Project: Recipe Generator
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Recipe Generator

The project “Recipe Generator” is a simple desktop application written in Python which can run on both linux and windows environments. The application is simple to use and has a simple functionality: search for a recipe. The purpose of the application is to allow users to search for unique recipes. The application works by allowing a user to input a name of a dish or food item. The application processes the request by connecting to an external API which is described later in the document. After getting the necessary information from the API, the application returns a unique recipe with a recipe title, a proper list of ingredients, a link to different websites that contains more helpful information about the recipe and then finally an image.

The way that the application works by first sending a POST request to the Recipe Puppy API which contains millions of recipes; we do this using Flask. The API queries the online databases to find the matching ingredients that were requested by the user and sends the data is sent back to the Flask application. Once the API has queried a response we return a json payload which contains all the information we need in order to format the results into a beautifully crafted recipe for the user instead of some mashed up lines of code.

The Recipe Generator project uses python's tkinter framework to build a functional and simple GUI application. Some of the tkinter functions utilized in the application are a Label, Entry, and Button. In order to connect and properly communicate the data, we implemented a flask restful api which handles the requests from the Recipe Generators main application that are originally made by the user and then processed by the API.

The application Recipe Generator is an open source application which is available on our team's Github page: https://github.com/janeenyamak/reciepeGenerator

The final project on Github consists of three python files: recipeGenerator.py, recipe.py, and main.py. There is also a readme file and an official open source license. We included a license in order to allow this project to contain scalability we opted in for it to be fully open source. Through the MIT license we were able to ensure that we had some control over our project while also making sure that the project was available to the general public and we did this by adding specific permissions and limitations.