Display results and
nutrition facts

<<Entity>>
Food

-id:int {key}
-name:string
-type:string = vegetable, fruit,
poultry, dairy, seafood
-servingSize:float(g)
-calories:float
-fat:float(g)
-cholesterol:float(mg)
-sodium:float(mg)
-carbs:float(g)
-sugar:float(g)
-protein:float(g)

+ createFood(name,
servingSize):Food
+ setFat(fat)
+ setChol(chol)
+ setSod(sod)
+ setCarbs(carbs)
+ setSugar(sugar)
+ setProtein(fat)
+ getFat():fat
+ getChol():cholesterol
+ getSod():sodium
+ getCarbs():carbs
+ getSugar():sugar
+ getProtein():protein

Developer creates food

<<Boundary>>
User Interface

-recipe:array[Food]

+displayRecipe()
+editQuantityOfFood():Food
+displayNutFacts()
+displayHealthyBool()

User

Select
'calculate

Add/Remove
Food
to
Recipe

Developer
adds/removes food

Developer

<<Control>>
Calculate Healthy

- recipe:array[Food]
- healthy:bool

+ isThisHealthy()

<<Entity>>
Recipe

-recipe:array[food]

+ addFood(Food)
+ removeFood(Food)
+ getRecipe(): recipe[]

Find food

<<Entity>>
Database

-name:String

+ findFood(String): Food
+ addFood(Food)
+ removeFood(Food)

Add food to recipe