

# Wiki

This Wiki explains the uses of the functions that can be used for the GUI, allowing for the GUI programmer to quickly find what function they need and how it can be used in order to speed up development

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# UserManager

## OVERVIEW:

This class contains code relating to the login flow

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## getUserProfileImage

### OVERVIEW:

Used for getting a users image

### TAKES :

1. String id

This is the user id that you want the image for

### RETURNS :

1. Image

This is the users image if they have one if not it returns the default image

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## getUserProfiles

### OVERVIEW:

Used for getting the users names, images and ids

### TAKES :

### RETURNS :

1. List<DataStructures.StringImageIdPair>

This is a custom data class which contains **String** username, **String** userId, **Image** image . Variables can be retrieved via **getText()**, **getId()**, **getImage()**

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## getNumberOfUserProfiles

### OVERVIEW:

Used for getting the number of users in the system

### TAKES :

### RETURNS :

1. Int numberOfProfiles

This is the number of profiles

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## moveNewUserProfileToUserFolder

### OVERVIEW:

Used for when a new user is created to move their profile picture If added form temporary folder to the user folder

### TAKES :

1. String userId

### RETURNS :

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## clearTemporaryProfileImageHolder

### OVERVIEW:

When 'Create New User' is selected in the login menu or at the start of the program, it should clear the temporary image if the last time the program was run the user creation process wasn't completed, but an image was uploaded.

### TAKES :

### RETURNS :

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## getUserJsonPath

### OVERVIEW:

Used for getting the path to the specified users json

### TAKES:

1. **String** userID

### RETURNS:

1. **String** userJsonPath

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## changeUserPassword

### OVERVIEW:

### TAKES:

1. **User** user , **String** currentPassword, **String** newPassword

**RETURNS:**

1. Boolean

If the current passwords don't match False , else True and the password was changed

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## deleteUserFolder

**OVERVIEW:**

Used for deleting a specific user folder

**TAKES :**

1. **String** userId

**RETURNS :**

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## changeUserPassword

**OVERVIEW:**

Used for changing a users password

**TAKES :**

1. **User** user, **String** currentPassword, **String** newPassword

**RETURNS :**

1. Boolean

Changed or not based on if the currentPassword matched the one in the system

## Tools

**OVERVIEW:**

Contains general functions that can be used throughout the program

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## getRecipeImage

**OVERVIEW:**

Used for getting the image for a recipe

**TAKES:**

1. (**String** recipeName)

This image name can be gotten by using `recipe.generateImageName()`;

**RETURNS:**

1. **Image**

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## getDietImage

**OVERVIEW:**

Used for getting the image for a diet

**TAKES:**

1. (**String** dietName)

This name can be gotten by using diet.getName();

**RETURNS:**

1. **Image**

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## linkTagAndDietIcons

**OVERVIEW;**

Used for when displaying a recipe (**DO NOT USE when displaying the partial information in the recipe search function only when showing the whole recipe page**): pairs the diets and tags with their related icons

**TAKES:**

1. (**Recipe** recipe)

This is the recipe that you want to display

**RETURNS:**

1. **List<DataStructures.StringImagePair>**

This is a custom data class which contains **String** text (the diet/tag), **Image** image . Variables can be retrieved via **getText()**, **getImage()**

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## loadImage

**OVERVIEW:**

This function is used for loading in a user selected **image** and storing it in the given **path**

**TAKES :**

1. (**String** userId, **BufferedImage** image)

This is used when using JFrame to get the image via directory

2. (**String** imagePath)

This is used when the image is already in the users profile directory

**RETURNS :**

1. NULL
2. NULL

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## getNumberOfRecipesForSpecificDiet

**OVERVIEW;**

**TAKES:**

1. (**String** diet, **ArrayList<Recipe>** recipes)

This is the recipe that you want to display

**RETURNS:**

1. **Int**

This is the number of recipes for that specific diet

## Constants

**OVERVIEW:**

This file contains variables which are used in the project to enable values to be changed quickly

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## Variables

1. **Int** numberOfRecipesReturned

this is used in the diet and image search function to define how many recipes the program should return