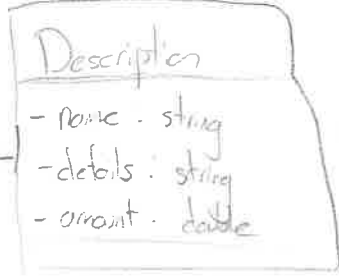
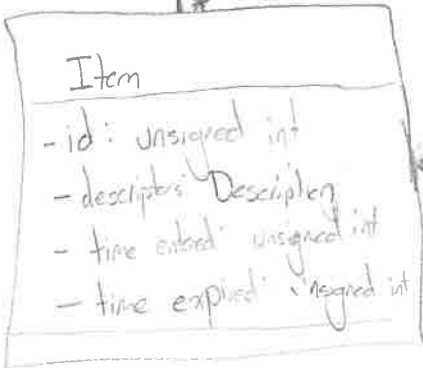
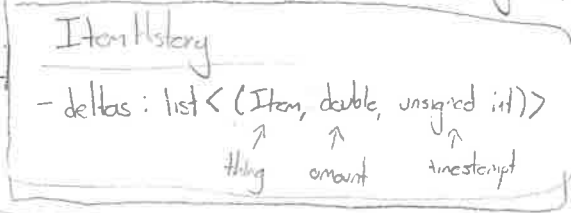
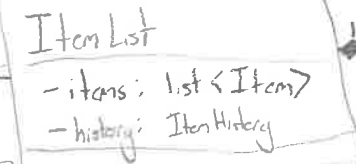
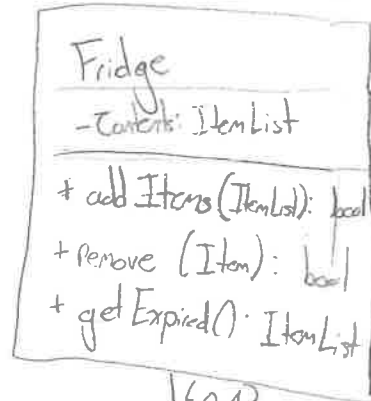


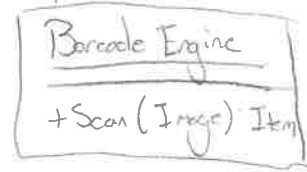
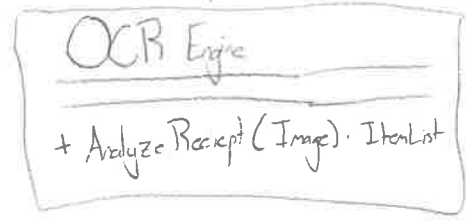
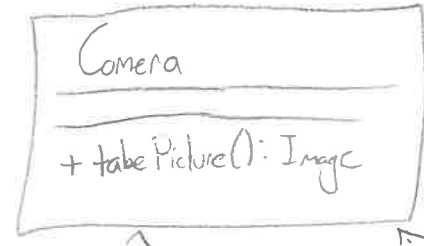
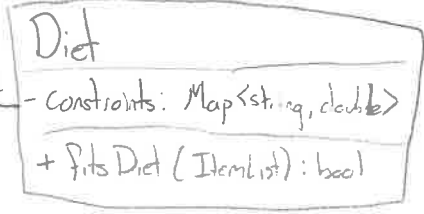
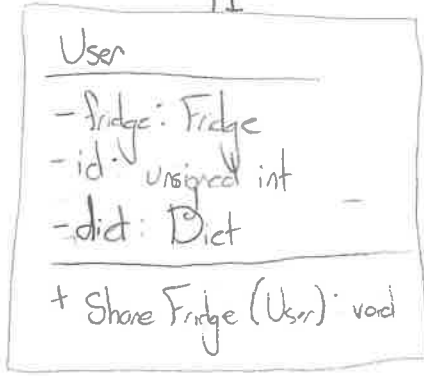
Design Principle: SOLID

This inheritance is an example of Open-Closed principle, where a recipe extends the functionality of ItemList by adding the information a user could use the item for, but does not modify the functionality - as a recipe is just a list of items with some instructions



Design Pattern: Iterator Pattern

The Item list is an iterator class, we use it to hide the organization of items and allow the app to traverse this list in any way that we would need to (ie various sorts, randomized, organized by recipe use)



Design Principle: SOLID

This is a single responsibility class, as it only has the information needed to do the one task, recommend what food the user needs

