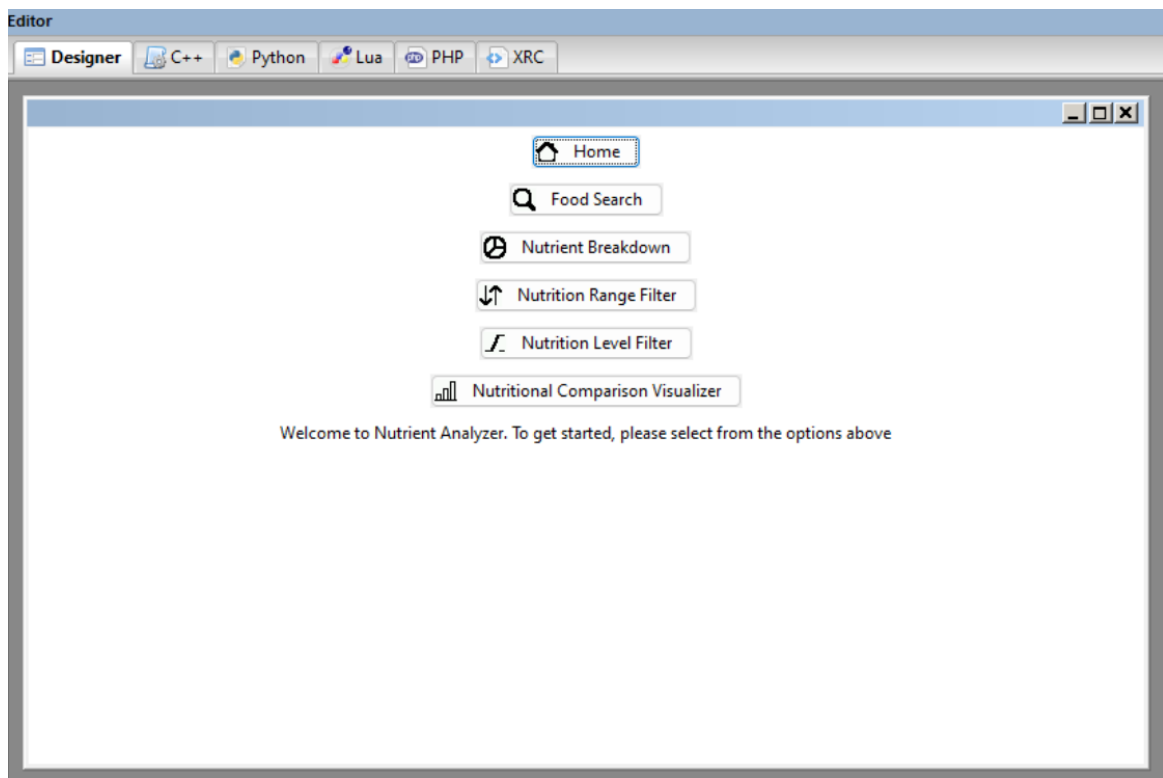
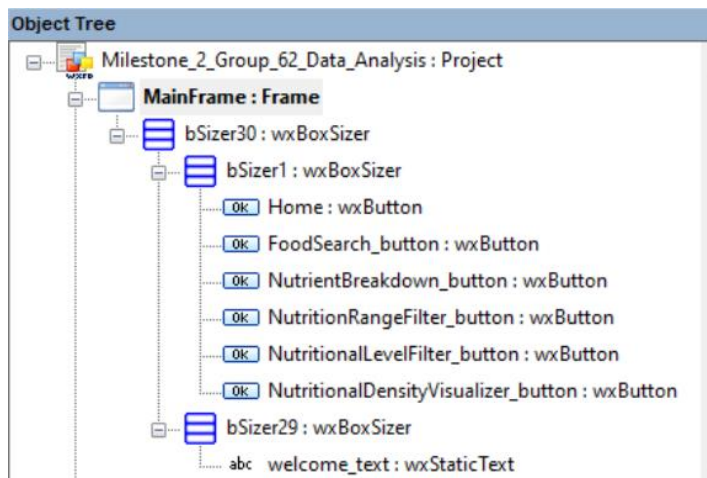


# Object Tree Item 1: Main Frame



# Object Tree Item 2: Food Search

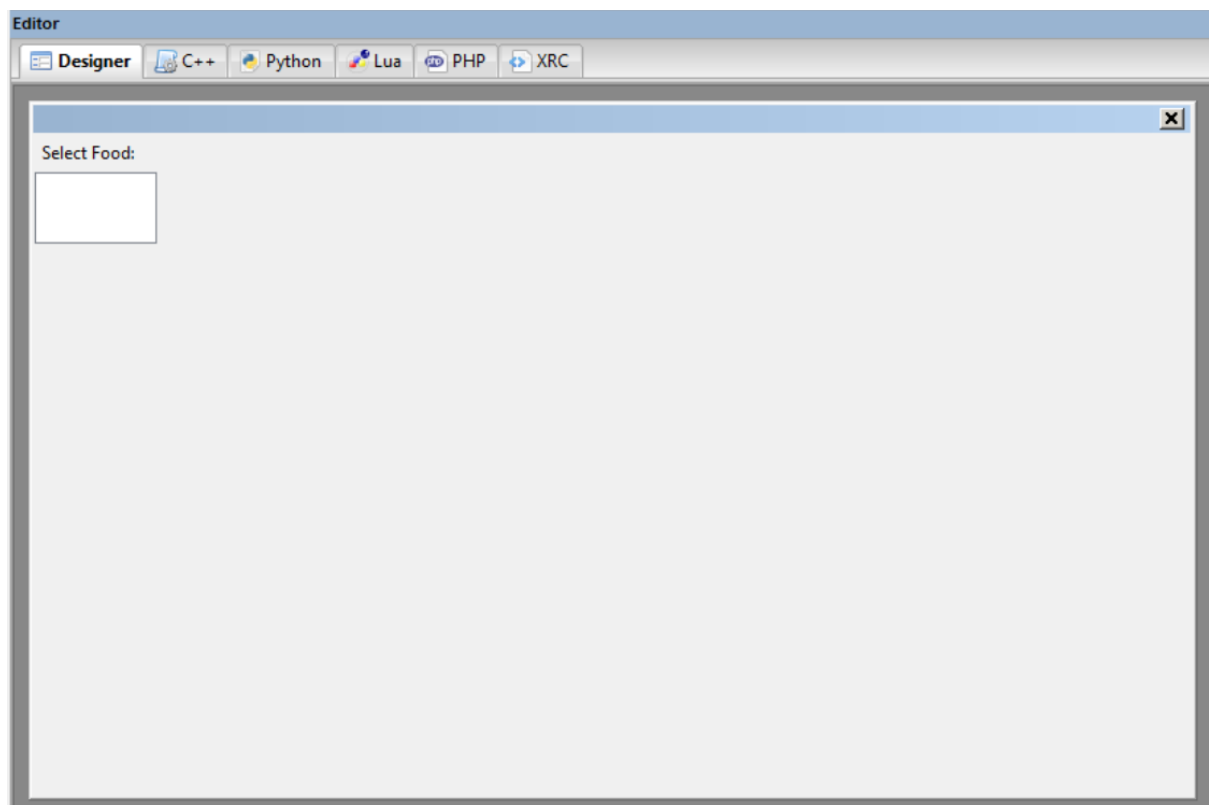
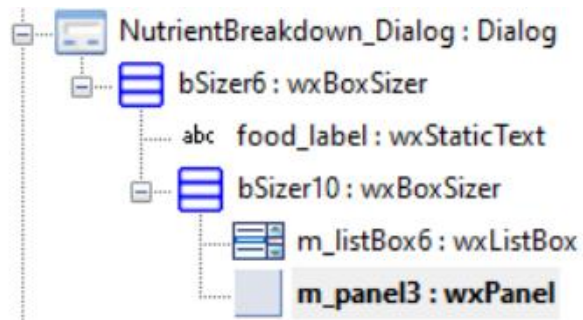
The screenshot displays the wxPython IDE interface. The top section shows the 'Object Tree' for a 'FoodSearch\_Dialog : Dialog'. The tree structure is as follows:

- FoodSearch\_Dialog : Dialog
  - bSizer35 : wxBoxSizer
    - bSizer3 : wxBoxSizer
      - abc m\_staticText31 : wxStaticText
      - bSizer5 : wxBoxSizer
        - abc m\_staticText3 : wxStaticText
        - m\_textCtrl1 : wxTextCtrl
        - Search\_button : wxButton
  - m\_grid3 : wxGrid

The bottom section shows a preview of the dialog's UI. It features a title bar, a close button, and a label 'Enter a food name to view its nutritional details'. Below this is a text input field labeled 'Food Name:' and a 'Search' button. The main area contains a table with 6 columns: 'Food Name', 'Nutrition value 1', 'Nutrition value 2', 'Nutrition value 3', and 'Nutrit' (truncated). The table has 5 data rows, each with a serial number in the first column.

	Food Name	Nutrition value 1	Nutrition value 2	Nutrition value 3	Nutrit
1	Food Name-1	Nutrition value 1-1	Nutrition value 2-1	Nutrition value 3-1	Nutrition value 4-1
2	Food Name-2	Nutrition value 1-2	Nutrition value 2-2	Nutrition value 3-2	Nutrition value 4-2
3	Food Name-3	Nutrition value 1-3	Nutrition value 2-3	Nutrition value 3-3	Nutrition value 4-3
4	Food Name-4	Nutrition value 1-4	Nutrition value 2-4	Nutrition value 3-4	Nutrition value 4-4
5	Food Name-5	Nutrition value 1-5	Nutrition value 2-5	Nutrition value 3-5	Nutrition value 4-5

# Object Tree Item 3: Nutrient Breakdown



## Object Tree Item 4: Nutrient Range Filter

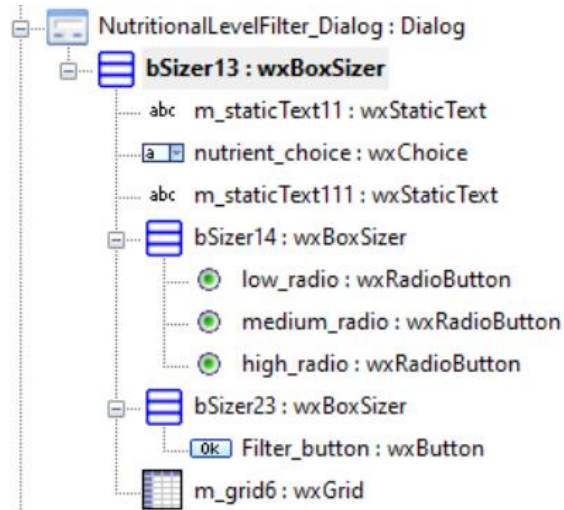
The screenshot displays the wxPython IDE interface. The top section shows the 'Object Tree' for a dialog titled 'NutrientRangeFilter\_Dialog : Dialog'. The tree structure is as follows:

- NutrientRangeFilter\_Dialog : Dialog
  - bSizer11 : wxBoxSizer
    - bSizer12 : wxBoxSizer
      - bSizer121 : wxBoxSizer
        - abc nutrient\_label : wxStaticText
        - a nutrient\_choice : wxChoice
      - bSizer21 : wxBoxSizer
        - abc m\_staticText8 : wxStaticText
        - a m\_textCtrl2 : wxTextCtrl
        - abc m\_staticText9 : wxStaticText
        - a m\_textCtrl3 : wxTextCtrl
        - OK Filter\_button : wxButton
  - m\_grid5 : wxGrid

The bottom section shows a preview of the dialog box. It has a title bar 'Select Nutrient' and a close button. The dialog contains a dropdown menu for selecting a nutrient, two input fields for 'Min Range' and 'Max Range', and a 'Filter' button. Below these controls is a table with 5 rows and 3 columns: 'Food Name' and 'Value'.

	Food Name	Value
1	Food Name-1	Value-1
2	Food Name-2	Value-2
3	Food Name-3	Value-3
4	Food Name-4	Value-4
5	Food Name-5	Value-5

# Object Tree Item 5: Nutritional Level Filter



Editor

Designer C++ Python Lua PHP XRC

Select Nutrient to check its levels

Select Nutrient Level

☐ Low ☐ Medium ☐ High

Filter Food Items for that Level

	Food Name	Nutrition Density
1	Food Name-1	Nutrition Density-1
2	Food Name-2	Nutrition Density-2
3	Food Name-3	Nutrition Density-3
4	Food Name-4	Nutrition Density-4
5	Food Name-5	Nutrition Density-5

# Object Tree Item 6: Nutritional Density Comparison

