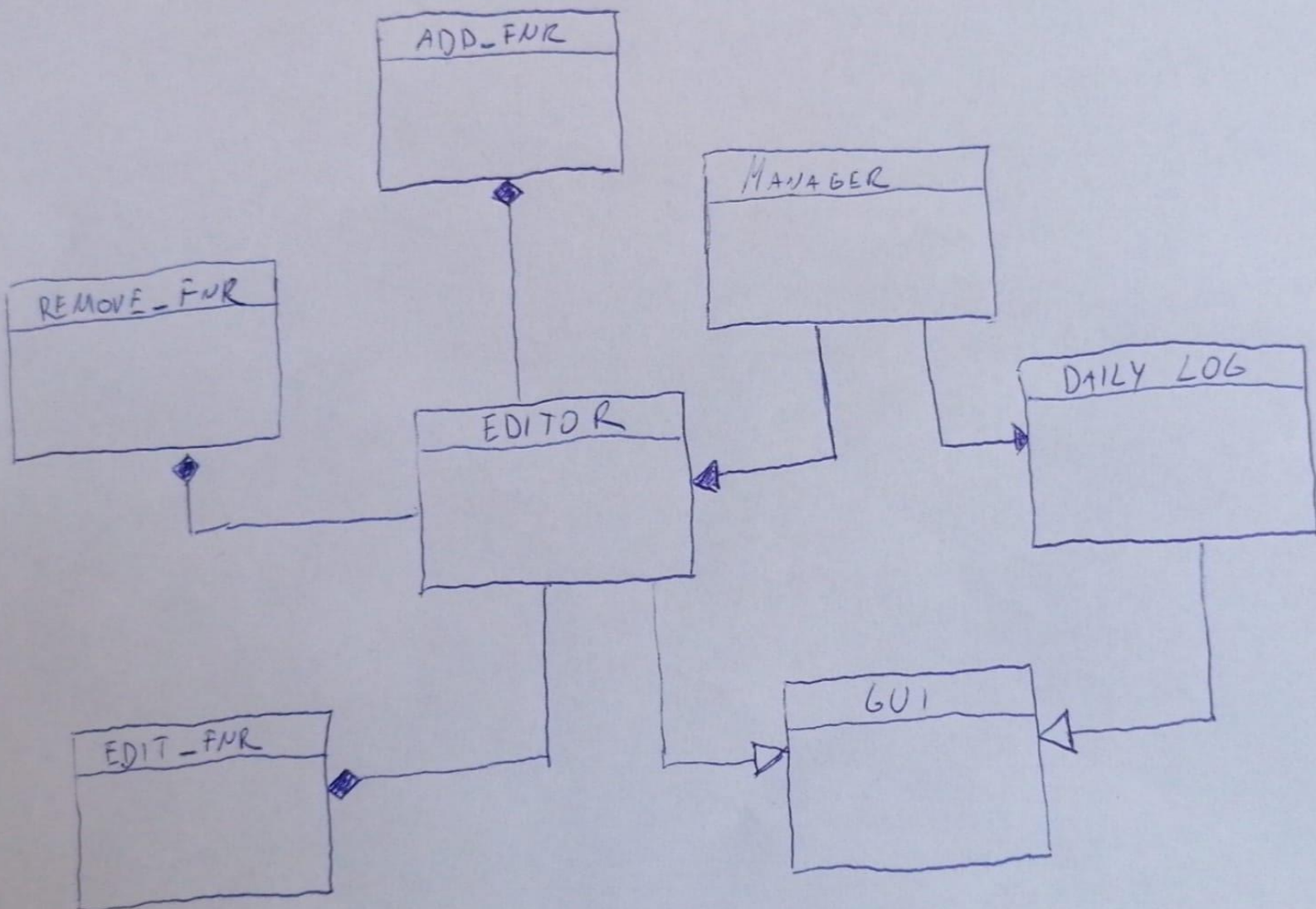


## Design sketch

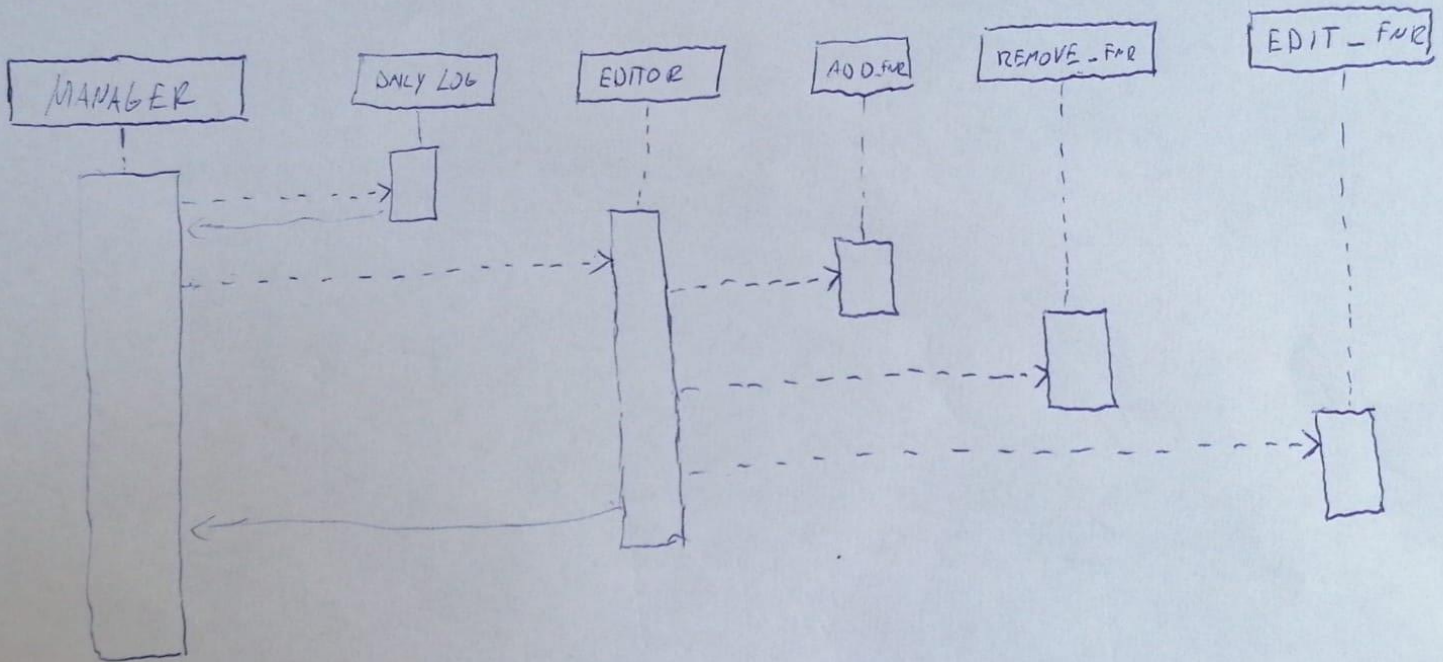
20.03.2021

Team: Krunoslav Curić, Luka Pendo

## Class diagram



## Sequence diagram



### Application class descriptions

#### Manager

Main manager class that will allow user to choose what he wants to do. Edit foods and recipes list or go to his daily logger.

#### Editor\_FnR

Main class that is used to edit the whole foods list file. Its main purpose is to add, remove or edit foods and recipes in the list file that will be used by the DailyLog file explained later in this class list. It will contain its own gui setup with buttons that will allow access to other editing classes. On click of the buttons it will call up the selected class and display it on the canvas.

#### Add\_FnR

Class called by the editor to add new foods and recipes to the list by calling its own gui on the canvas. It will contain its own gui setup for inputting all information like calorie, fat, protein and name to add a new food and recipe.

#### Remove\_FnR

Class called by the editor to safely remove foods from the list by calling its own gui on the canvas. It will contain its own gui setup with the needed selector for all the foods currently in the list. It will allow the user to select and remove specific foods.

#### Edit\_FnR

Class called by the editor to edit preexisting foods in the list by calling its own gui on the canvas. It will contain its own gui setup whose purpose will be to select foods or recipes and then edit its values like name, protein, carbs, fat or ingredients. It will also allow to change recipe values like what foods are used to create it.

#### DailyLog

This class is used to track the users intake of food they and specific information about the user such as his weight to track his diet progress. It will contain all the functionalities needed for the user to even log a day they missed to input.

#### **Rationalize the organization of the system**

We have decided on this approach as we think it is the perfect balance of cohesion and coupling. There are not too many classes and each functionality has its own gui setup prepared so it can be passed to the main class controller. Because of the patterns we learned this semester each functionality is broken down in its own class. And we decided that two controllers are needed as one is focused on editing information while the other is focused on using that information to track user inputs regarding his diet.