Group 10 PocketChef Com S 309

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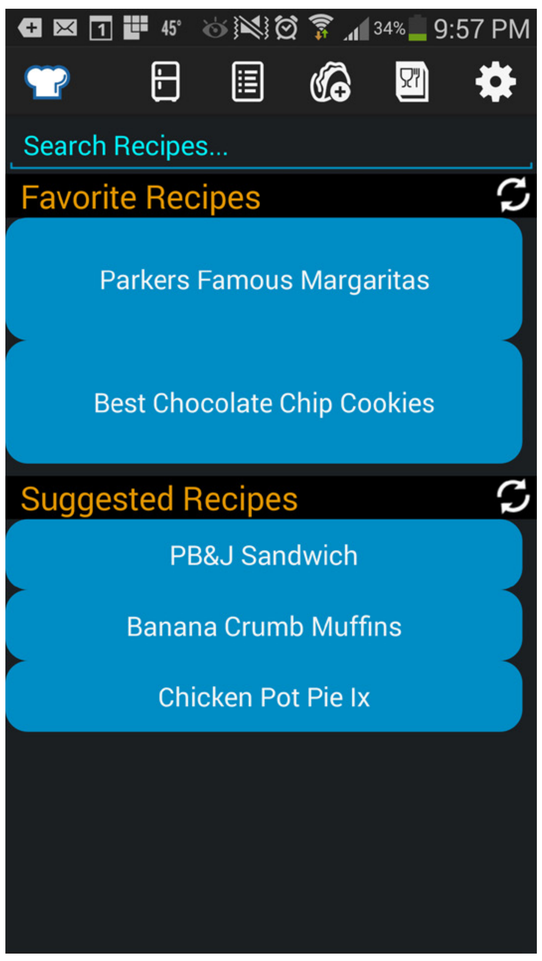
PocketChef is a complete grocery, recipe, and pantry solution



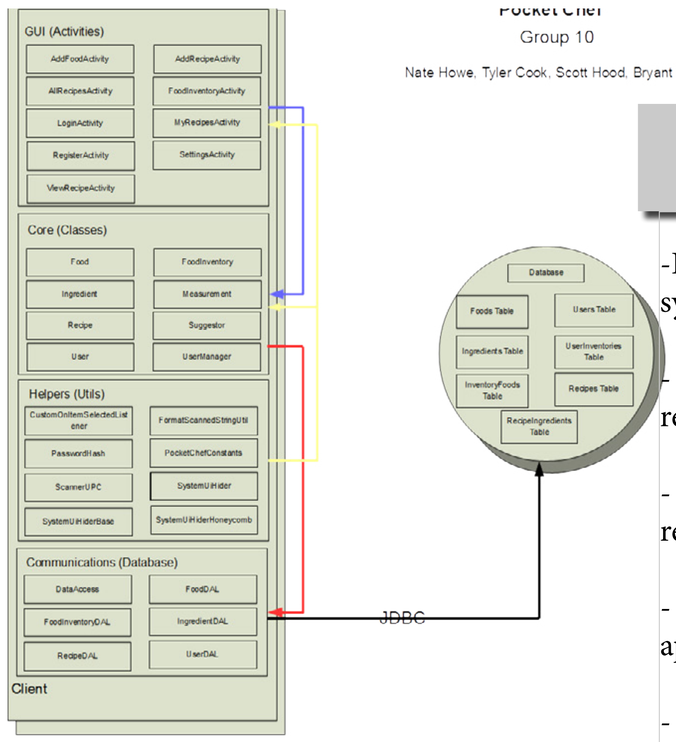
Main page, displaying the user's favorite recipes and suggested recipes, along with a search bar for recipe browsing.

Favorites consist of the user's highest rated recipes.

Suggestions are found by matching the food in the user's pantry with recipe ingredients.

Any recipe can be found by searching using keywords.

Model Diagram



Lessons Learned

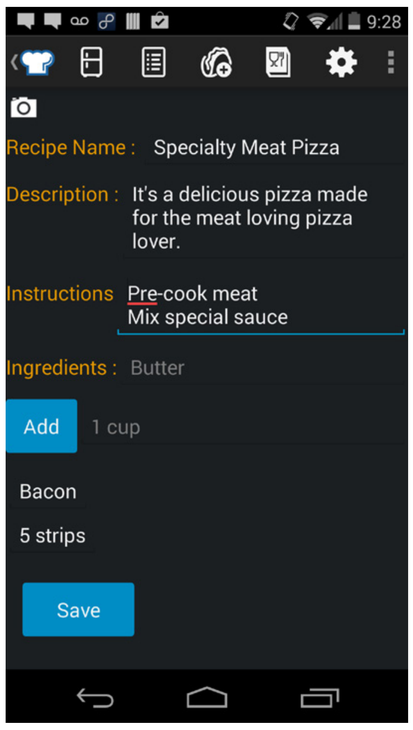
-It's impossible to create a perfect persistence system.

- Multi-threading to maintain application responsiveness is a must.

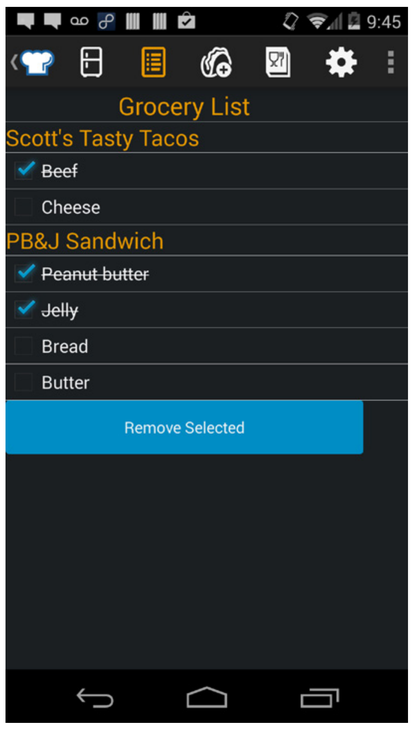
- Ignoring scalability issues can result in reworking the entire structure of the application.

- UI plays a huge role in the enjoyability of an application.

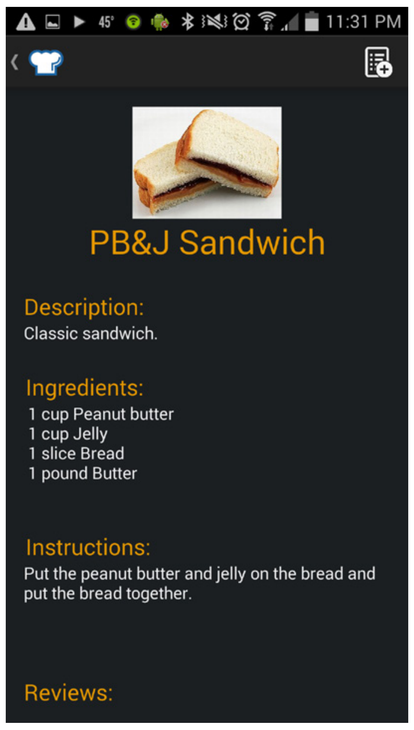
- Learning Android development.



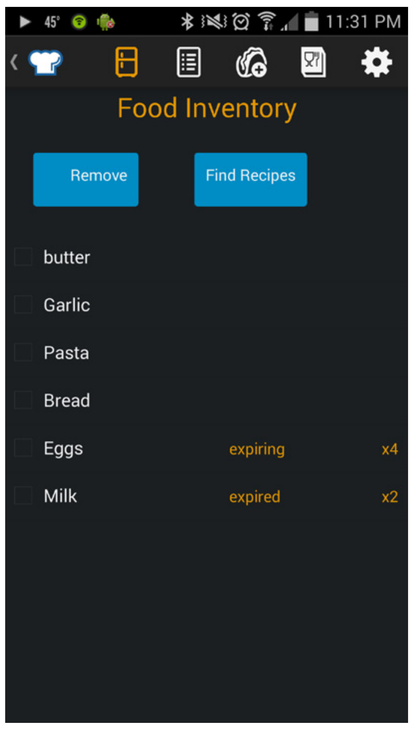
Adding a recipe is straight-forward. Each recipe contains ingredients and step-by-step instructions. Images can also be added to each recipe to show user's the finished product. Any recipe can be edited, removed, and rated/reviewed.



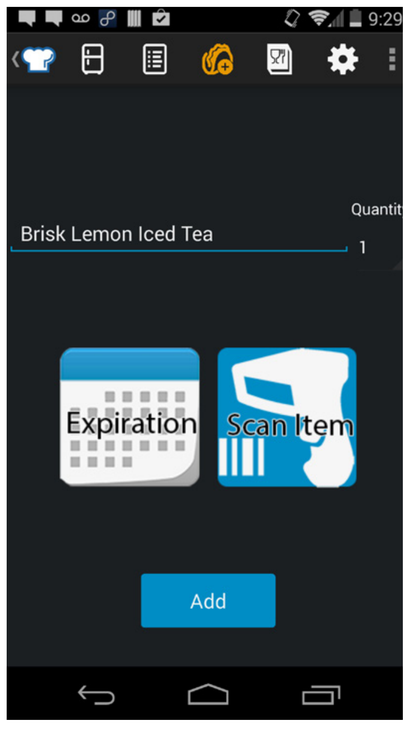
Grocery lists provide a solution for user's in need of ingredients to create a recipe. When viewing a recipe, user's are able to send missing ingredients to the grocery list.



The display for viewing a recipe is similar to that of a cookbook. At the bottom of the page, user reviews are shown, along with the overall rating for the recipe. User's can also add their rating. The top right button sends the missing ingredients in this recipe to the grocery list.



The food inventory, or pantry, allows user to keep track of current food items. Quantiy and freshness are displayed where applicable. If an item is expiring, a notification is sent out, warning the user. By selecting individual items, PocketChef can match recipes with the same ingredients.



Adding an item is meant to be as simple as possible. Instead of entering names manually, users can scan barcodes. Expiration dates and quantities can modified before adding the item to the pantry.

Module Interfaces

Interfaces:

- Int getuserID() – Returns the user ID of the user.
- Boolean addRecipe(Recipe rec) – Takes in the recipe object to add to the user recipe list, returns true if successful
- Boolean addInventoryItem(Food item) – Takes in the food object to add to the inventory, returns true if successful.

Data Access Interface:

- DataTable ConvertResultSetToDataTable(ResultSet rs) – Takes in an SQL result set data type and converts it to a Google API DataTable. Returns the new data table.
- Connection OpenConnection() – Opens a new connection to the database, returns the new connection.

Use Cases

Admins:

- Add User, Edit User, Remove User, Ban User.
- Add Admin, RemoveAdmin.
- Edit Recipe, Remove Recipe, Remove Review.

Registered Users:

- Add Recipe, Remove Own Recipe.
- View Recipe, Review Recipe, Search Recipe.
- Edit Settings, Add Food (Scan and Manual),
- Remove Food, Update Food, Create Grocery List.

Guests:

- View Recipe.