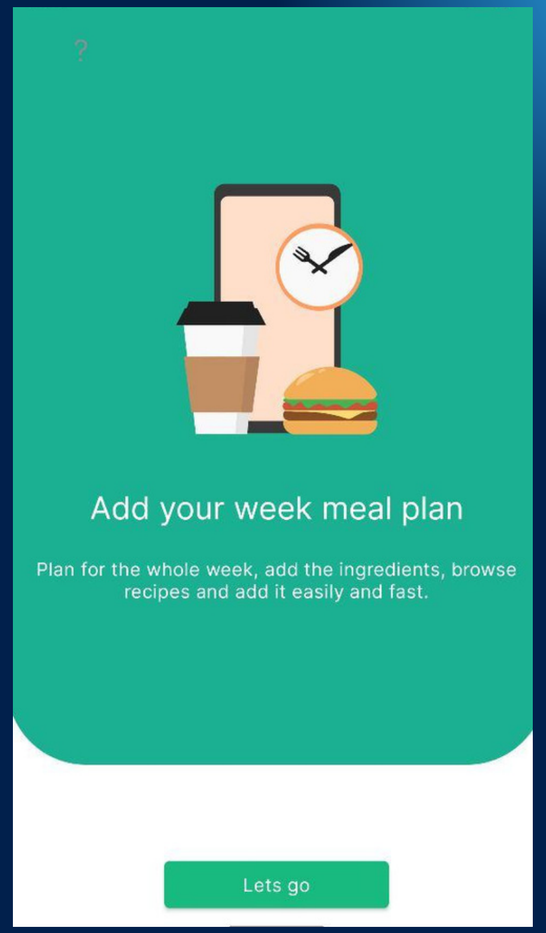
Aden Food

We designed a software to provide users with access to a vast collection of recipes, ingredients, cooking tips, and other related content. The app allows users to search for their preferred recipe based on various criteria such as meal type, cuisine, dietary restrictions, or ingredient preferences.

User Introduction Scenario

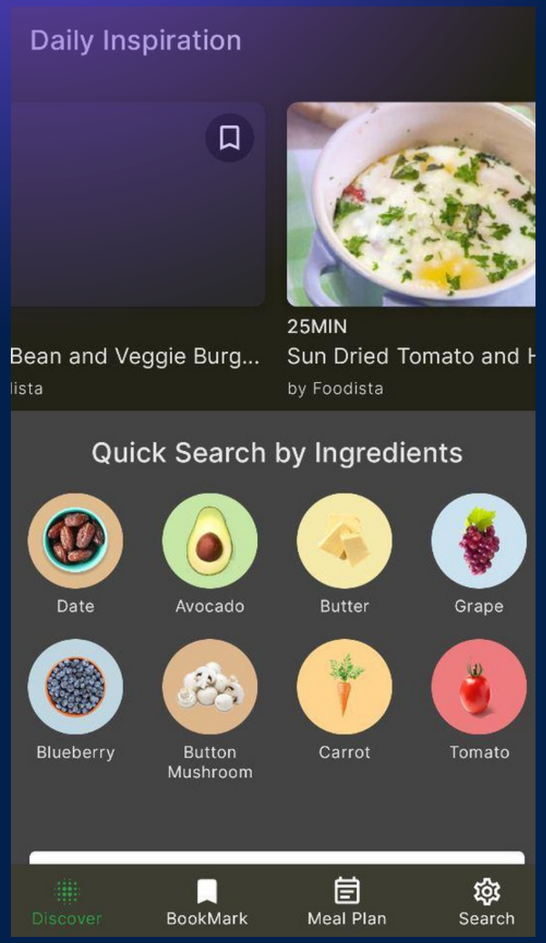






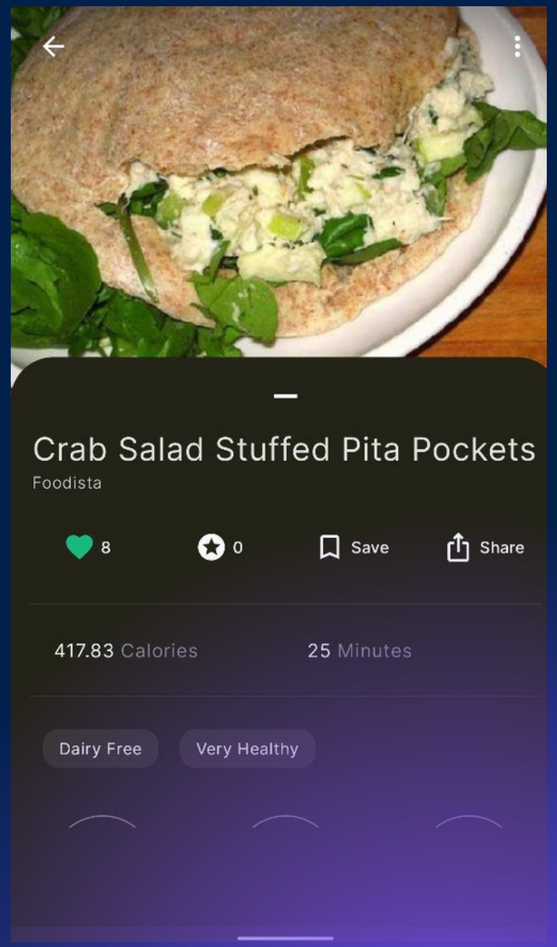
How app looks when you first install

Basic UI features



In first frame, you can see quick search by ingredients. You can find recipes based on the ingredients you have.

In second frame, there is some statistics about the recipe. You can like it, share, save, or leave a comment.



OpenCV feature

We decided to make authentication to our application based on the face recognition system.

We used VGG-Face recognition model to recognize faces.

You first create account based on your mobile phone, and then you can add face authentication method.

Code Structure

It has the following the modules:

BASE is a folder that stores all main interfaces.

Common is a shared component used in pages.

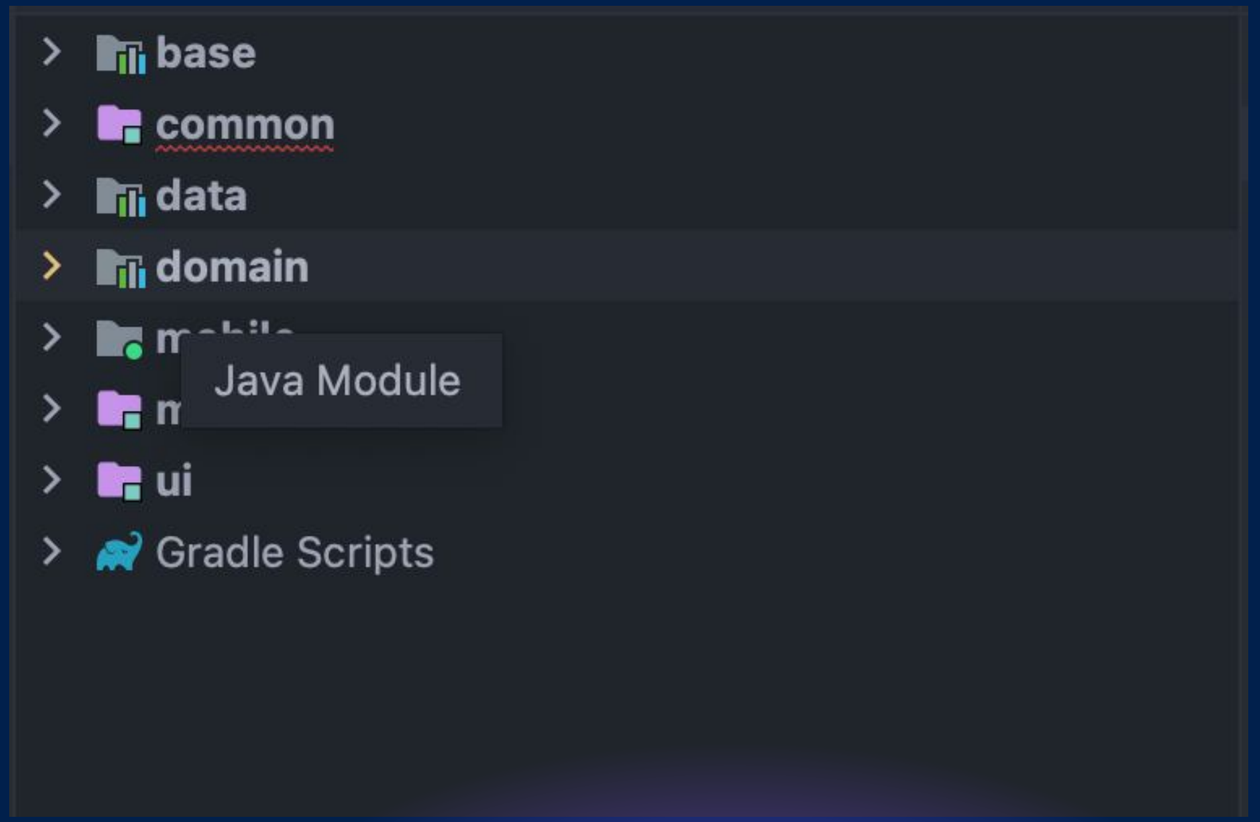
Data is responsible for managing the communication between local, remote, and model which stores data.

Domain holds the business logic that is used by several components.

Mobile is where the real application starts working and where the main pages are displayed.

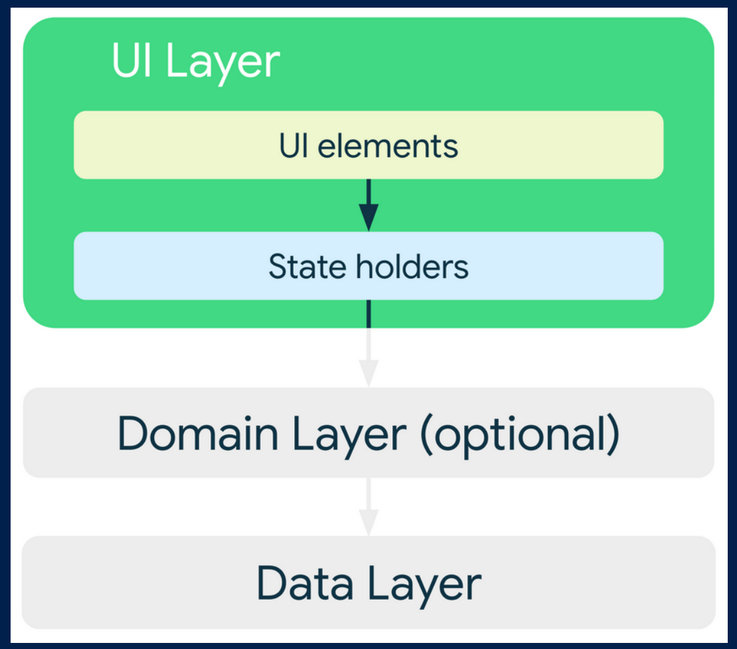
Model contains the models used in the application.

UI refers to the user interface where all components are located.

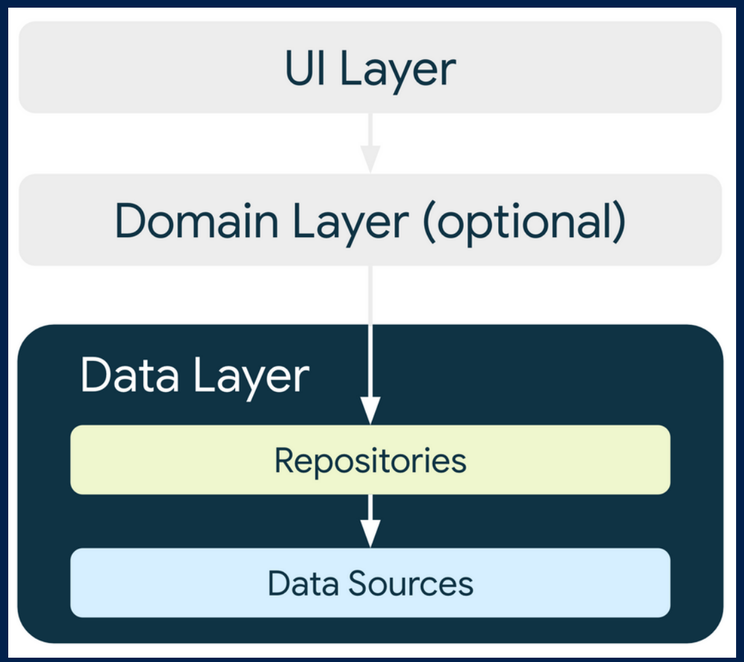


Reference

We implemented our architecture based on the guide provided in the following url:
https://developer.android.com/topic/architecture



The UI layer's role in app architecture



The data layer's role in app architecture

Time to demonstrate

Thank you!