



# Recipe Recommendation System

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# Introduction

- A recipe –recommendation app is an interactive mobile application deigned to allow users to search for diverse varieties of recipes based on the ingredients. The background for the recipe recommendation system is that it combines technology with joy of cooking , providing seamless and interactive culinary journey for user on their mobile devices.

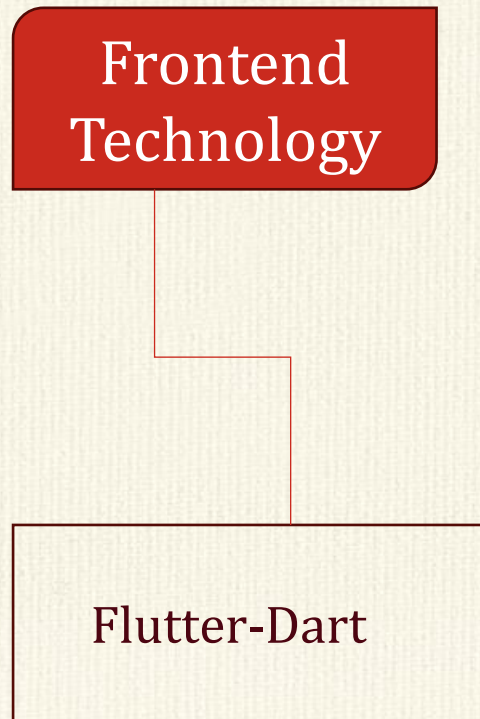
# Objectives

- **Personalized Recipe Recommendations:** As per the user requirements based on the ingredient it will search a appropriate recipe with proper step by step instruction

**User-Friendly Interface:**  
Create an intuitive and visually appealing user interface that allows users to easily browse and explore a diverse range of recipes

**Cross-Platform Compatibility:** Utilize Flutter's cross-platform capabilities to ensure the app's seamless performance on both Android and iOS devices, providing consistent experience for all users.

# Technology used







# Requirement specification

Software Requirement:

Operating System: Windows (7 SP1 or later), macOS (macOS 10.9 or later), or Linux(64-bit distributions like Ubuntu 20.04 LTS).

Flutter SDK: Download and install the Flutter SDK from the official Flutter website(<https://flutter.dev/docs/get-started/install>).

Dart SDK: Flutter uses the Dart programming language. It's included with the FlutterSDK, so you don't need to install it separately.

API: To fetch data from APIs like Spoonacular or Edamam.

Integrated Development Environment (IDE): You can use various IDEs for Flutter development such as Android StudioWith the Flutter and Dart plugins installed.

Visual Studio Code: With the Flutter and Dart extensions.



# Requirement specification

## Hardware Requirement:

**Processor:** A 64-bit processor (Intel or AMD) with at least 2.0 GHz or faster is recommended.

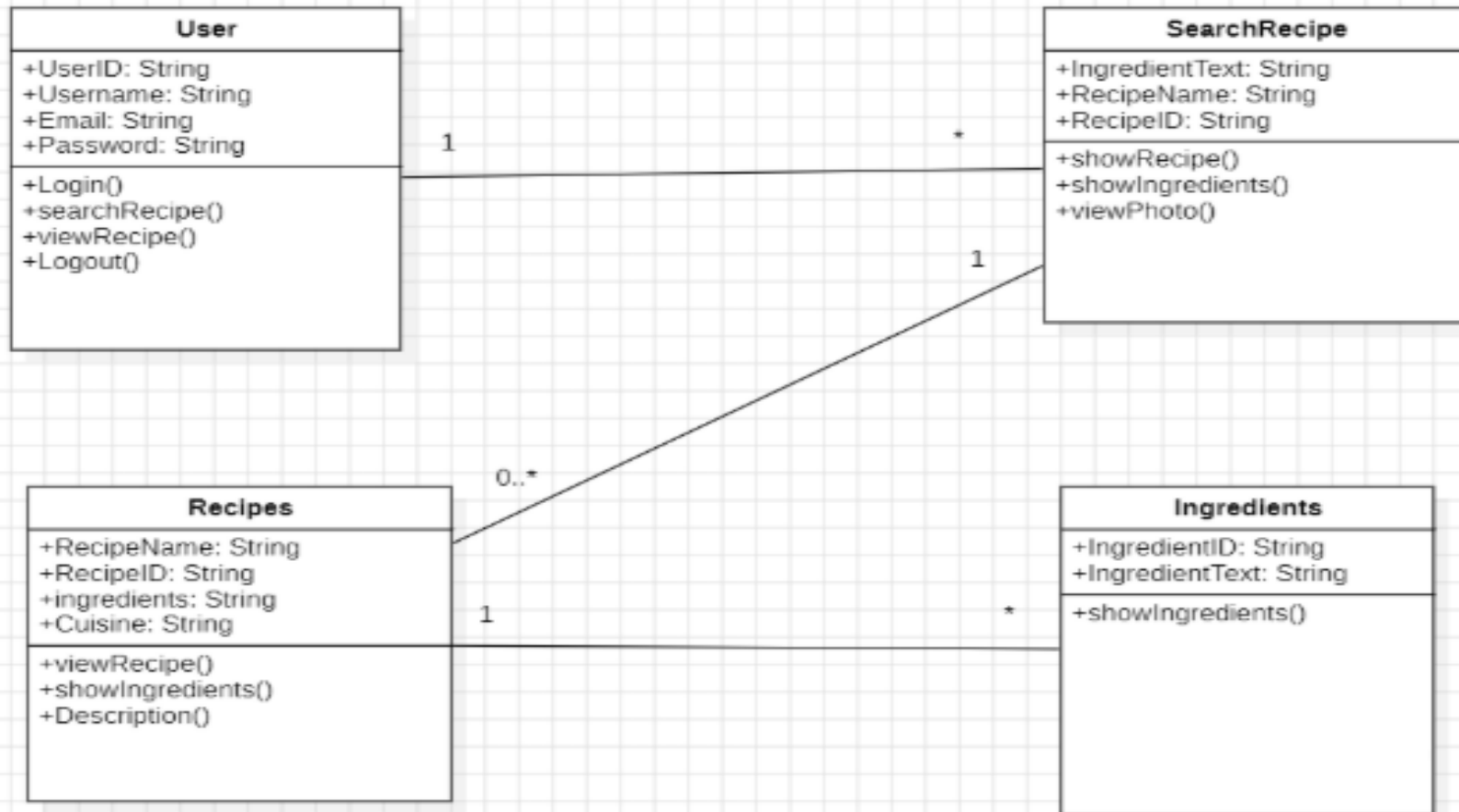
**RAM:** Minimum 4 GB of RAM. More RAM is recommended for smoother development.

**Storage:** 2.8 GB of free disk space for the Flutter SDK and related tools.

**Graphics:** A dedicated GPU is not required, but it can improve the performance of the Android emulator.

# System design

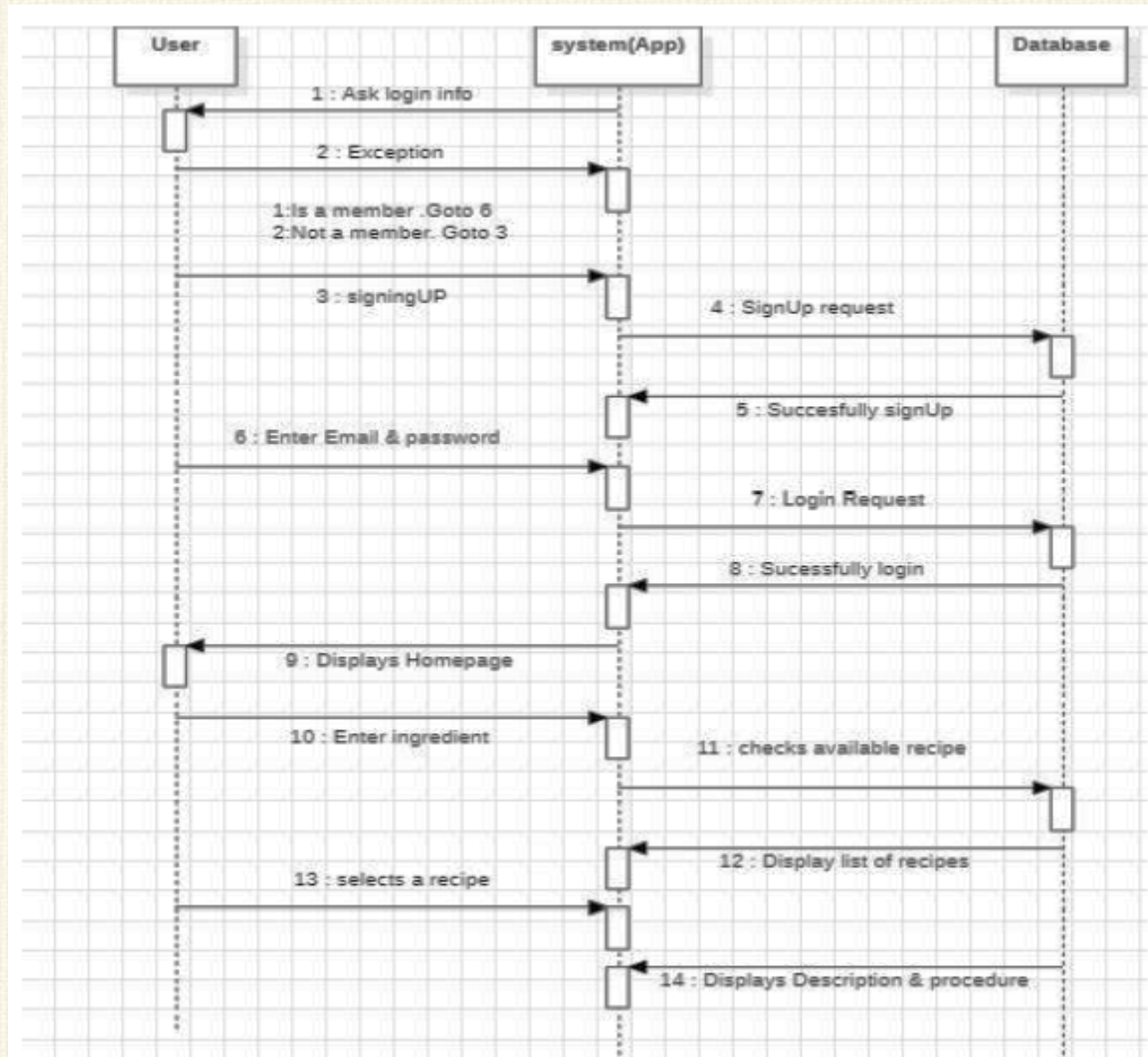
## Class Diagram





# System design

## Sequence Diagram



# User Interface(UI)

