

KAUNAS UNIVERSITY OF TECHNOLOGY

FACULTY OF INFORMATICS

T120B169 App Development for Smart Mobile Systems

*Reciper – cooking book*

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# **Description of Your app**

1. What type is your application/game?

*Application for storing cooking recipes for later and also searching new ones.*

1. Description

*Application brings the user the ability to save his favorite cooking recipes in form of video from YouTube, together with checkable list of ingredients needed, cooking procedure description and his rating. The user can also add his own only-text recipes without the video. Moreover, there is a unit convertor, for quickly recalculate other units of ingredients to user-preferred ones. The data in application are stored in the database and also synchronized between more user devices through the Google Firebase platform.*

*The application consists of 3 main screens – Home, Unit converter, Settings and 2 additional nested screens – Recipe view and Recipe edit view. All of them as implemented as fragments, existing inside the same one activity. Searching for new recipe is done as redirecting user to official YouTube application with entered searching query. Once user find the suitable video recipe for desired meal, he can share it to the Reciper application using the standard Android cross-app sharing feature. Then it is saved to the database and showed in the Home screen list.*

*The app is made by one-activity concept recommended by Google, using Fragments for showing individual screens. For navigation between them, the Navigation component from Jetpack library is used.*

# **Functionality of your app**

## **List of functions**

1. The navigation bar on the bottom of the screen – switching between main fragments.
2. The New recipe search field on top of the Home screen – redirects user to YouTube app with entered search query, when clicked.
3. List of user-saved recipes together with a given rating – opens recipe when clicked on.
4. Recipe detail screen – View containing from recipe review, embedded YouTube video player, list of ingredients and procedure description.
5. Button for edit recipe – allows user to change the recipe.
6. Button for recipe sharing – opens standard Android sharing menu.
7. Unit converter screen – calculator for change different type of units between itself, including metrical, imperial and widely used “kitchen” units. Calculate result to preferred unit immediately after user writes into anyone of available fields.
8. Divide to some number of portions feature – recalculates result from unit change, or just from directly entered preferred unit, to smaller or bigger number of portions than originally listed in recipe.
9. Settings screen – contains the settings to select application language, preferred units for converter, making a cloud backup, restore from cloud, invoke synchronization, etc.
10. Defense 1 task – Create a edit box, which will change it’s border color according to state of conditions based on entered text.

# **Solution**

## **Task #1. The navigation bar on the bottom of the screen**

Graphical user interface, text, application

Description automatically generated

Figure 1. Navigation bar

Text

Description automatically generated

## **Task #2. The New recipe search field**

Graphical user interface, application

Description automatically generated

Figure 2. New recipe search

Text

Description automatically generated

## **Task #3. List of user-saved recipes**

Graphical user interface, application

Description automatically generated

Figure 3. Home screen



Text

Description automatically generated

## **Task #4. Recipe detail screen**

A picture containing text

Description automatically generated Graphical user interface, text

Description automatically generated

Figure 4. Recipe detail screen and edit mode

Text

Description automatically generated

## **Task #5. Button for edit recipe, Task #6. Button for recipe share**

Text

Description automatically generated

Figure 5. Buttons

Sharing not implemented yet.

Editing mode:

Text

Description automatically generated

## **Task #7. Unit converter screen**

Graphical user interface

Description automatically generated

Figure 6. Unit convertor

Not implemented yet.

## **Task #8. Divide to number of portions**

A picture containing box and whisker chart

Description automatically generated

Figure 7. Feature to recalculate amount of ingredients

Not implemented yet.

## **Task #10. Input checking editbox**

There should be an input/editbox, its label and a submit button in one of your layouts. By default, the editbox and the label should not change the colour but when the text is set and while the text is changing inside the editbox, according to the bellow rules, the editbox, its text and the label should change the color.

Rules:

\* At least one uppercase

\* At least one number

\* At least 8 characters

When the set text does not meet at least one rule, the color should be red.

When the set text meets all the rules, the color should be green.

On pressing the submit button when all the rules are met, the “Toast” has to show the message “OK”, otherwise “Something went wrong”.

A picture containing diagram

Description automatically generated A picture containing graphical user interface

Description automatically generated

Figure 8. Input checking editbox

**Text

Description automatically generated**

**Text

Description automatically generated**