
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

The screenshot shows a software window titled "Input". At the top, there are three tabs: "Input" (which is selected), "Recipe Search", and "Recipe Display". Below the tabs is a search bar with the placeholder text "Search". Underneath the search bar is a list of ingredients, each preceded by a checkbox. The ingredients listed are: Ackee, Allspice, Almond Extract, Almond Milk, Almonds, Ancho Chillies, Anchovy Fillet (which has a checked checkbox), and Apple Cider Vinegar. Below this list, the text "Ingredients Owned:" is followed by "Anchovy Fillet".

Ingredient	Status
Ackee	unchecked
Allspice	unchecked
Almond Extract	unchecked
Almond Milk	unchecked
Almonds	unchecked
Ancho Chillies	unchecked
Anchovy Fillet	checked
Apple Cider Vinegar	unchecked

Ingredients Owned:
Anchovy Fillet

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

- ❖ Uses recipe files and displays available recipes
- ❖ When a recipe is clicked, ingredients involved are displayed
- ❖ User can click on the ingredient needed and add it to the shopping list
- ❖ Multiple recipes can be used, and priority can be given to ingredients, shown by color



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