FOOD

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Introduction - Ro

❖ Takes in a list of owned ingredients - gives back recipes that can be made

❖ Input

❖ Recipe Search

❖ Recipe Display

❖ Shopping List

❖ Save/Load System

TheMealDB - Ro

❖ API with a database full of ingredients and recipes
❖ Used to generate base files separately
❖ Any files that follow format can be added

Input - Ro

❖ Selection of ingredients

❖ Search bar

❖ Display of which ones have been selected

❖ Input from here is taken and funneled into other parts

Recipe Searching- Robert

Developed **R-components** for recipe search and inventory features

Implemented 4 key Qt classes:

- `RRSearchWindow` – main search/filter UI

- `RInventoryModel` – table model for ingredients

- `RAddItemDialog` – add/edit inventory items

- `RMainWindow` – shell window for UI testing

Connected these modules through `main.cpp`

Content:

- Takes recipes from Ethan's Map -> displays in search UI

- Filters by region and; shows details on selection

- Designed for easy maintenance and future testing

Recipe Display - Philip

❖ Takes info for each recipe from map in food.cpp

❖ Displays list of recipe names on left side

❖ Ingredients and instructions of recipe displayed on right

❖ Implements QScrollArea to allow for scrolling through larger recipes

Shopping List - Pablo

Save/Load System - Ethan

- Cross Platform compatibility with std::filesystem.
- Scalable load times with multi-threading
- Simple file format for easy addition of recipes.
- A logging system to determine errors during saving and loading.

```
Name

ingredient1_measurement
ingredient1_name
ingredient2_measurement
ingredient2_name
ingredient3_measurement
ingredient3_name
...
...

instructions (Case insensitive. Must be present)
Instruction 1 (Instructions are separated by new lines
Instruction 2
etc...

tags (Case insensitive. Must be present. Tags themselves are not required)
tag 1
tag 2
```

Demo Time