

**department of Computer Engineering & Applications**

**INSTITUTE OF ENGINEERING & TECHNOLOGY**

**B.Tech. IV Year CSE/CCV/DA**

**Project Report**

**On**

**“Search Recipe App”**

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**(**Detailed description of the above points required**)**

1. **Wireframe of all possible webpages/GUIs of your project**

**1.Introduction**

* 1. **Overview & Motivation**

Nowadays everybody wants to be smarter they need a device which can control everything this is something which is really beneficial for them they can control many things using this application.We are living in a technological era our motivation behind this project is to design an Android based handler through which one would be able to know what kind of food can be prepared using available items.

In this project, I am working on a recipe suggestion tool, which suggests similar recipes. Users can also search based on ingredients. We are also providing the facility to the user to view the images of the recipes. We are also planning to cluster data based on the relevance which is not provided by most of the recipe websites.

* 1. **Objective**

The major reason for making this project is listed below:-

* We are going to introduce a new app which has a wide scope in our daily life.
* Time wasted in deciding what to make but this app makes it easy to decide what to cook all you need is just to tell the available ingredients or veggies.
* This application also keeps a record of what is there in the refrigerator and what is getting finish.
* This app is beneficial for those who want to make something new with the available ingredients.
  1. **Scope**

There are four scopes in this project:

* The system is a web based system
* User has to input his preferences of ingredients
* The system works on extracted data and algorithms
* The recommendations are generated and user approves them

**2. Software Requirement Analysis**

**2.1 Feasibility study**

The feasibility study, as its name indicates, aims at assessing the practicality of the proposed capstone project. As stated in the Initial Specifications Report, The objective of this capstone is to develop a “Search Recipe App” mobile application to be used to elevate user’s kitchen skills and streamline grocery shopping, instead of using index cards in a file folder. This is completely an android based application that works like predicting the best things to you. we all like to dine out once in a while. We often hear about good places to eat through various sources like friends, relatives, food shows, etc. But the issue arises when we have to choose from a hoard of items in the menu at those places. We don’t have much idea about which of the available dishes will cater to our taste buds. The basic premise of this project is to resolve this problem. A system that can take into account one’s preferences regarding food items and recommend certain dishes after analyzing the data is the solution to the issue. The proposed food recommendation system can enable the management of personalized well-being care in the way that it can collect data from personal contexts at run time, and interprets these in a user-centric way. Also, the proposed system can provide valuable real-time feedback to users who have specific eating habits. This information is presented to users in an intuitive and convenient real-time display.

**2.2 Requirement Analysis**

**2.3 System module**

This project is having mainly five modules named :

1. **Data gathering and software requirements specification:** The first part will be devoted to data gathering and software requirements specification. Consequently, we will have a look at different mobile apps that target the same goal. They are plenty of Recipe Organizer apps. Each one has some various features.
2. **Design phase:** The second part will be dedicated to the design phase, including the app and the database. Also, in this phase, the software tools to be used will be specified. For example, the IDE, the database Server, the modeling language for the design
3. **Implementation phase:** The third part will be the implementation phase, here, the design will be converted to code in order to develop the targeted app.
4. **Software testing:** the software testing tools.A The fourth step will be devoted to testing the app. In this phase, two testing methods will be used, namely: Black Box testing and White box testing.
5. **Deployment phase:** The last phase will be the deployment phase.