

CalNourish

Design 07

Group 17

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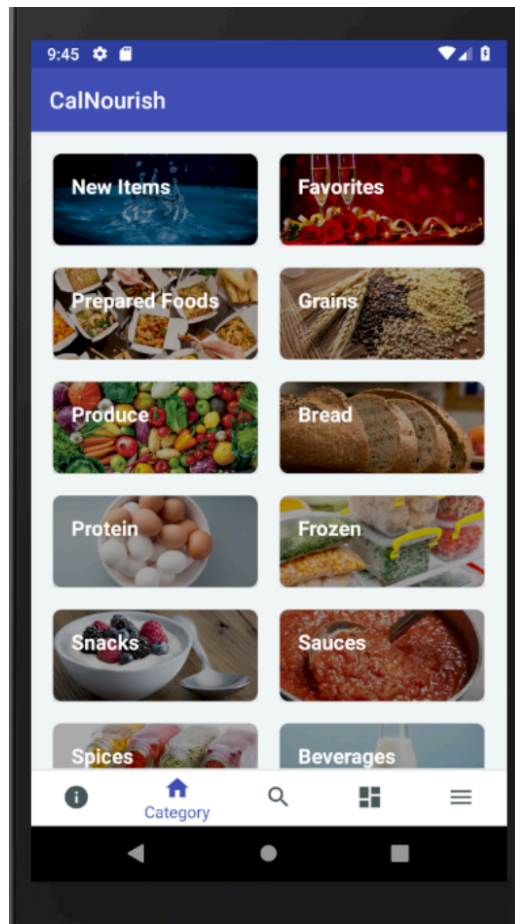
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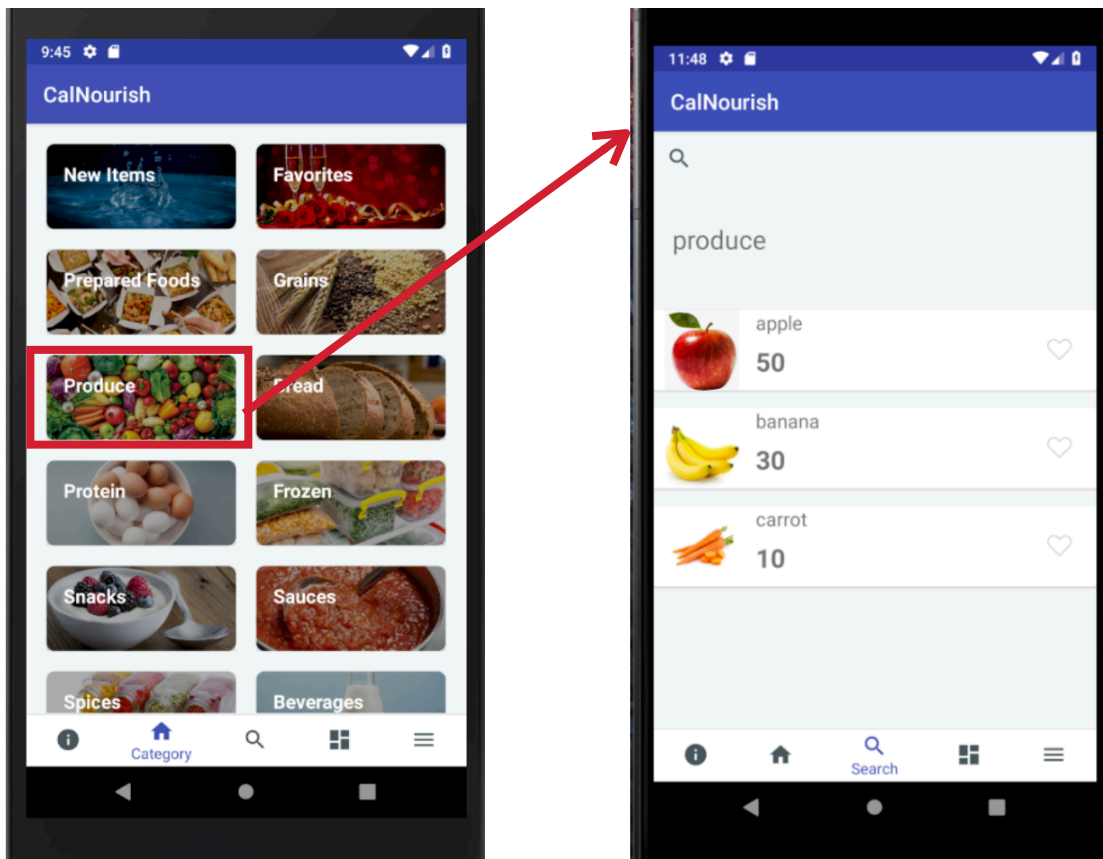


HOME SCREEN



This is the home screen, which contains the categories available at the food pantry. Each category button will lead to an inventory screen that contains sorted out item by the categories.

PRODUCE



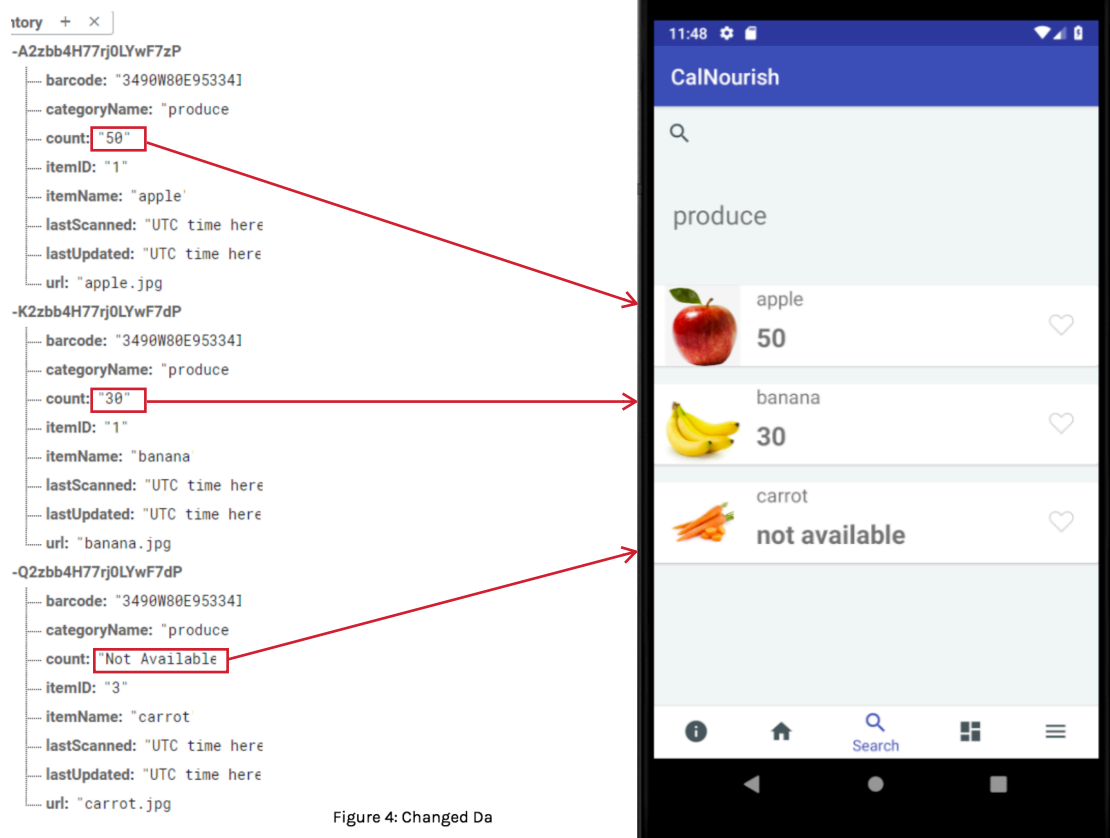
If the user chooses **Produce** from the home screen, the app displays the items that are currently available at the food pantry and their respective quantities. The live inventory system is controlled by our database which is hosted on Google Firebase. The Firebase API can be found in [MainActivity.java](#). As the database indicates, at the moment, the only available items are apple, banana, and carrots with 50, 30, and 10 available amounts respectively.

*Note: The database values are shown to the right to indicate that these values are not hard-coded and can be changed, as shown in the next page.

```
Inventory
├── -A2zbb4H77rj0LYwF7zP
│   ├── barcode: "3490W80E95334I"
│   ├── categoryName: "produce"
│   ├── count: "50"
│   ├── itemID: "1"
│   ├── itemName: "apple"
│   ├── lastScanned: "UTC time here"
│   ├── lastUpdated: "UTC time here"
│   └── url: "apple.jpg"
├── -K2zbb4H77rj0LYwF7dP
│   ├── barcode: "3490W80E95334I"
│   ├── categoryName: "produce"
│   ├── count: "30"
│   ├── itemID: "1"
│   ├── itemName: "banana"
│   ├── lastScanned: "UTC time here"
│   ├── lastUpdated: "UTC time here"
│   └── url: "banana.jpg"
└── -Q2zbb4H77rj0LYwF7dP
    ├── barcode: "3490W80E95334I"
    ├── categoryName: "produce"
    ├── count: "10"
    ├── itemID: "3"
    ├── itemName: "carrot"
    ├── lastScanned: "UTC time here"
    ├── lastUpdated: "UTC time here"
    └── url: "carrot.jpg"
```

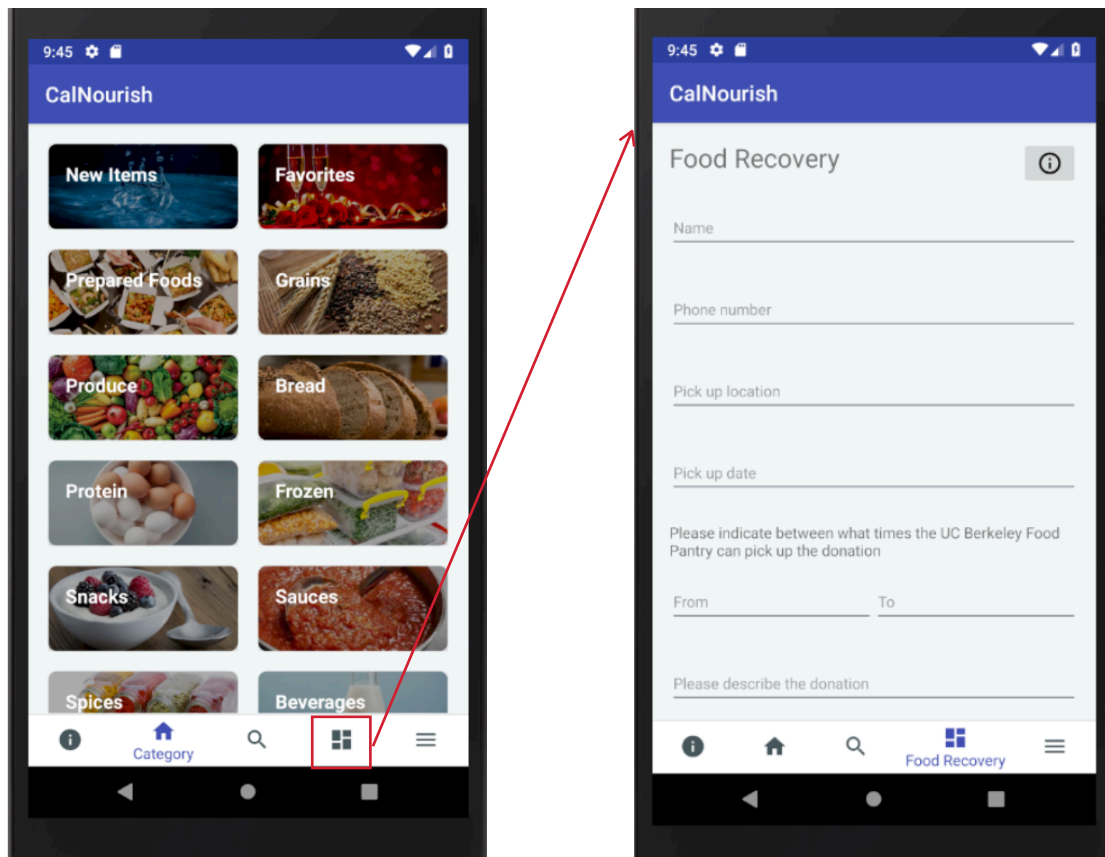
Figure 3: Database

UPDATING DATABASE

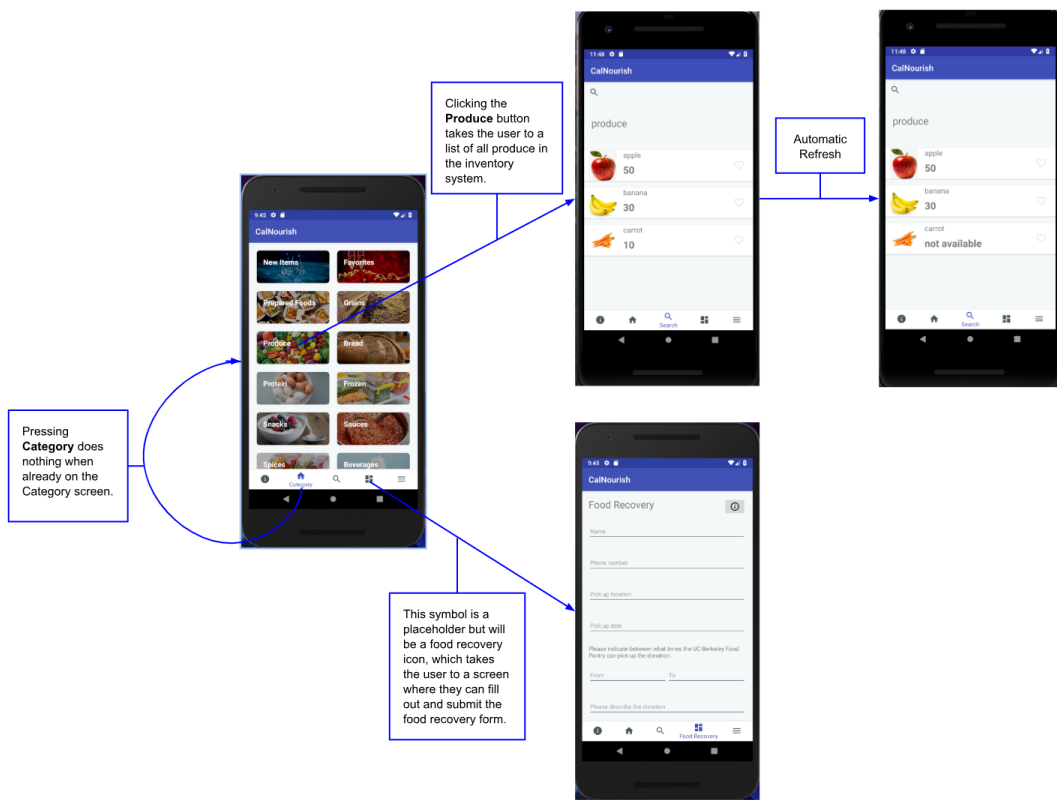


So to show the main functionality of our application, when the database data is changed it is changed on our app in real time. Figure 4 shows that the carrot count has been changed to **Not Available** from 10. So Figure 2, which showed the carrot with 10, it is updated to Figure 5 and shows that the carrot is **Not Available**. The app is updated in real time as soon as the database is changed. Figure 5 shows the updated information for the carrot and indicates that it is not available. This feature can be found in [MenuActivity.java](#).

FOOD RECOVERY



If the user chooses **Food Recovery** from the home screen, he or she will be prompted to a form to fill out relevant information. Once this information is filled out and the user clicks on **Submit**, the information will be updated to the Firebase database. This functionality will be acting similar to the user feedback functionality, as feedback will be also updated to the database, where the web application will be live updated like the Android app.



Video Link

<https://www.youtube.com/watch?v=URGugSzULuA&feature=youtu.be>

Github Link

<https://github.com/cs160-berkeley/finalproject-fa18-group17-fa18>