

USER MANUAL

To see the output of the code, you need to compile and run the application in a development environment such as Visual Studio. When you run the application, a window titled "Recipe App" will appear. You will see a user interface with input fields and a filter button.

Here's what you can expect to see in the output window when you run the application:

1. The initial view will display all the recipes in the ListView.
2. You can enter an ingredient name in the text box, choose a food group from the combo box, and adjust the maximum calories using the slider.
3. Clicking the "Filter" button will filter the recipes based on the selected criteria, and the ListView will update to display the filtered recipes.

The filtered recipes will be displayed in the ListView, showing the recipe name, ingredient, food group, and calories.

Please note that the provided code is a simplified example, and you may need to adapt it to fit your specific requirements, such as integrating additional functionality, handling data sources, and refining the user interface.

The XAML code defines the layout and UI elements, including a TextBox for ingredient input, a ComboBox for food group selection, a Slider for calorie filtering, and a Button to trigger the filtering process.

The code-behind file (MainWindow.xaml.cs) contains the logic to handle the button click event and filter the recipes based on the selected criteria. The filtered recipes are displayed in a ListView using data binding.