**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:**

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

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

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

Display Inventory

Display cost of inventory