Recipe Manager and Inventory System

Objective:

The program will allow the user to create and enter new recipes and inventory or alter saved recipes and inventory. They can view all the recipes or search for available recipes based on current inventory levels. When viewing a recipe, it will display the ingredients needed, the total cost, and the steps needed to prepare. The inventory system will allow the user to create a new or load a current inventory, add or remove from it, display the entire inventory and cost.

Classes:

Main

    Runs the main program

    Calls the other functions

    Handles user input

RecipeManager

    Creates new recipes

    Saves recipe to a file

    Search recipes

    Display available recipes based on inventory

    Display individual recipes

    Display cost of recipe based off inventory items

InventoryManager

    Create inventory

    Add to inventory

    Remove from inventory

    Display Inventory

    Display cost of inventory

RecipeManager	Parameters
RecipeManager()	Constructor
CreateNewRecipe()	Name, number of ingredients, numbers of steps
SearchRecipes()	Search term
DisplayAvailable()	
DisplayAll()	
DisplayRecipe()	User input
RecipeCost()	

Inventory Manager	Parameters
CreateInventory()	Constructor
AddToInventory()	Number of items
RemoveFromInventory()	Item name
DisplayInventory()	
InventoryCost()	