

Software Engineering: 14:332:452:01  
Group 1  
Home Kitchen Automation



<https://github.com/max-legrand/chefcart>

<https://chefcart.herokuapp.com>

Technical Documentation  
1 April 2021

Team Members:

- Indrasish Moitra
- Milos Seskar
- Shreyas Heragu
- Kevin Lin
- Maxwell Legrand
- Jonathan Wong
- Allen Chang
- Elysia Heah
- Mark Stanik
- Brandon Luong

## Table of Contents

Cover Page	1
Table of Contents	2
User Models	3
Log In and Log In Services	4
Web Server	5
Launch Server	6
Middleware	8

## **User Models**

User struct represents individual user object and contains the following:

- Email as String
- Password as String

UserInfo struct maintains additional user information found in Account Details and stores the following:

- ID as int
- City as string
- State as string
- Diets as StringArray
- Intolerances as StringArray
- QuantityThreshold as float 64

Ingredient struct represents a singular pantry ingredient and stores the following:

- UID as uint
- Name as string
- Quantity as string
- Weight as string
- Volume as string
- Expiration as string
- ImageLink as string

func ConnectDB() to connects to the database and updates the global database variable

## **Login & Login Services**

*type LoginCredentials struct* is a struct to hold the email and passwords inputted by the user:

Email as string  
Password as string

*type LoginController interface* is a struct that contains:

Login(ctx \*gin.Context) as string

*type loginController struct* is a struct that contains:

service.JWTService as a JSon web token service

*func LoginHandler(jWtService service.JWTService)* starts a JSon web service

*func Login(controller \*loginController)* authenticates the password and email fields from

LoginCredentials and returns a json web token if user credentials are valid,  
and an empty string if invalid

*type LoginService interface* is an interface that contains:

The return value of LoginUser() as a boolean (checks authentication to see if user is  
logged in or not)

*func LoginUser(email string, password string)* takes in an email string and password string,  
checks if a user with a corresponding email and password are contained in the database, and  
returns: true and the user id if they exist or false, 0 if they do not.

## **Webserver**

*Package webapp*

Runs webserver and displays content

*func NewServer()* starts a new server with Server struct

*func AuthUser()* verifies user from encrypted JSON web token

*func GetPantry()* gets pantry items for a valid user

Each pantry item is expressed as an Ingredient struct (see page 3)

*func GetUserInfo()* gets extra user info for a given user

Extra info is expressed as an UserInfo struct (see page 3)

## Launch Server and User Functions

*func LaunchServer()* launches the server

*router.GET("/", func(c \*gin.Context)* gets the base index page

*router.GET("/notfound/:type", func(c \*gin.Context)* presents the not found page which occurs on invalid login or signup

*router.GET("/signup", func(c \*gin.Context)* presents the signup form

*router.GET("/login", func(c \*gin.Context)* presents the login form

*router.POST("/signup\_user", func(c \*gin.Context)* applies signup user logic. If signup logic fails, redirect to /notfound/signup (see page 6)

*router.POST("/login\_user", func(c \*gin.Context)* applies login user logic. If token generated is invalid ("" ) then redirect to /notfound/login (see page 6)

*router.GET("/useredit", func(c \*gin.Context)* displays user edit form

*router.POST("/edit\_user", func(c \*gin.Context)* performs user edit logic

*router.GET("/logout", func(c \*gin.Context)* logs the user out. Deletes the token cookie and redirects back to the index page.

*router.GET("/pantry", func(c \*gin.Context)* performs digital pantry logic. Deletes invalid ingredient entries with `store.Delete()`

*router.GET("/recipe", func(c \*gin.Context)* displays recipe request form. Grabs diets and intolerances from `userinfo.Diets` and `userinfo.Intolerances` respectively.

*router.POST("/recipeSearch", func(c \*gin.Context)* performs recipe search

*myForm struct* represents a singular recipe search which contains the following:

- Ingredients as a string array
- AdditionalIngredients as a string
- Diets as a string array
- Intolerances as a string array
- Cuisine as a string array

*recipe struct* represents a singular recipe that is displayed in a list. It contains the following fields:

- Name as a string

ID as a string  
 Used as a string  
 Missing as a string  
 ImageLink as a string

The following url is what is used to retrieve recipes in an API call:

```
url := "https://api.spoonacular.com/recipes/complexSearch?intolerances=" +
strings.Join(formData.Intolerances, ",") + "&includeIngredients=" + ingredients +
"&number=10&offset=" + strconv.Itoa(offset) + "&diet=" + strings.Join(formData.Diets, ",")
+ "&cuisine=" + strings.Join(formData.Cuisine, ",") + "&apiKey=" + os.Getenv("APIKEY")
```

*router.GET("/additem", func(c \*gin.Context)* displays add item form

*router.POST("/.additem", func(c \*gin.Context)* performs add item logic

The following url is what is used to check valid ingredients in an API call:

```
url := https://spoonacular.com/api/tagFoods"
```

models.DB.Create() is used to create a new Ingredient struct (see page 3)

*router.GET("/edit/:id", func(c \*gin.Context)* displays the edit pantry item form

*router.GET("/delete/:id", func(c \*gin.Context)* is used to delete a pantry item

*router.POST("/edit/:id", func(c \*gin.Context)* performs item edit logic

The following is used to update and save an item's Ingredient struct field:

```
pantry.Name = name
pantry.Quantity = quantity
pantry.Volume = volume
pantry.Weight = weight
pantry.ImageLink = image
pantry.Expiration = date
models.DB.Save(&pantry)
```

*func invalidDate()* determines if the date is in a valid format

*func getLoginToken()* gets the login token from a gin context and verify its integrity

## **Middleware**

Utilized to encrypt and decrypt session tokens (primarily strings) and verify that the JWT (JSON web token) is still valid.

`func Decrypt(encryptedString string)` takes an encrypted token string as a parameter and returns a JWT token

`func Encrypt(stringToEncrypt string)` will encrypt a jwt token into a new token

`func ValidToken(c *gin.Context)` checks whether the token from a cookie is valid. It takes in a gin context pointer and if the token is valid, it will return it.

`func ValidTokenGRPC(tokenInput *Tokens.token)` is identical in function to `ValidToken` but it takes in a protobuf `Token` object as its input instead.