Day 6 Python Challenge

It's time to put everything we've learned into a real-world project. And today's project is going to take some time because although it's relatively simple, there's a lot of code, many functions, and it's essential that you have an idea what the order that you need to do everything is, ahead of time.

Today you are going to create a recipe manager. It's a program by which a user can read, create and delete recipes from a database. Before you start, **you need to create a folder directory in the base folder of your computer: it is a folder called Recipes, which contains four subfolders and each of them contains two text files.** Inside the files, you can write whatever you want. It's not important what it says in each in each text file for this exercise. If you prefer, you can download and unzip the file that we've attached to this lecture and place it in the root directory, if you don't feel like building out that structure yourself. Once you have done that, here comes your task.

Your code will first welcome the user, tell them the path to the directory where our Recipes folder is located, tell them how many recipes there are inside the folder, and then ask them to choose one of these options:

1. **Option 1 will ask the user "Which category do you choose?" Meats, salads, desserts... whatever categories you want. And once the user chooses a category, it will ask them "Which recipe do you want to read?" And then it will show the content of that recipe.**
2. **Option 2 is getting the user to create a new recipe in a specific category: it will also ask the user to choose a category, but then it will ask the user to write the name and content of a new recipe, and it will create that file in the correct place.**
3. **Option 3 will ask for the name of the category the user wants to create and will generate a brand new folder, a new category with that name.**
4. **Option 4 will delete recipes: it'll do the same as option one, but instead of reading the recipe, it will delete it.**
5. **Option 5 will let the user delete a category, asking "Which category do you want to delete?"**
6. **Option 6 will end the execution of the code (just end the program).**

Now, this program has some very important things to consider:

- 'wrap' the code inside a **while loop**
- use **system** to clean the console

- search the **documentation** for more methods
- compartmentalize the code into **many functions**
- **graph** the program flow
- achieving it is optional, **trying is not!**

Our challenge will always be placed at the edge of our capabilities, taking us out of our comfort zone so that our brains have to puzzle and figure out how to do something new. Go ahead as far as you can. Give it all the twists and turns that you can. And by pushing through and trying yourself, that's when you're going to be able to fully comprehend and memorize it for your future work as a programmer.

Put on some good music, grab something nice to drink, crack those fingers and let's start programming.