OBJECT DETECTION AND RECOGNITION (HELL-CHEF APP)

Submitted in partial fulfillment for the award of the degree of

M-Tech Integrated Software Engineering

By

V. SAI NIKHIL (16MIS0257)



VELLORE INSTITUTE OF TECHNOLOGY

November 2020

OBJECT DETECTION AND RECOGNITION (HELL-CHEF APP)

Submitted in partial fulfillment for the award of the degree of

M-Tech Integrated Software Engineering

by

V. SAI NIKHIL (16MIS0257)



Vellore Institute of Technology

November 2020

DECLARATION

I here by declare that the thesis entitled "OBJECT DETECTION AND

RECOGNITION (HELL-CHEF APP)" submitted by me, for the award of the

degree of Specify the name of the degree VIT is a record of bonafide work carried

out by me under the supervision of Guide Name Prof. P. Prabhavathy.

I further declare that the work reported in this thesis has not been submitted

and will not be submitted, either in part or in full, for the award of any other

degree or diploma in this institute or any other institute or university.

Place: Vellore

Date: 24 November 2020

Signature of the Candidate

V. SAI NIKHIL (16MIS0257)

iii

CERTIFICATE

This is to certify that the thesis entitled "OBJECT DETECTION AND RECOGNITION

(HELL-CHEF APP)" submitted by V. SAI NIKHIL (16MIS0257) Vellore Institute of

Tecnology VIT, for the award of the degree of Name of the degree is a record of bonafide work

carried out by him/her under my supervision.

The contents of this report have not been submitted and will not be submitted

either in part or in full, for the award of any other degree or diploma in this institute or

any other institute or university. The Project report fulfils the requirements and regulations of

VIT and in my opinion meets the necessary standards for submission.

O Prabhavathy

Signature of the Guide

Prof. Prabhavathy p

Signature of the Hod

Dr. Shantharajah S P

Internal Examiner

Examiner

Prof. Jagadeesh G

External

ίv

ABSTRACT

Object detection and recognition has been one of the challenging tasks for many years. They are many techniques involved in this process and they are used in many scenarios in the real time. Things like classroom attendance, offices, traffic, and photo tagging so on. With the help of the advanced AI technologies they are been used in Drones, self-driving cars, automation and in robots for understanding the environment. The visual aspect of classification the objects and recognition of what that object is the key aspect ratio in all these applications. Usually a traditional Convolution neural network has been used for the recognition of the objects.

In our project, we are applying CNN techniques to detect and recognize the fruits and vegetables that are available in the house and recommend the dish that can be prepared using the main key ingredients. We have many applications (app) for side chef, super cook where the recipes and other steps are present. However, we need to manually search for the dishes that matches with the ingredients we have in our house. Many of people doesn't know the ingredients names and it has been a challenge to many people even our parents. In our application, the user can take the pic of the items (vegetables and fruits) that are available in his refrigerator or in the house, using the Hell-chef app there is a smart camera feature for it. The captured image goes to the CNN and identify the items or ingredients and lists the recipes where the user can choose the dish they want to make. This algorithm used in the application provides accurate results and high accuracy.

We train the model using the custom dataset of fruits and vegetables. The ready to use trained weights are available in the GitHub repository of coco weights. However, they cannot be used for our model since we are using the custom dataset and train the network model. Since the dataset is huge, we use google drive to store the data.

ACKNOWLEDGEMENT

It is my pleasure to express with deep sense of gratitude to **Prof. Prabhavathy**

P, Associate Professor, School of Information Technology and Engineering,

Vellore Institute of Technology, for his constant guidance, continual

encouragement, understanding; more than all, he taught me patience in my endeavour. My association with him is not confined to academics only, but it is a

great opportunity on my part of work with an intellectual and expert in the field

of Deep learning.

I would like to express my gratitude Dr. G. Viswanathan (Chancellor), Shri

Sankar Viswanathan (Vice President), Vice Chancellor Dr. Rambabu Kodali,

Pro-Vice Chancellor **Dr. S. Narayanan**, and Dean **Prof. Balakrushna Tripathy**,

to School of Information Technology and Engineering, for providing with an

environment to work in and for his inspiration during the tenure of the course.

In jubilant mood I express ingeniously my whole-hearted thanks to DR.

SHANTHARAJAH S P, HOD of Software and Systems Engineering, SITE, all

teaching staff and members working as limbs of our university for their not-self-

centred enthusiasm coupled with timely encouragements showered on me with zeal, which prompted the acquirement of the requisite knowledge to finalize my

course study successfully. I would like to thank my parents for their support.

It is indeed a pleasure to thank my friends who persuaded and encouraged me to

take up and complete this task. At last but not least, I express my gratitude and

appreciation to all those who have helped me directly or indirectly toward the

successful completion of this project.

Place: Vellore

Date: 24 November 2020

Name of the student

V. SAI NIKHIL (16MIS0257)

vi

CONTENTS

CONTENTS	vii
LIST OF FIGURES	ix
LIST OF TABLES	x
CHAPTER 1	
INTRODUCTION	
1.1 OVERVIEW	1
1.2 OVERVIEW OF HELL-CHEF	1
1.3 CHALLENGES PRESENT IN HELL-CHEF	2
1.4 PROJECT STATEMENT	2
1.5 OBJECTIVES	3
CHAPTER 2	
LITERATURE SURVEY	
2.1 INTRODUCTION	4
2.2 INFERENCE	6
CHAPTER 3	
SYSTEM DESIGN	
3.1 INTRODUCTION	11
3.2 YOLO NETWORK ARCHITECTURE	11
3.3 IMPOROVED RESNET	12
3.2 APPLICATION ARCHITECTURE	16
CHAPTER A	

UX AND UI DESIGN
4.1 INTRODUCTION
4.2 UI DESIGN FOR HELL-CHEF
CHAPTER 5
MODULE DESCRIPTION
5.1 LOGIN MODULE
5.2 REGISTER MODULE
5.3 RECIPES LIST
5.4 SMART CAMERA
5.5 SHOPPING LIST
CHAPTER 6
SYSTEM IMPLEMENTATION
6.1 OVERVIEW OF ENVIRONMENT
6.2 ANDROID STUDIO
6.3 FIREBASE
6.4 GOOGLE COLAB
6.5 IMPLEMENTATION
6.6 OUTPUT
7. CONCLUSION AND FUTURE WORK95

LIST OF FIGURES

1.1 YOLO ARCHITECTURE	12
1.2 RESNET GENERAL ARCHITECTURE	14
1.3 IMPROVISED RESNET	15
1.4 APPLICATION ARCHITECTURE	17
1.5 UX DESIGN	28
1.6 LOGIN AND REGISTER MODULE	29
1.7 SMART CAMERA	30
1.8 ANDROID STUDIO	32
1.9 FIREBASE DATABASE	33
1.10 GOOGLE COLAB	34
1.11 YOLO WEIGHTS	90
1.12 PROJECT OUTPUT	92
1 13 GOOGLE COLAR	94

I ICT	\mathbf{OF}	TA	BI	FC	
$\mathbf{L}\mathbf{I}\mathbf{O}\mathbf{I}$	VF.	\mathbf{I}	DL		

1 1	LSUMMARY OF	LITERATURE SURVEY	10

Chapter 1

Introduction

1.1 OVERVIEW

Object detection and recognition has been one of the challenging tasks for many years. They are many techniques involved in this process and they are used in many scenarios in the real time. Things like classroom attendance, offices, traffic, and photo tagging so on. With the help of the advanced AI technologies they are been used in Drones, self-driving cars, automation and in robots for understanding the environment. The visual aspect of classification the objects and recognition of what that object is the key aspect ratio in all these applications. Usually a traditional Convolution neural network has been used for the recognition of the objects.

In our project, we are applying CNN techniques to detect and recognize the fruits and vegetables that are available in the house and recommend the dish that can be prepared using the main key ingredients. We have many applications (app) for side chef, super cook where the recipes and other steps are present. However, the meals are present where the user select the meal then look for the ingredients. In our application the user can take the pic of the items that are available in his refrigerator or in the house, where it goes to the CNN and identify the items or ingredients and lists the recipes where the user can choose the dish they want to make. This algorithm used in the application provides accurate results and high accuracy.

1.2 OVERVIEW OF HELL-CHEF

Hell-chef is an android application which are similar to other cooking app with all the functionality of step by step cooking with ingredients and also have the functionality of inbuilt shopping list functionality so that the cooking process happen in a single app.

This application also have a unique feature of smart camera functionality where the user can take the picture of the ingredients that are available in their house. The machine-learning algorithm analyze the image taken and provide the recipes that can be cooked using this application. This machine learning is a custom-trained YOLO network, which identifies vegetables and label them. Later using the labels the recipe

are generated and the recipes are displayed where user can select the recipe that they want to cook and enjoy the meal.

The database used in the application is firebase database. We can use the default system database, NoSQL database. However, we want the data to be secure and connected to internet. The firebase database is secure and make the unique database for unique customers.

1.3 CHALLENGES PRESENT IN HELL-CHEF

There are many challenges present in the hell-chef application. We took the baseline for the challenges for the hell-chef application to solve them and make that application. The challenges were

- Huge competition, similar applications available
- Identifying the appropriate machine learning model for the application
- Identifying the user interface of the application for the customer to understand and use them clearly.
- Training the custom dataset
- Integrating with the application
- Deployment the application to play store

Here the deployment of the application was not achieved because of the app compatibility and the application size. To overcome the competition, we introduced the new feature like ML integration and smart camera feature for smart recipe generation. The app is user friendly and this is achieved by doing a user experience on the user to get the feedback for the application design. The custom training of YOLO is achieved and is available in my GITHUB repository for the other people to use. Since the training of these datas happen for days.

1.4 PROJECT STATEMENT

One of the main challenges in cooking application is that many of the people does not use them since they do not understand the ingredients name in English. I

personally felt in the lockdown with my mom cooking food and when we use the application we does not know the posh big ingredients names. We need to google the names to convert them into native form for understanding. Another drawback with applications is that many recipes have many items needed to be bought. Like many of the ingredients are not available right in the house. To solve these issues I created a mobile application that functions as a usual cooking app with the list of recipes available and added the additional feature of shopping cart and smart camera feature where we can cook the recipes from the ingredients we have in the house.

We need not be a pro to know the items, since the app identifies the vegetables and recommend the recipes to us with step by step. Later if we are missing the items that are required for the cooking, the ingredients are marked so that they can be easily added to the cart for shopping them.

1.5 OBJECTIVE

Our objective is to make a user-friendly application that has the machine learning functionality that makes the user life easier. To have all the functionality of the cooking application with few additional f\functionality like secure databases, smart camera, smart recipe feature and shopping list feature.

Chapter 2

Literature Survey

2.1 INTRODUCTION

2.1.1 CNNS FOR FACE DETECTION AND RECOGNITION

Two Stream CNN: In the first part, we detect a single human face from the rest of the image. The output will have the human face coordinate and size of the bounding box as well as the class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size.

Cascade CNN: In the above model, we cannot detect multiple faces. We perform sliding window across whole image. Each window is fed into convolution layer for binary classification. second stage, non-maximum suppression(NMS) is used to eliminate highly overlapped detection region. This help to tackle multiple face detection and classification.

2.1.2 ORIGINAL APPROACH FOR THE LOCALIZATION OF OBJECTS IN IMAGES

Sliding window: It detect the present and absent of human face in the imagesliding window. This was CNN based object detection algorithm. However, the drawback of this sliding window is that we need to repeat the process for period of time, which resulting in more computing power.

2.1.3 MEASURING THE OBJECT NESS OF IMAGE WINDOWS

Regional proposal method: They take the potential regions for high possible object detection. This number of regions is reduced than the sliding window. This method is also called as R-CNN. However, the time taken to train the model is slow and also consume much memory.

Regions of Interest (RoI) using the Region Proposal method on the input image, warps each RoI into standard in put size for the neural network and forward them into the CNNs dedicated for image classification and localization and output the class category as well as the bounding box coordinates and sizes.

2.1.4 YOU ONLY LOOK ONCE: UNIFIED, REAL-TIME OBJECT DETECTION

YOLO and SSD: This method does not use the regions to scan for objects. The input image directly goes through the convolution neural network, and they are divided into multiple grids and perform classification score on each grid. They reduce the training and testing time, but the accuracy is not achieved completely.

2.1.5 REAL-TIME CUSTOM OBJECT DETECTION AND RECOGNITION PROJECT

The motivation behind this project were namely, Recognition and detection of objects from a video has been one of the blooming topics. Real time recognition and detection is bounded by many constraints like background, multiple objects, higher FPS etc.

Input will be a video of common objects (COCO) that the YOLO is trained with and output will be the video with bounding boxes and labels around the objects.

Input will be the one from webcam, or a video of an object captured using webcam by drawing bounding boxes, since the network YOLO has been trained with that in the process therefore, output will be the video with confidence labels.

2.1.6 SHORT TERM TRAFFIC PREDICTION

Long Short-Term Memory arrange (LSTM) toward catch of worldly conditions consist of circulation moment. In any case, these time-arrangement expectation strategies are just performed on a solitary street section. At the point when they are applied to the entire street arrange, the computational proficiency will be diminished from numerous forecast undertakings. A few works discovered that learning different errands mutually can improve the forecast execution contrasted and learning them exclusively. Mama et al. utilized Convolutional Neural System (CNN) to separate the longitudinal conditions having rush hour gridlock stream yet the street systems concentrated in these exploration remained communicated to Euclidean cosmos (e.g., 2D pictures) The nearby spatial relationships adapted in this way as it were reflect unstructured spatial closeness, as opposed to organized contiguousness relations of street fragments in et al. proposed a chart convolutional neural system per information single-minded chart channel (GCNN-DDGF) that taken over to learn covered up heterogeneous pairwise spatial relationships. In any case, these charts were set undirected and consequently

can't depict the coordinated spread of traffic stream along street systems. Toward the end, Li proposed the dispersion convolution activity happening guided charts near catch the three-dimensional connections of commuter traffic stream, however it has dissemination procedure stood just characterized by a period progress framework on the degree of separable hubs and boundaries. Consequently, the 3-D data got was dissemination difficulty just echoes low-request availability examples having street portions.

2.2 INFERENCE

Two Stream CNN we detect a single human face from the rest of the image. The output will have the human face coordinate and size of the bounding box as well as the class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size.

We cannot detect multiple faces. We perform sliding window across whole image. Each window is fed into convolution layer for binary classification. Second stage, non-maximum suppression (NMS) is used to eliminate highly overlapped detection region. This help to tackle multiple face detection and classification it happens in cascade CNN.

The dataset images or videos will be given as input to YOLO network that has been trained. The videos for input will be taken from the /videos folder in the project directory. The output video with the bounding boxes with labels will be stored in the folder /output in the project directory.

In out method of detection and recognition of human face, we use a new method which takes less time and indeed achieves better accuracy.

In the above box as well as the model, we class of it. This cannot detect module has 6 multiple faces. primary modules, We perform each has one sliding window convolution layer, across whole one max-pooling	S. NO	TITLE	AUTHOR	TECHNIQUES	REMARKS
Detection and Recognition An, Jiafu Wu, Chang Yue An, Jiafu Wu, Chang Yue An, Jiafu Getect a single human face from the rest of the image. The output will have the human the image. Cascade CNN: In the model, we class of it. This cannot detect model, we cannot detect multiple faces. We perform sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Original An, Jiafu General Wu, Chang First part, we detect a single human face from the rest of the image. Cascade CNN: size of the bounding box as well as the class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Original Approach for the localization of objects in and Y. Le absent of human face from the rest of the image-sliding window. Sliding window is that we need to repeat the process of primary modules, each has one convolution layer, one max-pooling in general the location and size. Sliding window: Sliding window is that we need to repeat the process of previod of time, which resulting in more computing window. This was CNN based				USED	
Recognition Wu, Chang Yue first part, we detect a single human face from the rest of the image. The output will have the human face ordinate and the image. Cascade CNN: In the above model, we class of it. This cannot detect multiple faces. We perform sliding window across whole image image Original Approach for the localization of objects in images Recognition Wu, Chang Yue first part, we detect a single the rest of the image. The output will have the human face from the rest of the image. Cascade CNN: size of the bounding box as well as the class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: It detect the that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based	1	CNNs for Face	Yicheng	Two Stream	Two Stream CNN
Yue detect a single human face from the rest of the image. The output will have the human face coordinate and Cascade CNN: size of the bounding In the above box as well as the model, we class of it. This module has 6 multiple faces. We perform each has one sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, and Y. Le image. The output will have the human face image. This output will have the human face coordinate and class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: It detect the that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based		Detection and	An, Jiafu	CNN: In the	we detect a single
human face from the rest of the image. Cascade CNN: In the above model, we class of it. This cannot detect multiple faces. We perform sliding window across whole image image Original approach for the localization of objects in images R. Vaillant, and Y. Le images Cascade CNN: In the above model, we class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: It detect the present and absent of human face in the image-sliding window. This was CNN based		Recognition	Wu, Chang	first part, we	human face from
from the rest of the image. Cascade CNN: In the above model, we class of it. This cannot detect multiple faces. We perform sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Original approach for the localization of objects in images R. Vaillant, absent of human images Cascade CNN: In the above model, we class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based			Yue	detect a single	the rest of the
the image. Cascade CNN: In the above model, we class of it. This cannot detect module has 6 multiple faces. We perform each has one sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images Cascade CNN: In the above module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in image-sliding window. This was CNN based				human face	image. The output
Cascade CNN: In the above model, we class of it. This module has 6 primary modules, each has one sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, Cun R. Vaillant, Sliding window: It detect the localization of objects in images Cun Cascade CNN: size of the bounding box as well as the class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based				from the rest of	will have the human
In the above model, we class of it. This module has 6 primary modules, each has one sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, C. It detect the localization of objects in images Cun In the above model, we class of it. This module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based				the image.	face coordinate and
model, we cannot detect module has 6 multiple faces. We perform each has one sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, absent of human images Cun face in the image-sliding window. This was CNN based model, we cannot detect module has 6 primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing power.				Cascade CNN:	size of the bounding
cannot detect multiple faces. We perform each has one convolution layer, one max-pooling image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, and Y. Le images Cun Cannot detect multiple faces. Primary modules, each has one convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based				In the above	box as well as the
multiple faces. We perform sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in images R. Vaillant, approach for the localization of objects in images Cun multiple faces. We perform sliding window convolution layer, one max-pooling and one leaky ReLU layer. The last layer is connected layer one for predicting the location and size. Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in image-sliding window. This was CNN based				model, we	class of it. This
We perform sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of objects in and Y. Le images R. Vaillant, Sliding window: Sliding window is that we need to repeat the process for present and absent of human images Cun face in the image-sliding window. This was CNN based				cannot detect	module has 6
sliding window across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original R. Vaillant, approach for the localization of objects in images Cun Sliding window: Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing window. This was CNN based				multiple faces.	primary modules,
across whole image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is approach for the localization of objects in and Y. Le images Cun face in the image-sliding window. This was CNN based one max-pooling and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing power.				We perform	each has one
image image image image and one leaky ReLU layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original approach for the localization of localization of objects in images R. Vaillant, Sliding window: It detect the present and orepeat the process that we need to repeat the process objects in and Y. Le images Cun face in the image-sliding window. This was CNN based				sliding window	convolution layer,
layer. The last layer is connected to fully connected layer one for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is approach for the localization of Monrocq, present and objects in and Y. Le absent of human for period of time, images Cun face in the image-sliding window. This was CNN based				across whole	one max-pooling
is connected to fully connected layer one for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is approach for the localization of Monrocq, objects in and Y. Le images Cun face in the image-sliding window. This was CNN based is connected to fully connected				image	and one leaky ReLU
connected layer one for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is approach for the localization of objects in and Y. Le absent of human images Cun face in the image-sliding window. This was CNN based connected layer one for predicting the location and size. Sliding window is that we need to repeat the process for period of time, which resulting in more computing power.					layer. The last layer
for predicting the location and size. 2 Original R. Vaillant, Sliding window: Sliding window is approach for the localization of objects in and Y. Le absent of human for period of time, images Cun face in the image-sliding window. This was CNN based for predicting the location and size. Sliding window is that we need to repeat the process absent of human for period of time, which resulting in more computing power.					is connected to fully
Original R. Vaillant, Sliding window: Sliding window is approach for the localization of objects in and Y. Le absent of human images Cun face in the image-sliding window. This was CNN based					connected layer one
Original R. Vaillant, Sliding window: Sliding window is approach for the localization of objects in and Y. Le absent of human images Cun face in the image-sliding window. This was CNN based R. Vaillant, Sliding window: Sliding window is that we need to repeat the process for period of time, which resulting in more computing power.					for predicting the
approach for the localization of localization of objects in localization of and Y. Le localization of objects in localization of localization of and Y. Le localization of loc					location and size.
localization of objects in and Y. Le absent of human for period of time, images Cun face in the image-sliding window. This was CNN based Monrocq, present and repeat the process for period of time, which resulting in more computing power.	2	Original	R. Vaillant,	Sliding window:	Sliding window is
objects in and Y. Le absent of human for period of time, which resulting in image-sliding window. This was CNN based		approach for the	C.	It detect the	that we need to
images Cun face in the which resulting in more computing window. This power. was CNN based		localization of	Monrocq,	present and	repeat the process
image-sliding more computing window. This power. was CNN based		objects in	and Y. Le	absent of human	for period of time,
window. This power. was CNN based		images	Cun	face in the	which resulting in
was CNN based				image-sliding	more computing
				window. This	power.
object detection				was CNN based	
				object detection	
algorithm.				algorithm.	

3	Measuring the	Joseph	Regional	RoI into standard in
	object ness of	Redmon,	proposal	put size for the
	image windows	Santosh	method: They	neural network and
		Divvala	take the	forward them into
			potential regions	the CNNs dedicated
			for high possible	for image
			object detection.	classification and
			This number of	localization and
			regions is	output the class
			reduced than the	category as well as
			sliding window.	the bounding box
			This method is	coordinates and
			also called as R-	sizes.
			CNN. However,	
			the time taken to	
			train the model	
			is slow and also	
			consume much	
			memory.	
4	You Only Look	Y. Wong, S.	YOLO and	They reduce the
	Once: Unified,	Chen, S.	SSD: This	training and testing
	Real-Time	Mau, C.	method does not	time, but the
	Object	Sanderson	use the regions	accuracy is not
	Detection		to scan for	achieved
			objects. The	completely.
			input image	
			directly goes	
			through the	
			convolution	
			neural network,	
			and they are	
			divided into	
			multiple grids	
<u> </u>	<u> </u>	<u> </u>	<u> </u>	

			and perform	
			classification	
			score on each	
			grid.	
5	Real-time	Alexe et al	The motivation	Input will be the one
	Custom Object		behind this	from webcam, or a
	Detection and		project were	video of an object
	Recognition		namely,	captured using
	Project		Recognition and	webcam by drawing
			detection of	bounding boxes,
			objects from a	since the network
			video has been	YOLO has been
			one of the	trained with that in
			blooming topics.	the process
			Real time	therefore, output
			recognition and	will be the video
			detection is	with confidence
			bounded by	labels.
			many	
			constraints like	
			background,	
			multiple objects,	
			higher FPS etc.	
			Input will be a	
			video of	
			common objects	
			(COCO) that the	
			YOLO is trained	
			with and output	
			will be the video	
			with bounding	
			boxes and labels	

			around the	
			objects.	
6	Short-Term	Matteo	ARIMA model	Computational
	Traffic Flow	Bertini, and	coupled with a	complexity issues
	Forecasting: An	Paolo	kalman filter is	largest training time
	Experimental	Frasconi	the most	
	Comparison of		accurate model	
	Time-Series			
	Analysis and			
	Supervised			
	Learning Marco			
	Lippi,			

Table 1.1 Summary of Literature Survey

Chapter 3

System design

3.1 INTRODUCTION

Object detection and recognition has been one of the challenging tasks for many years. They are many techniques involved in this process and they are used in many scenarios in the real time. Things like classroom attendance, offices, traffic, and photo tagging so on. With the help of the advanced AI technologies they are been used in Drones, self-driving cars, automation and in robots for understanding the environment. The visual aspect of classification the objects and recognition of what that object is the key aspect ratio in all these applications. Usually a traditional Convolution neural network has been used for the recognition of the objects.

In our project, we are applying CNN techniques to detect and recognize the fruits and vegetables that are available in the house and recommend the dish that can be prepared using the main key ingredients. We have many applications (app) for side chef, super cook where the recipes and other steps are present. However, we need to manually search for the dishes that matches with the ingredients we have in our house. Many of people doesn't know the ingredients names and it has been a challenge to many people even our parents. In our application, the user can take the pic of the items (vegetables and fruits) that are available in his refrigerator or in the house, using the Hell-chef app there is a smart camera feature for it. The captured image goes to the CNN and identify the items or ingredients and lists the recipes where the user can choose the dish they want to make. This algorithm used in the application provides accurate results and high accuracy.

We train the model using the custom dataset of fruits and vegetables. The ready to use trained weights are available in the GitHub repository of coco weights. However, they cannot be used for our model since we are using the custom dataset and train the network model. Since the dataset is huge, we use google drive to store the data.

3.2 YOLO NETWORK ARCHITECTURE

You only look once (YOLO) is one of the faster object detection algorithms out there. Though it is no longer the most accurate object detection algorithm, it is a very good choice when you need real-time detection, without loss of too much accuracy. We are using YOLO v3 The first detection is made by the 82nd layer. For the first 81 layers, the image is down sampled by the network, such that the 81st layer has a stride of 32. If we have an image of 416 x 416, the resultant feature map would be of size 13 x 13. One detection is made here using the 1 x 1 detection kernel, giving us a detection feature map of 13 x 13 x 255.

Then, the feature map from layer 79 is subjected to a few convolutional layers before being up sampled by 2x to dimensions of 26×26 . This feature map is then depth concatenated with the feature map from layer 61. Then the combined feature maps is again subjected a few 1×1 convolutional layers to fuse the features from the earlier layer (61). Then, the second detection is made by the 94th layer, yielding a detection feature map of $26 \times 26 \times 255$.

A similar procedure is followed again, where the feature map from layer 91 is subjected to few convolutional layers before being depth concatenated with a feature map from layer 36. Like before, a few 1 x 1 convolutional layers follow to fuse the information from the previous layer (36). We make the final of the 3 at 106th layer, yielding feature map of size 52 x 52 x 255.

Softmaxing classes rests on the assumption that classes are mutually exclusive, or in simple words, if an object belongs to one class, then it cannot belong to the other. This works fine in COCO dataset.

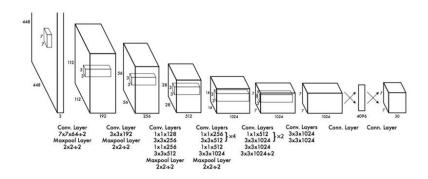


Figure 1.1 YOLO Architecture

3.3 IMPOROVED RESNET

The feedforward network with a single layer is sufficient to represent any function. However, the layer might be massive and the network is prone to overfitting

the data. Therefore, there is a common trend in the research community that our network architecture needs to go deeper.

Since AlexNet, the state-of-the-art CNN architecture is going deeper and deeper. While AlexNet had only 5 convolutional layers, the VGG network and GoogleNet (also codenamed Inception_v1) had 19 and 22 layers respectively.

However, increasing network depth does not work by simply stacking layers together. Deep networks are hard to train because of the notorious vanishing gradient problem as the gradient is back-propagated to earlier layers, repeated multiplication may make the gradient infinitively small. As a result, as the network goes deeper, its performance gets saturated or even starts degrading rapidly.

This may look familiar to you as it is very similar to the Inception module of, they both follow the split-transform-merge paradigm, except in this variant, the outputs of different paths are merged by adding them together, while in [4] they are depth-concatenated. Another difference is that in, each path is different (1x1, 3x3 and 5x5 convolution) from each other, while in this architecture, all paths share the same topology.

The authors introduced a hyper-parameter called cardinality — the number of independent paths, to provide a new way of adjusting the model capacity. Experiments show that accuracy can be gained more efficiently by increasing the cardinality than by going deeper or wider. The authors state that compared to Inception, this novel architecture is easier to adapt to new datasets/tasks, as it has a simple paradigm and only one hyper-parameter to be adjusted, while Inception has many hyper-parameters (like the kernel size of the convolutional layer of each path) to tune.

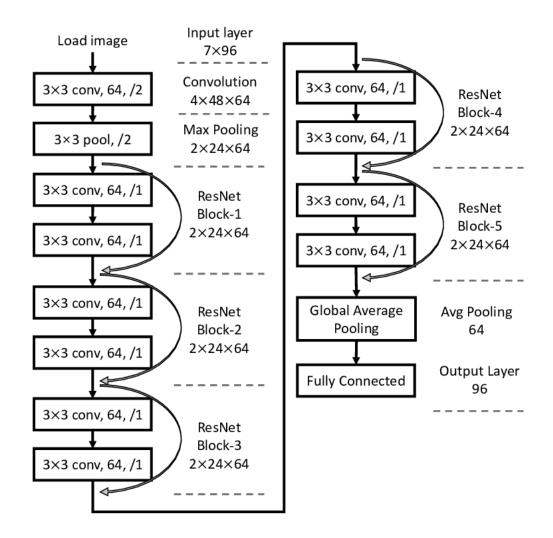


Figure 1.2 RESNET General Architecture

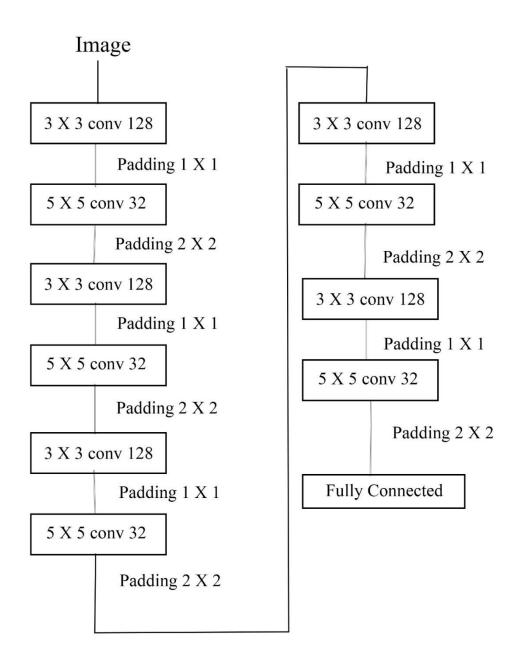


Figure 1.3 Improvised RESNET

3.4 APPLICATION ARCHITECTURE

The Hell-chef application has a series of architecture combined to form a complete model. At first, we have a general application that perform the cooking app task. Then we have the smart camera feature where the smart activity takes place. The image got from the smart camera goes to the YOLO architecture where the detection and recognition of the vegetables takes place from the retrained weights that we trained for days. Then the output contains the image with the labels and the ingredients list. This list is again goes to neural network and for generating the recipes for the user.

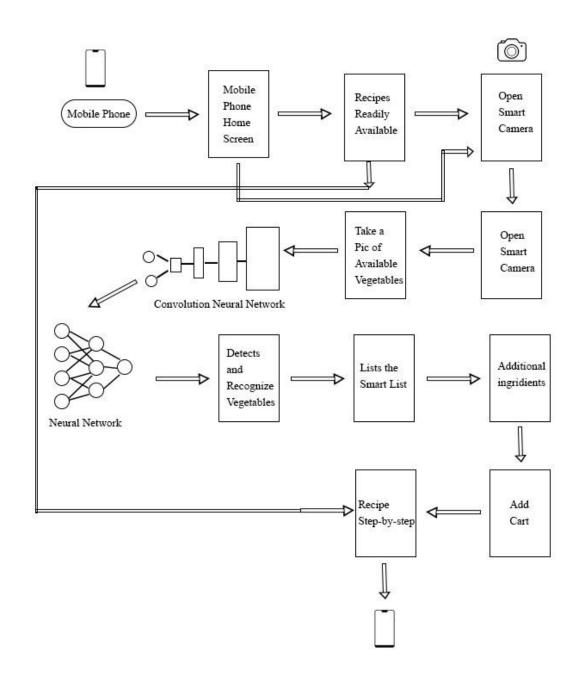


Figure 1.4 Application architecture

Chapter 4

UX and UI Design

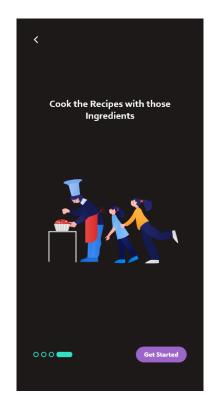
4.1 INTRODUCTION

To make a app successful, we need the functionality and the good design for the user to use our application. Design is a important process in the any part of the software engineering. A good design represent the good product.

UX and UI design are two different elements of a single consumer experience. UX refers to the user experience, which focuses on how something works and how people interact with it. UI, or user interface, focuses on the look and layout. A UX designer ensures a product makes sense to the user by creating a path that logically flows from one step to the next. A UI designer ensures each page visually communicates that path. Designers also research targeted users to develop a clear understanding of their needs, define interaction models, design wireframes, build prototypes and work on brand color. And they conduct user testing and review metrics and focus-group reactions so they're able to make the necessary tweaks to enhance the product.

4.2 UI DESIGN FOR HELL-CHEF

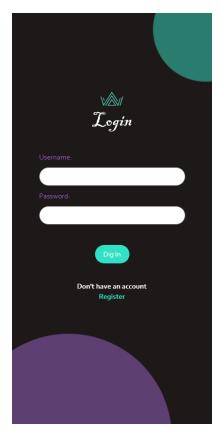




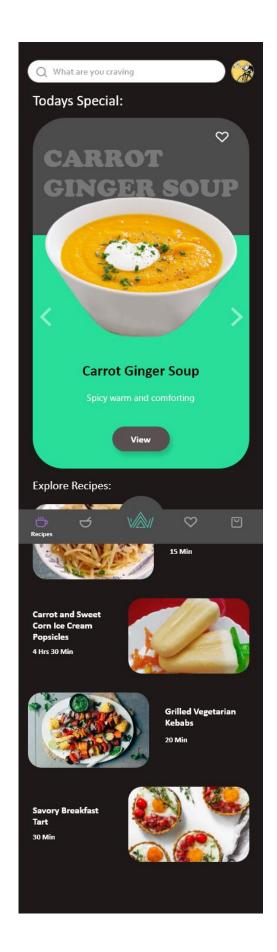


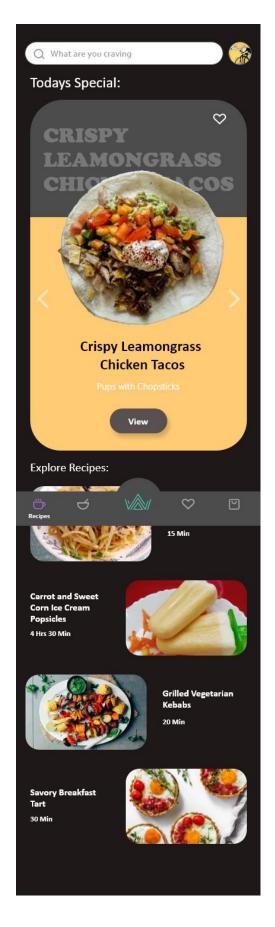


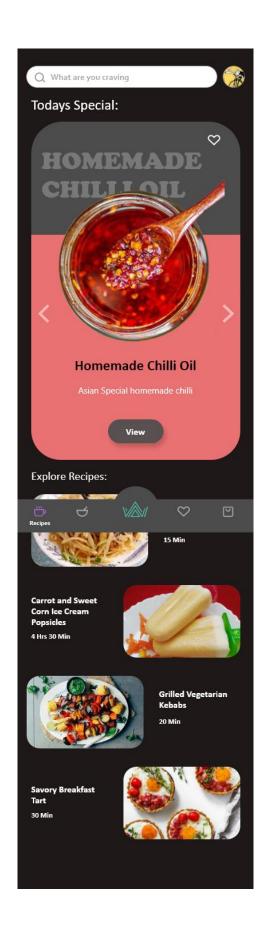


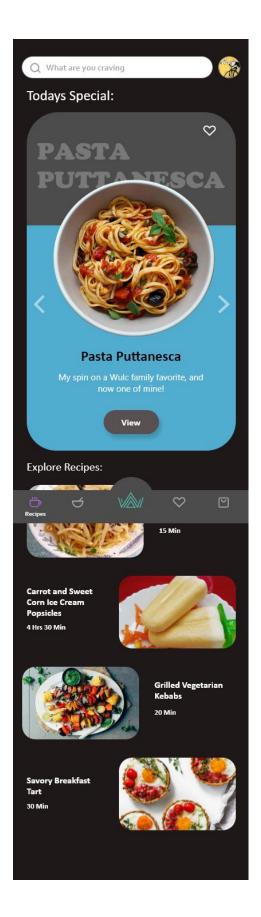


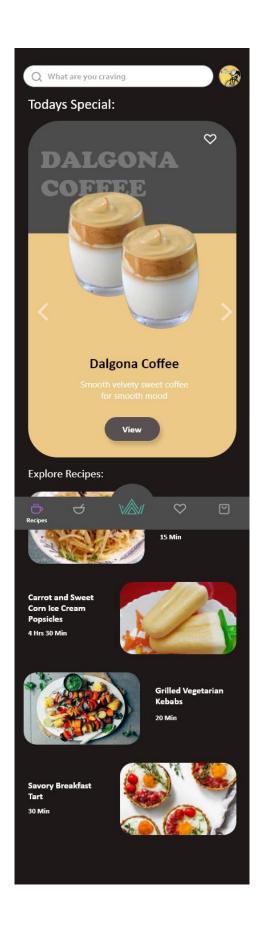


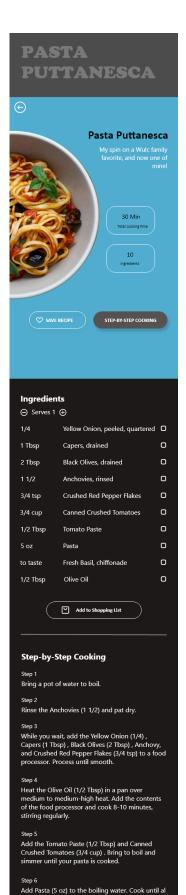




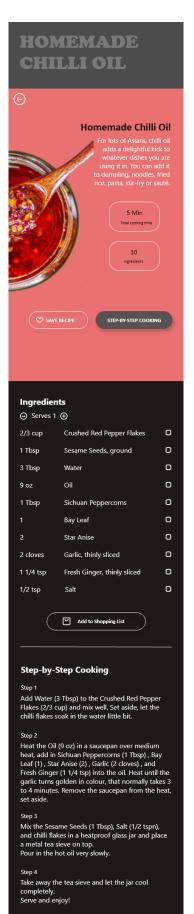








dente. Drain and add to the sauce. Toss to coat. Stir in Fresh Basil (to taste), serve and enjoy!



CRISPY **LEAMONGRASS CHICKEN TACOS**



Ingredients ⊝ Serves 1 ⊕ Boneless, Skin-On Chicken Thighs□ О 3/4 clove Garlic , minced 1/2 Tbsp O Soy Sauce Balsamic Vinegar О 3/4 tsp О 1/4 stalk Lemongrass, finely chopped О 1/4 handful Tortilla Chips Scallions, finely chopped 0 1/4 stalk 1 1/2 0 Small Corn Tortillas Add to Shopping List

Step-by-Step Cooking

Step 1

Marinate the Boneless, Skin-On Chicken Thighs (1 1/2) with the Garlic (3/4 clove) , Soy Sauce (1/2 Tbsp) , Lemongrass (1/4 stalk) , and Balsamic Vinegar (3/4 tsp) for 2-3 hours.

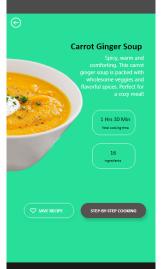
In a large skillet, add some oil and set the heat to medium heat.

Starting skin side down first, sear the chicken for 3-4 minutes a side. To get the brown skin, leave it untouched skin side down for a few minutes.

Once the chicken is done, transfer it to a cutting board and place some Tortilla Chips (1/4 handful) on top of the chicken and chop it up together. Mix in the Scallions (1/4 stalk) .

Add to Small Corn Tortillas (1 1/2) with toppings and enjoy!

CARROT **GINGER SOUP**



Ingredients				
⊖ Serves 1	Φ			
1/6	Onion, diced	0		
1/2 clove	Garlic, minced	0		
1/8 in	Fresh Ginger, grated	0		
1/6	Medium Potato, washed, diced	0		
3/4 cup	Carrots, roughly chopped	0		
1/2 tsp	Coconut Oil	0		
1/8 tsp	Ground Turmeric	0		
1/8 tsp	Ground Coriander	0		
as needed	Cayenne Pepper	0		
as needed	Ground Allspice	0		
to taste	Salt and Pepper	0		
1/2 cup	Vegetable Broth	0		
2.3 fl oz	Coconut Milk	0		
to taste	Fresh Mint Leaves	0		
to taste	Pepitas	0		
to taste	Lemon Juice	0		

Step-by-Step Cooking

Heat large pot or dutch oven over medium-low heat. Add Coconut Oil (1/2 tsp), once hot, add Onion (1/6) and cook for about 10 minutes or until translucent.

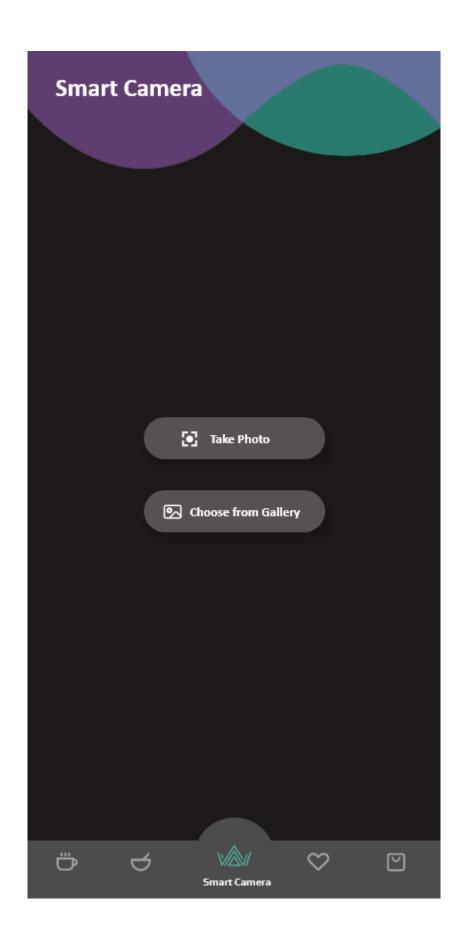
Add to Shopping List

Step 2 Then add Garlic (1/2 clove) and Fresh Ginger (1/8 in) and sauté for 1-2 minutes or until fragrant.

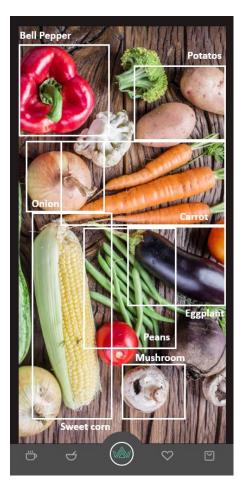
Step 3
Add Potato (1/6) , Carrots (3/4 cup) , Ground
Turmeric (1/8 tsp) , Ground Coriander (1/8 tsp) ,
Ground Roper (as needed) , Ground Allspice (as
needed) , Salt and Pepper (to taste) . Cover and
cook for about 40 minutes or until potato and
carrots are soft. Add Vegetable Broth (1/2 cup)
and bring to a boil.

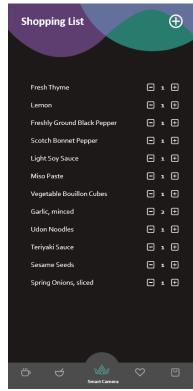
Step 4
Remove from heat and puree with an immersion blender (for a regular blender, blend in batches). Be sure not to overfill blender and make sure to hold the lid down tight with a towel! Return to pot after pureeing.

Step 5 Return to heat and add Coconut Milk (2.3 fl oz) , stirring to combine, just until the soup is thoroughly heated. Adjust seasonings as desired. Garnish with Fresh Mint Leaves (to taste). Pepitas (to taste) and Lemon Juice (to taste). We like it with a slice of fresh bread!









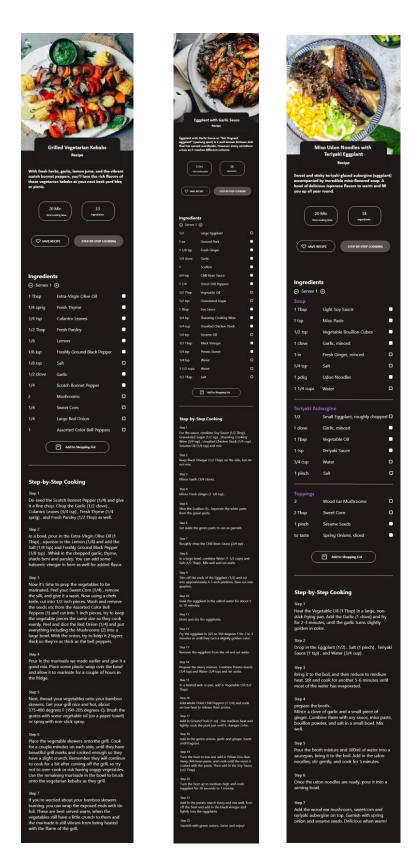


Figure 1.5 UI Design

Chapter 5

Module description

5.1 LOGIN MODULE

As this a mobile application, we kept a login system for user to login into the application using his mail address and password. In further extension of the application, the user can create his own recipes and they are stored in the cloud. The login helps to access all those details. We use firebase database to authenticate the user to login the application.

5.2 REGISTER MODULE

The users can register for the application. The details are taken as a form and stored in the database. The details like name, username, password, mail address are taken in order to register the user for this application. Where the mail and password is saved in the authentication

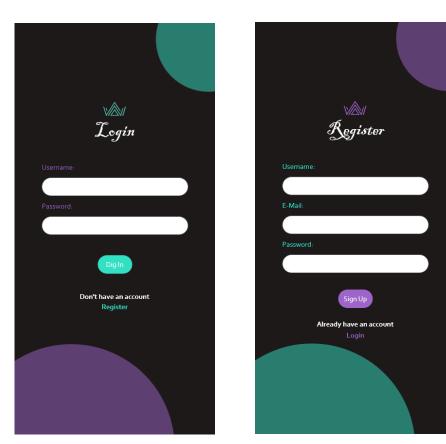


Figure 1.6 Login and Register Module

5.3 RECIPES LIST

After entering into the app, the user gets the basic recipes for breakfast, lunch or dinner. These recipes will have the image, ingredients, step-by-step preparation guide and time that will be taken for the dish to be ready. In further development, we can also include the video of the making, reviews on the dish etc.

5.4 SMART CAMERA

This is the key point in the application. The smart camera take the photo of items present in the house like fruits and vegetables. The image is then sent to the CNN for detection and recognition of the items. These are done by using the algorithms like YOLO and improvised RESNET. The YOLO algorithm helps to detect multiple objects in our case the vegetables and fruits. Then a boundary box is created upon the objects detected. Then the improvised RESNET helps to identify the object and stores the ingredients as a list. The use of improvised RESNET is that the training and testing time and provide accuracy.



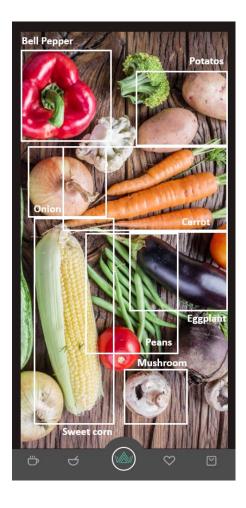


Figure 1.7 Smart camera

5.5 SHOPPING LIST

The items majorly used are now available with us. But, the additional items that are required are listed separately. Those items can be checked manually or can be added to cart for purchasing them. We can add the shopping list directly from the list available.

Chapter 6

System Implementation

6.1 OVERVIEW OF ENVIRONMENT

We are using many environment for our project since we have different in implementations. We develop the android application in android studio, the machine learning algorithm is developed in the google colab and the database we use firebase database. We integrate the firebase with android studio with API keys. The machine learning we connect using the openCV. For data storage we usually use firebase. But in the case of the regognition image we use google drive for it.

6.2 ANDROID STUDIO

Android Studio provides a unified environment where you can build apps for Android phones, tablets, Android Wear, Android TV, and Android Auto. Structured code modules allow you to divide your project into units of functionality that you can independently build, test, and debug.

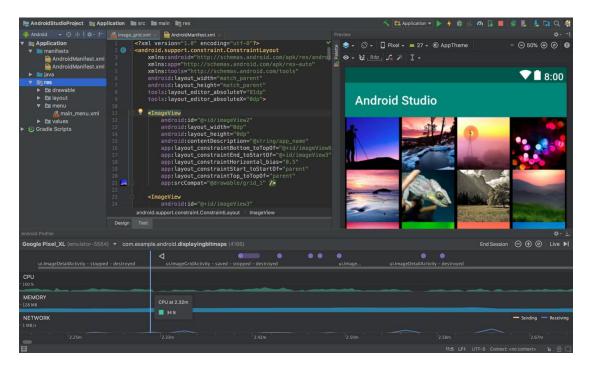


Figure 1.8 Android studio

6.3 FIREBASE

Firebase is a mobile-backend-as-a-service that provides powerful features for building mobile apps. Firebase has three core services: a realtime database, user authentication and hosting. With the Firebase iOS SDK, you can use these services to create apps without writing any server code

Firebase is Google's mobile application development platform that helps you build, improve, and grow your app. Here it is again in bigger letters, for impact: Firebase is Google's mobile application development platform that helps you build, improve, and grow your app.

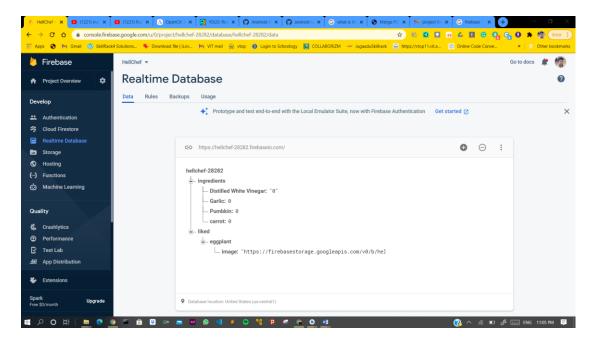


Figure 1.9 Firebase Database

6.4 GOOGLE COLAB

Colaboratory, or "Colab" for short, is a product from Google Research. Colab allows anybody to write and execute arbitrary python code through the browser, and is especially well suited to machine learning, data analysis and education. To start working with Colab you first need to log in to your google account, then go to this link https://colab.research.google.com. EXAMPLES: Contain a number of Jupyter notebooks of various examples. RECENT: Jupyter notebook you have recently worked with. GOOGLE DRIVE: Jupyter notebook in your google drive.

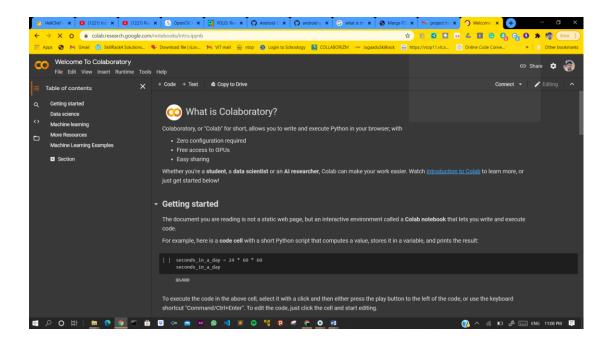


Figure 1.10 Google Colab

6.5 IMPLEMENTATION

package com.example.hellchef;

import androidx.appcompat.app.AppCompatActivity;

import android.content.Intent;

import android.os.Bundle;

import android.view.Window;

import android.view.WindowManager;

import android.widget.Toast;

import java.util.Timer;

import java.util.TimerTask;

public class MainActivity extends AppCompatActivity {

```
Timer timer;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    /*requestWindowFeature(Window.FEATURE_NO_TITLE);
this.getWindow().setFlags(WindowManager.LayoutParams.FLAG\_FULLSCREEN,
WindowManager.LayoutParams.FLAG_FULLSCREEN);
    getSupportActionBar().hide();*/
    timer = new Timer();
    timer.schedule(new TimerTask() {
       @Override
      public void run() {
         Intent intent = new Intent(MainActivity.this,Home.class);
         startActivity(intent);
         finish();
       }
    },5000);
    setContentView(R.layout.activity_main);
  }
```

package com.example.hellchef;

```
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import com.google.firebase.auth.FirebaseAuth;
public class Recipes extends AppCompatActivity {
  FirebaseAuth mFirebaseAuth;
  FirebaseAuth.AuthStateListener mAuthStateListener;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_recipes);
  }
  public void pasta(View view) {
    Intent in = new Intent(this,Pasta.class);
    startActivity(in);
  }
  public void chilli(View view) {
```

```
Intent in = new Intent(this,Chilli.class);
     startActivity(in);
  }
  public void tacos(View view) {
     Intent in = new Intent(this,Tacos.class);
     startActivity(in);
  }
  public void coffee(View view) {
     Intent in = new Intent(this,Coffee.class);
    startActivity(in);
   }
  public void logout(View view) {
     FirebaseAuth.getInstance().signOut();
     Intent in = new Intent(Recipes.this,MainActivity.class);
     startActivity(in);
  }
}
package com.example.hellchef.navigation;
import android.content.Intent;
import android.os.Bundle;
```

```
import android.util.Log;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageView;
import android.widget.Toast;
import androidx.annotation.NonNull;
import androidx.fragment.app.Fragment;
import com.example.hellchef.Additional;
import com.example.hellchef.Chilli;
import com.example.hellchef.Coffee;
import com.example.hellchef.Home;
import com.example.hellchef.MainActivity;
import com.example.hellchef.Pasta;
import com.example.hellchef.R;
import com.example.hellchef.Recipes;
import com.example.hellchef.Tacos;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.DatabaseError;
import com.google.firebase.database.DatabaseReference;
```

import com.google.firebase.database.FirebaseDatabase;

```
public class RecipesFragement extends Fragment {
  FirebaseAuth mFirebaseAuth;
  FirebaseAuth.AuthStateListener mAuthStateListener:
  final FirebaseDatabase mDatabase = FirebaseDatabase.getInstance();
  DatabaseReference mref = mDatabase.getReference();
  private DatabaseReference myRef;
  ImageView pasta, chilli, tacos, coffee, logout;
  ImageView pasta_liked,chilli_liked,tacos_liked,carrot_liked,coffee_liked;
  public int pasta_count,chilli_count,tacos_count,carrot_count,coffee_count;
  @Override
  public View on Create View (Layout Inflater inflater, View Group container, Bundle
savedInstanceState){
    View view = inflater.inflate(R.layout.activity_recipes,container,false);
    pasta = view.findViewById(R.id.view_pasta);
    chilli = view.findViewById(R.id.view_chilli);
    tacos = view.findViewById(R.id.view_tacos);
    coffee = view.findViewById(R.id.view_coffee);
    logout = view.findViewById(R.id.imageView21);
    pasta_liked = view.findViewById(R.id.heart1);
```

import com.google.firebase.database.ValueEventListener;

```
chilli_liked = view.findViewById(R.id.heart2);
tacos_liked = view.findViewById(R.id.heart3);
carrot_liked = view.findViewById(R.id.heart4);
coffee_liked = view.findViewById(R.id.heart5);
myRef = FirebaseDatabase.getInstance().getReference();
//myRef.child("liked");
myRef.child("liked").addValueEventListener(new ValueEventListener() {
  @Override
  public void onDataChange(@NonNull DataSnapshot snapshot) {
    if(snapshot.hasChild("pasta"))
    {
       pasta_liked.setImageResource(R.drawable.heart_fill);
       pasta_count = 1;
    }
    else
       pasta_liked.setImageResource(R.drawable.heart_btn);
       pasta_count = 0;
    }
  }
  @Override
  public void onCancelled(@NonNull DatabaseError error) {
```

```
Toast.makeText(getActivity(), "Something went
wrong",Toast.LENGTH_SHORT).show();
       }
    });
    myRef.child("liked").addValueEventListener(new ValueEventListener() {
       @Override
      public void onDataChange(@NonNull DataSnapshot snapshot) {
         if(snapshot.hasChild("chilli"))
         {
           chilli_liked.setImageResource(R.drawable.heart_fill);
           chilli_count = 1;
         }
         else
           chilli_liked.setImageResource(R.drawable.heart_btn);
           chilli\_count = 0;
         }
       }
       @Override
      public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(getActivity(), "Something went
wrong",Toast.LENGTH_SHORT).show();
       }
    });
```

```
myRef.child("liked").addValueEventListener(new ValueEventListener() {
       @Override
      public void onDataChange(@NonNull DataSnapshot snapshot) {
         if(snapshot.hasChild("tacos"))
         {
           tacos_liked.setImageResource(R.drawable.heart_fill);
           tacos\_count = 1;
         }
         else
           tacos_liked.setImageResource(R.drawable.heart_btn);
           tacos\_count = 0;
         }
       }
       @Override
      public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(getActivity(), "Something went
wrong",Toast.LENGTH_SHORT).show();
       }
    });
    myRef.child("liked").addValueEventListener(new ValueEventListener() {
       @Override
      public void onDataChange(@NonNull DataSnapshot snapshot) {
         if(snapshot.hasChild("carrot"))
```

```
{
           carrot_liked.setImageResource(R.drawable.heart_fill);
           carrot_count = 1;
         }
         else
         {
           carrot_liked.setImageResource(R.drawable.heart_btn);
           carrot\_count = 0;
       }
       @Override
      public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(getActivity(), "Something went
wrong",Toast.LENGTH_SHORT).show();
       }
    });
    myRef.child("liked").addValueEventListener(new ValueEventListener() {
       @Override
      public void onDataChange(@NonNull DataSnapshot snapshot) {
         if(snapshot.hasChild("coffee"))
         {
           coffee_liked.setImageResource(R.drawable.heart_fill);
           coffee_count = 1;
```

```
else
           coffee_liked.setImageResource(R.drawable.heart_btn);
           coffee\_count = 0;
         }
       }
       @Override
       public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(getActivity(),"Something went
wrong",Toast.LENGTH_SHORT).show();
       }
     });
    pasta.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         Intent in = new Intent(getActivity(), Pasta.class);
         startActivity(in);
       }
     });
    chilli.setOnClickListener(new View.OnClickListener() {
```

```
@Override
  public void onClick(View v) {
    Intent in = new Intent(getActivity(), Chilli.class);
    startActivity(in);
  }
});
tacos.setOnClickListener(new View.OnClickListener() {
  @Override
  public void onClick(View v) {
    Intent in = new Intent(getActivity(), Tacos.class);
    startActivity(in);
  }
});
coffee.setOnClickListener(new View.OnClickListener() {
  @Override
  public void onClick(View v) {
    Intent in = new Intent(getActivity(), Coffee.class);
    startActivity(in);
  }
});
```

```
pasta_liked.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         //pastaFunc();
         if(pasta_count==1)
         {
           myRef.child("liked").child("pasta").removeValue();
           Toast.makeText(getActivity(),"Removed from Liked
Recipes", Toast. LENGTH_SHORT). show();
         }
         else
         {
           myRef.child("liked").child("pasta").child("image").
                setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/pasta_short.png?alt=media&token=2506d650-b628-4a85-9881-
1aff538f473f");
           Toast.makeText(getActivity(),"Added to Liked
Recipes",Toast.LENGTH_SHORT).show();
         }
       }
     });
    chilli_liked.setOnClickListener(new View.OnClickListener() {
       @Override
```

```
public void onClick(View v) {
         if(chilli_count==1)
         {
           myRef.child("liked").child("chilli").removeValue();
           Toast.makeText(getActivity(),"Removed from Liked
Recipes",Toast.LENGTH_SHORT).show();
         }
         else
         {
           myRef.child("liked").child("chilli").child("image").
               setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/chilli_short.png?alt=media&token=b558e7e3-7aae-4c91-a8ea-
e85536808356");
           Toast.makeText(getActivity(),"Added to Liked
Recipes",Toast.LENGTH_SHORT).show();
       }
     });
    tacos_liked.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         if(tacos_count==1)
         {
           myRef.child("liked").child("tacos").removeValue();
```

```
Toast.makeText(getActivity(),"Removed from Liked
Recipes",Toast.LENGTH_SHORT).show();
         else
           myRef.child("liked").child("tacos").child("image").
                setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/tacos_short.png?alt=media&token=0008a015-67b4-42f5-8c47-
09acf7c3babe");
           Toast.makeText(getActivity(),"Added to Liked
Recipes",Toast.LENGTH_SHORT).show();
         }
      }
    });
    carrot_liked.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         if(carrot count==1)
         {
           myRef.child("liked").child("carrot").removeValue();
           Toast.makeText(getActivity(),"Removed from Liked
Recipes",Toast.LENGTH_SHORT).show();
         }
         else
         {
```

```
myRef.child("liked").child("carrot").child("image").
                setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/carrot_short.png?alt=media&token=2bdb5dd6-e114-46af-ab7b-
7ed072d17d38");
           Toast.makeText(getActivity(),"Added to Liked
Recipes",Toast.LENGTH_SHORT).show();
         }
       }
    });
    coffee_liked.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         if(coffee_count==1)
         {
           myRef.child("liked").child("coffee").removeValue();
           Toast.makeText(getActivity(),"Removed from Liked
Recipes", Toast. LENGTH_SHORT). show();
         }
         else
           myRef.child("liked").child("coffee").child("image").
                setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/coffee_short.png?alt=media&token=528aaad3-8d6f-42a3-8d12-
014412cfaf8f");
```

Toast.makeText(getActivity(),"Added to Liked Recipes",Toast.LENGTH_SHORT).show(); } }); logout.setOnClickListener(new View.OnClickListener() { @Override public void onClick(View v) { FirebaseAuth.getInstance().signOut(); Intent in = new Intent(getActivity(),MainActivity.class); startActivity(in); } }); return view; } @Override public void onStart() { super.onStart();

package com.example.hellchef.navigation;

}

}

```
import android.content.Intent;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageView;
import androidx.appcompat.app.AppCompatActivity;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentManager;
import androidx.fragment.app.FragmentTransaction;
import com.example.hellchef.R;
import com.example.hellchef.Shopping1;
import com.ismaeldivita.chipnavigation.ChipNavigationBar;
public class ShoppinglistFragment extends Fragment {
  ImageView additem;
  ChipNavigationBar chipNavigationBar;
  @Override
  public View on Create View (Layout Inflater inflater, View Group container, Bundle
savedInstanceState){
    View view = inflater.inflate(R.layout.activity_shoppinglist,container,false);
    additem = view.findViewById(R.id.imageView34);
```

```
additem.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         //Intent in = new Intent(getActivity(), Shopping1.class);
         //startActivity(in);
         Fragment fragment = new Shopping1Fragment();
         FragmentManager fragmentManager =
getActivity().getSupportFragmentManager();
         FragmentTransaction fragmentTransaction =
fragmentManager.beginTransaction();
         fragmentTransaction.replace(R.id.fragment_container, fragment);
         fragmentTransaction.addToBackStack(null);
         fragmentTransaction.commit();
       }
    });
    return view;
  }
  @Override
  public void onStart() {
    super.onStart();
  }
  /*
  public void additem(View view) {
    Intent in = new Intent(getActivity(), Shopping1.class);
```

```
startActivity(in);
  }*/
}
package com.example.hellchef.navigation;
import android.content.Context;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.AdapterView;
import android.widget.ArrayAdapter;
import android.widget.EditText;
import android.widget.ImageView;
import android.widget.ListView;
import android.widget.Toast;
import androidx.annotation.NonNull;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.ListFragment;
import com.example.hellchef.R;
import com.google.android.gms.tasks.OnFailureListener;
import com.google.android.gms.tasks.OnSuccessListener;
```

```
import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.DatabaseError;
import com.google.firebase.database.DatabaseReference;
import com.google.firebase.database.FirebaseDatabase;
import com.google.firebase.database.ValueEventListener;
import java.util.ArrayList;
import java.util.Collections;
import java.util.HashMap;
import java.util.List;
public class Shopping1Fragment extends Fragment {
  ListView lv;
  EditText edit;
  ArrayList<String> items;
  ArrayAdapter<String> adapter;
  ImageView add;
  ArrayList<String> list_ing = new ArrayList<>();
  private DatabaseReference mDatabase;
  @Override
  public View on Create View (Layout Inflater inflater, View Group container, Bundle
savedInstanceState){
```

View view = inflater.inflate(R.layout.activity_shopping1,container,false);

```
lv = view.findViewById(R.id.listview);
  add = view.findViewById(R.id.add);
  edit = view.findViewById(R.id.editTextadd);
  items = new ArrayList<>();
  return view;
}
@Override
public void onStart() {
  super.onStart();
  add.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v)
    {
       //add code for dialog box for adding item
       String val = edit.getText().toString();
       String res;
       HashMap<String, Object> hashMap = new HashMap<String,Object>();
       if(!val.equals("")){
         //items.add(val);
         hashMap.put(val,0);
```

```
mDatabase.child("ingredients").updateChildren(hashMap).addOnSuccessListener(ne
w OnSuccessListener<Void>() {
              @Override
             public void onSuccess(Void aVoid) {
                Toast.makeText(getActivity(), "Added to Shopping List",
Toast.LENGTH_SHORT).show();
                adapter.notifyDataSetChanged();
                //rest
           }).addOnFailureListener(new OnFailureListener() {
              @Override
             public void onFailure(@NonNull Exception e) {
                Toast.makeText(getActivity(), "Something went wrong!",
Toast.LENGTH_SHORT).show();
              }
           });
           edit.setText("");
         }
         else{
           Toast.makeText(getActivity(),"Item field is
empty",Toast.LENGTH_LONG).show();
```

}

```
}
     });
    adapter = new ArrayAdapter<>(getActivity(),
R.layout.black_text,R.id.list_content,items);
    lv.setAdapter(adapter);
    setUpListViewListener();
    mDatabase = FirebaseDatabase.getInstance().getReference();
    mDatabase.child("ingredients").addValueEventListener(new
ValueEventListener() {
       @Override
       public void onDataChange(@NonNull DataSnapshot snapshot) {
         items.clear();
         for(DataSnapshot ds: snapshot.getChildren())
         {
            List<String> x = Collections.singletonList(ds.getKey());
            for(int i=0;i< x.size();i++)
            {
              items.add((String) x.get(i));
            }
         }
         adapter.notifyDataSetChanged();
```

```
}
       @Override
      public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(getActivity(), "Failed to retrieve list from database",
Toast.LENGTH_SHORT).show();
       }
    });
  }
  private void setUpListViewListener() {
    lv.setOnItemLongClickListener(new AdapterView.OnItemLongClickListener()
{
       @Override
      public boolean onItemLongClick(AdapterView<?> parent, View view, int i,
long l) {
         Context context = getActivity();
         String val = items.get(i);
         //Toast.makeText(context,val,Toast.LENGTH_LONG).show();
         mDatabase.child("ingredients").child(val).removeValue();
         Toast.makeText(context,"Item Removed",Toast.LENGTH_LONG).show();
         items.remove(i);
         adapter.notifyDataSetChanged();
         return true;
```

```
}
    });
  }
}
package com.example.hellchef.navigation;
import android. Manifest;
import android.app.Activity;
import android.app.ProgressDialog;
import android.content.Intent;
import android.content.pm.PackageManager;
import android.graphics.Bitmap;
import android.net.Uri;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ImageView;
import android.widget.Toast;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentManager;
```

```
import com.example.hellchef.DisplayImage;
import com.example.hellchef.Gallery;
import com.example.hellchef.R;
import com.google.android.gms.tasks.OnFailureListener;
import com.google.android.gms.tasks.OnSuccessListener;
import com.google.firebase.storage.FirebaseStorage;
import com.google.firebase.storage.OnProgressListener;
import com.google.firebase.storage.StorageReference;
import com.google.firebase.storage.UploadTask;
import java.util.UUID;
public class SmartcameraFragment extends Fragment {
  ImageView scan, gallery;
  private static final int CAMERA_REQUEST = 1888;
  private static final int MY_CAMERA_PERMISSION_CODE = 100;
  private Uri filePath;
  FirebaseStorage storage;
  StorageReference storageReference;
```

import androidx.fragment.app.FragmentTransaction;

@Override

```
public View on Create View (Layout Inflater inflater, View Group container, Bundle
savedInstanceState){
    View view = inflater.inflate(R.layout.activity_smartcamera,container,false);
    scan = view.findViewById(R.id.imageView38);
    gallery = view.findViewById(R.id.imageView39);
    storage = FirebaseStorage.getInstance();
    storageReference = storage.getReference();
    return view;
  }
  @Override
  public void onStart() {
    super.onStart();
    scan.setOnClickListener(new View.OnClickListener() {
       @Override
      public void onClick(View v) {
         Intent\ cameraIntent = new
Intent(android.provider.MediaStore.ACTION_IMAGE_CAPTURE);
         startActivityForResult(cameraIntent, CAMERA_REQUEST);
```

}

```
});
    gallery.setOnClickListener(new View.OnClickListener()
    {
       @Override
      public void onClick(View v) {
         /*Fragment fragment = new Shopping1Fragment();
         FragmentManager fragmentManager =
getActivity().getSupportFragmentManager();
         FragmentTransaction fragmentTransaction =
fragmentManager.beginTransaction();
         fragmentTransaction.replace(R.id.fragment_container, fragment);
         fragmentTransaction.addToBackStack(null);
         fragmentTransaction.commit();*/
         Intent in = new Intent(getActivity(),Gallery.class);
         startActivity(in);
       }
    });
  }
  @Override
  public void onRequestPermissionsResult(int requestCode, @NonNull String[]
permissions, @NonNull int[] grantResults)
  {
    super.onRequestPermissionsResult(requestCode, permissions, grantResults);
    if (requestCode == MY_CAMERA_PERMISSION_CODE)
```

```
{
      if (grantResults[0] == PackageManager.PERMISSION_GRANTED)
      {
        Toast.makeText(getActivity(), "camera permission granted",
Toast.LENGTH_LONG).show();
        Intent cameraIntent = new
Intent(android.provider.MediaStore.ACTION_IMAGE_CAPTURE);
        startActivityForResult(cameraIntent, CAMERA_REQUEST);
        //uploadImage();
      }
      else
      {
        Toast.makeText(getActivity(), "camera permission denied",
Toast.LENGTH_LONG).show();
      }
    }
  }
  @Override
  public void onActivityResult(int requestCode, int resultCode, Intent data) {
    super.onActivityResult(requestCode, resultCode, data);
    if (requestCode == CAMERA_REQUEST && resultCode ==
Activity.RESULT_OK) {
      filePath = data.getData();
```

```
Bitmap photo = (Bitmap) data.getExtras().get("data");
       //click_image.setImageBitmap(photo);
       Intent in = new Intent(getActivity(), DisplayImage.class);
       in.putExtra("photo",photo);
       startActivity(in);
    }
  }
  private void uploadImage() {
    if(filePath != null)
    {
       final ProgressDialog progressDialog = new ProgressDialog(getActivity());
       progressDialog.setTitle("Uploading...");
       progressDialog.show();
       StorageReference ref = storageReference.child("Camera/"+
UUID.randomUUID().toString());
       ref.putFile(filePath)
            .addOnSuccessListener(new
OnSuccessListener<UploadTask.TaskSnapshot>() {
              @Override
              public void onSuccess(UploadTask.TaskSnapshot taskSnapshot) {
                progressDialog.dismiss();
```

```
Toast.makeText(getActivity(), "Uploaded",
Toast.LENGTH_SHORT).show();
           })
           .addOnFailureListener(new OnFailureListener() {
              @Override
             public void onFailure(@NonNull Exception e) {
                progressDialog.dismiss();
                Toast.makeText(getActivity(), "Failed "+e.getMessage(),
Toast.LENGTH_SHORT).show();
              }
           })
           .addOnProgressListener(new
OnProgressListener<UploadTask.TaskSnapshot>() {
              @Override
              public void onProgress(UploadTask.TaskSnapshot taskSnapshot) {
                double progress =
(100.0* task Snapshot.get Bytes Transferred ()/task Snapshot
                     .getTotalByteCount());
                progressDialog.setMessage("Uploaded "+(int)progress+"%");
              }
           });
     }
  }
```

```
package com.example.hellchef;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import androidx.recyclerview.widget.LinearLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import android.content.Context;
import android.os.Bundle;
import android.view.MotionEvent;
import android.view.View;
import android.widget.AdapterView;
import android.widget.Toast;
import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.DatabaseError;
import\ com.google.firebase.database.DatabaseReference;
import com.google.firebase.database.FirebaseDatabase;
import com.google.firebase.database.Query;
import com.google.firebase.database.ValueEventListener;
import java.util.ArrayList;
import java.util.Queue;
```

```
public class Liked1 extends AppCompatActivity {
  RecyclerView recyclerView;
  private DatabaseReference myRef;
  private ArrayList<Messages> messagesList;
  private RecyclerAdapter recyclerAdapter;
  private Context mContext;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_liked1);
    recyclerView = findViewById(R.id.recyclerview);
    LinearLayoutManager layoutManager = new LinearLayoutManager(this);
    recyclerView.setLayoutManager(layoutManager);
    recyclerView.setHasFixedSize(true);
    myRef = FirebaseDatabase.getInstance().getReference();
    messagesList = new ArrayList<>();
    clearAll();
    getDataFromFirebase();
```

```
//setUpRecycleViewListener();
  }
  private void getDataFromFirebase() {
    Query query = myRef.child("liked");
    query.addValueEventListener(new ValueEventListener() {
       @Override
      public void onDataChange(@NonNull DataSnapshot snapshot) {
         clearAll();
         for(DataSnapshot ds:snapshot.getChildren())
         {
           Messages messages = new Messages();
           messages.setImageUrl(ds.child("image").getValue().toString());
           messagesList.add(messages);
         }
         recyclerAdapter = new
RecyclerAdapter(getApplicationContext(),messagesList);
         recyclerView.setAdapter(recyclerAdapter);
         recyclerAdapter.notifyDataSetChanged();
       }
       @Override
      public void onCancelled(@NonNull DatabaseError error) {
         //
```

```
}
     });
  }
  private void clearAll()
    if(messagesList!=null)
     {
       messagesList.clear();
       if(recyclerAdapter!=null)
       {
         recyclerAdapter.notifyDataSetChanged();
       }
     }
    messagesList = new ArrayList<>();
  }
package com.example.hellchef;
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
```

```
import android.os.Handler;
import android.util.Log;
import android.view.View;
import android.widget.CheckBox;
import android.widget.ImageView;
import android.widget.ScrollView;
import android.widget.TextView;
import android.widget.Toast;
import com.google.android.gms.tasks.OnFailureListener;
import com.google.android.gms.tasks.OnSuccessListener;
import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.DatabaseError;
import com.google.firebase.database.DatabaseReference;
import com.google.firebase.database.FirebaseDatabase;
import com.google.firebase.database.ValueEventListener;
import java.util.ArrayList;
import java.util.HashMap;
//import class Shopping1;
public class Eggplant extends AppCompatActivity {
  private ImageView im,step_by,btn;
```

```
private TextView text;
  int counter = 0;
  int img_count = 0,egg_count;
  TextView x1, x2, x3, x4, x5, x6, x7, x8, x9, x10, x11, x12, x13, x14, x15, x16, x17,
x18, s;
  CheckBox c1,c2,c3,c4,c5,c6,c7,c8,c9,c10,c11,c12,c13,c14,c15,c16,c17,c18;
  TextView v;
  String val;
  ScrollView scrollView;
  ArrayList<String> value = new ArrayList<>();
  //FirebaseDatabase database = FirebaseDatabase.getInstance();
  //DatabaseReference myRef = database.getReference("ingredients");
  private DatabaseReference mDatabase;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_eggplant);
    step_by = findViewById(R.id.imageView56);
    text = findViewById(R.id.textView63);
    scrollView = findViewById(R.id.scroll);
    btn = findViewById(R.id.imageView73);
    btn.setOnClickListener(new View.OnClickListener() {
```

```
@Override
  public void onClick(View v) {
    step_by.requestFocus();
    focusOnView();
  }
});
mDatabase = FirebaseDatabase.getInstance().getReference();
ImageView im = findViewById(R.id.imageView72);
mDatabase.child("liked").addValueEventListener(new ValueEventListener() {
  @Override
  public void onDataChange(@NonNull DataSnapshot snapshot) {
    if(snapshot.hasChild("eggplant"))
    {
       im.setImageResource(R.drawable.saved);
      egg\_count = 1;
    }
    else
      im.setImageResource(R.drawable.saved_recipe);
       egg\_count = 0;
  }
```

```
@Override
      public void onCancelled(@NonNull DatabaseError error) {
         Toast.makeText(Eggplant.this,"Something went
wrong",Toast.LENGTH_SHORT).show();
      }
    });
  }
  private final void focusOnView() {
    new Handler().post(new Runnable() {
    //scrollView.post(new Runnable() {
       @Override
      public void run() {
         scrollView.smoothScrollTo(0,text.getBottom());
       }
    });
  }
  public void saved(View view) {
    if(egg_count==1)
    {
      mDatabase.child("liked").child("eggplant").removeValue();
      Toast.makeText(Eggplant.this,"Removed from Liked
Recipes",Toast.LENGTH_SHORT).show();
```

```
}
    else
    {
      mDatabase.child("liked").child("eggplant").child("image").
           setValue("https://firebasestorage.googleapis.com/v0/b/hellchef-
28282.appspot.com/o/sr1.png?alt=media&token=4bef9cb3-afba-43f6-ace7-
1f1011a6dc64");
      Toast.makeText(Eggplant.this,"Added to Liked
Recipes",Toast.LENGTH_SHORT).show();
    }
  }
  public void back(View view) {
    Intent in = new Intent(this, Smartrecipe1.class);
    startActivity(in);
  }
  public void shopping(View view) {
    ImageView img = (ImageView) findViewById(R.id.imageView55);
    //img.setImageResource(R.drawable.shop_clicked);
    //Shopping1 sp = new Shopping1();
    c1 = findViewById(R.id.checkBox102);
    c2 = findViewById(R.id.checkBox105);
```

```
c3 = findViewById(R.id.checkBox108);
c4 = findViewById(R.id.checkBox111);
c5 = findViewById(R.id.checkBox114);
c6 = findViewById(R.id.checkBox117);
c7 = findViewById(R.id.checkBox120);
c8 = findViewById(R.id.checkBox123);
c9 = findViewById(R.id.checkBox126);
c10 = findViewById(R.id.checkBox129);
c11 = findViewById(R.id.checkBox132);
c12 = findViewById(R.id.checkBox135);
c13 = findViewById(R.id.checkBox138);
c14 = findViewById(R.id.checkBox141);
c15 = findViewById(R.id.checkBox144);
c16 = findViewById(R.id.checkBox147);
c17 = findViewById(R.id.checkBox150);
c18 = findViewById(R.id.checkBox153);
if(c1.isChecked())
{
  v = findViewById(R.id.textView101);
  val = v.getText().toString();
  value.add(val);
}
if(c2.isChecked())
```

```
{
  v = findViewById(R.id.textView104);
  val = v.getText().toString();
  value.add(val);
}
if(c3.isChecked())
{
  v = findViewById(R.id.textView107);
  val = v.getText().toString();
  value.add(val);
}
if(c4.isChecked())
  v = findViewById(R.id.textView110);
  val = v.getText().toString();
  value.add(val);
}
if(c5.isChecked())
{
  v = findViewById(R.id.textView113);
  val = v.getText().toString();
  value.add(val);
}
if(c6.isChecked())
```

```
{
  v = findViewById(R.id.textView116);
  val = v.getText().toString();
  value.add(val);
}
if(c7.isChecked())
{
  v = findViewById(R.id.textView119);
  val = v.getText().toString();
  value.add(val);
}
if(c8.isChecked())
  v = findViewById(R.id.textView122);
  val = v.getText().toString();
  value.add(val);
}
if(c9.isChecked())
{
  v = findViewById(R.id.textView125);
  val = v.getText().toString();
  value.add(val);
}
if(c10.isChecked())
```

```
{
  v = findViewById(R.id.textView128);
  val = v.getText().toString();
  value.add(val);
}
if(c11.isChecked())
{
  v = findViewById(R.id.textView131);
  val = v.getText().toString();
  value.add(val);
}
if(c12.isChecked())
  v = findViewById(R.id.textView134);
  val = v.getText().toString();
  value.add(val);
}
if(c13.isChecked())
{
  v = findViewById(R.id.textView137);
  val = v.getText().toString();
  value.add(val);
}
if(c14.isChecked())
```

```
{
  v = findViewById(R.id.textView140);
  val = v.getText().toString();
  value.add(val);
}
if(c15.isChecked())
{
  v = findViewById(R.id.textView143);
  val = v.getText().toString();
  value.add(val);
}
if(c16.isChecked())
  v = findViewById(R.id.textView146);
  val = v.getText().toString();
  value.add(val);
}
if(c17.isChecked())
{
  v = findViewById(R.id.textView149);
  val = v.getText().toString();
  value.add(val);
}
if(c18.isChecked())
```

```
{
                          v = findViewById(R.id.textView152);
                          val = v.getText().toString();
                          value.add(val);
                  }
                  HashMap hashMap = new HashMap();
                  for(int i=0;i<value.size();i++) {</pre>
                          //String index = String.valueOf(i);
                          String index = String.valueOf(0);
                          String val = value.get(i);
                          hashMap.put(val,index);
                          //Ingredients in = new Ingredients(val,index);
                          //mDatabase.child("ingredients").setValue(in);
                          //myRef.setValue(a);
                          //Log.d("list",a);
                   }
                  mDatabase.child ("ingredients").set Value (hash Map).add On Success Listener (new label of the control of the
OnSuccessListener<Void>() {
                            @Override
                          public void onSuccess(Void aVoid) {
                                    img.setImageResource(R.drawable.shop_clicked);
                                    Toast.makeText(getApplicationContext(), "Added to Shopping List",
Toast.LENGTH_SHORT).show();
```

```
//rest
       }
     }).addOnFailureListener(new OnFailureListener() {
       @Override
       public void onFailure(@NonNull Exception e) {
         Toast.makeText(getApplicationContext(), "Something went wrong!",
Toast.LENGTH_SHORT).show();
       }
     });
    //Intent in = new Intent(Eggplant.this,Shopping1.class);
    //startActivity(in);
  }
  public void increment(View view) {
    if(counter<=3) {
       counter++;
       display(counter);
     }
  }
  public void decrement(View view) {
```

```
if(counter>0) {
    counter--;
    display(counter);
  }
}
public void display(int counter) {
  switch (counter)
  {
    case 0:
       s = (TextView) findViewById(R.id.textView62);
       s.setText("Serves 1");
       x1 = (TextView) findViewById(R.id.textView36);
       x1.setText("1/2");
       x2 = (TextView) findViewById(R.id.textView42);
       x2.setText("1 oz");
       x3 = (TextView) findViewById(R.id.textView44);
       x3.setText("1 1/8 tsp");
       x4 = (TextView) findViewById(R.id.textView46);
       x4.setText("1/4 clove");
       x5 = (TextView) findViewById(R.id.textView50);
       x5.setText("1");
       x6 = (TextView) findViewById(R.id.textView52);
       x6.setText("3/4 tsp");
```

```
x7 = (TextView) findViewById(R.id.textView54);
x7.setText("1 1/4");
x8 = (TextView) findViewById(R.id.textView56);
x8.setText("1/2 Tbsp");
x9 = (TextView) findViewById(R.id.textView58);
x9.setText("1/2 tsp");
x10 = (TextView) findViewById(R.id.textView60);
x10.setText("1 Tbsp");
x11 = (TextView) findViewById(R.id.textView36);
x11.setText("3/4 tsp");
x12 = (TextView) findViewById(R.id.textView42);
x12.setText("1/4 cup");
x13 = (TextView) findViewById(R.id.textView44);
x13.setText("1/8 tsp");
x14 = (TextView) findViewById(R.id.textView46);
x14.setText("1/2 Tbsp");
x15 = (TextView) findViewById(R.id.textView50);
x15.setText("1/4 tsp");
x16 = (TextView) findViewById(R.id.textView52);
x16.setText("1/4 tsp");
x17 = (TextView) findViewById(R.id.textView54);
x17.setText("1 1/2 cups");
x18 = (TextView) findViewById(R.id.textView56);
x18.setText("1/2 Tbsp");
```

```
break;
case 2:
  s = (TextView) findViewById(R.id.textView62);
  s.setText("Serves 2");
  x1 = (TextView) findViewById(R.id.textView36);
  x1.setText("1");
  x2 = (TextView) findViewById(R.id.textView42);
  x2.setText("2 oz");
  x3 = (TextView) findViewById(R.id.textView44);
  x3.setText("1/2 Tbsp");
  x4 = (TextView) findViewById(R.id.textView46);
  x4.setText("1/2 clove");
  x5 = (TextView) findViewById(R.id.textView50);
  x5.setText("2");
  x6 = (TextView) findViewById(R.id.textView52);
  x6.setText("1/2 Tbsp");
  x7 = (TextView) findViewById(R.id.textView54);
  x7.setText("2 1/2");
  x8 = (TextView) findViewById(R.id.textView56);
  x8.setText("1 Tbsp");
  x9 = (TextView) findViewById(R.id.textView58);
  x9.setText("1 tsp");
  x10 = (TextView) findViewById(R.id.textView60);
  x10.setText("2 Tbsp");
```

```
x11 = (TextView) findViewById(R.id.textView36);
  x11.setText("1/2 Tbsp");
  x12 = (TextView) findViewById(R.id.textView42);
  x12.setText("1/2 cup");
  x13 = (TextView) findViewById(R.id.textView44);
  x13.setText("1/4 tsp");
  x14 = (TextView) findViewById(R.id.textView46);
  x14.setText("1 Tbsp");
  x15 = (TextView) findViewById(R.id.textView50);
  x15.setText("1/2 tsp");
  x16 = (TextView) findViewById(R.id.textView52);
  x16.setText("1/2 tsp");
  x17 = (TextView) findViewById(R.id.textView54);
  x17.setText("3 cups");
  x18 = (TextView) findViewById(R.id.textView56);
  x18.setText("1 Tbsp");
  break;
case 3:
  s = (TextView) findViewById(R.id.textView62);
  s.setText("Serves 4");
  x1 = (TextView) findViewById(R.id.textView36);
  x1.setText("2");
  x2 = (TextView) findViewById(R.id.textView42);
  x2.setText("3.5 oz");
```

```
x3 = (TextView) findViewById(R.id.textView44);
x3.setText("1 1/2 Tbsp");
x4 = (TextView) findViewById(R.id.textView46);
x4.setText("1 clove");
x5 = (TextView) findViewById(R.id.textView50);
x5.setText("4");
x6 = (TextView) findViewById(R.id.textView52);
x6.setText("1 Tbsp");
x7 = (TextView) findViewById(R.id.textView54);
x7.setText("5");
x8 = (TextView) findViewById(R.id.textView56);
x8.setText("2 Tbsp");
x9 = (TextView) findViewById(R.id.textView58);
x9.setText("1/2 Tbsp");
x10 = (TextView) findViewById(R.id.textView60);
x10.setText("1/4 cup");
x11 = (TextView) findViewById(R.id.textView36);
x11.setText("1 Tbsp");
x12 = (TextView) findViewById(R.id.textView42);
x12.setText("1 cup");
x13 = (TextView) findViewById(R.id.textView44);
x13.setText("1/2 tsp");
x14 = (TextView) findViewById(R.id.textView46);
x14.setText("2 Tbsp");
```

```
x15 = (TextView) findViewById(R.id.textView50);
  x15.setText("1 tsp");
  x16 = (TextView) findViewById(R.id.textView52);
  x16.setText("1 tsp");
  x17 = (TextView) findViewById(R.id.textView54);
  x17.setText("6 cups");
  x18 = (TextView) findViewById(R.id.textView56);
  x18.setText("2 Tbsp");
  break;
case 4:
  s = (TextView) findViewById(R.id.textView62);
  s.setText("Serves 6");
  x1 = (TextView) findViewById(R.id.textView36);
  x1.setText("3");
  x2 = (TextView) findViewById(R.id.textView42);
  x2.setText("5.5 oz");
  x3 = (TextView) findViewById(R.id.textView44);
  x3.setText("2 Tbsp");
  x4 = (TextView) findViewById(R.id.textView46);
  x4.setText("1 1/2 cloves");
  x5 = (TextView) findViewById(R.id.textView50);
  x5.setText("6");
  x6 = (TextView) findViewById(R.id.textView52);
  x6.setText("1 1/2 Tbsp");
```

```
x7 = (TextView) findViewById(R.id.textView54);
x7.setText("7 1/2");
x8 = (TextView) findViewById(R.id.textView56);
x8.setText("3 Tbsp");
x9 = (TextView) findViewById(R.id.textView58);
x9.setText("1 Tbsp");
x10 = (TextView) findViewById(R.id.textView60);
x10.setText("1/3 cup");
x11 = (TextView) findViewById(R.id.textView36);
x11.setText("1 1/2 Tbsp");
x12 = (TextView) findViewById(R.id.textView42);
x12.setText("1 1/2 cups");
x13 = (TextView) findViewById(R.id.textView44);
x13.setText("3/4 tsp");
x14 = (TextView) findViewById(R.id.textView46);
x14.setText("3 Tbsp");
x15 = (TextView) findViewById(R.id.textView50);
x15.setText("1/2 Tbsp");
x16 = (TextView) findViewById(R.id.textView52);
x16.setText("1/2 Tbsp");
x17 = (TextView) findViewById(R.id.textView54);
x17.setText("9 cups");
x18 = (TextView) findViewById(R.id.textView56);
x18.setText("3 Tbsp");
```

```
break;
     }
  }
}
Machine Learning code
# define helper functions
def imShow(path):
 import cv2
 import matplotlib.pyplot as plt
 % matplotlib inline
 image = cv2.imread(path)
 height, width = image.shape[:2]
 resized_image = cv2.resize(image,(3*width, 3*height), interpolation =
cv2.INTER_CUBIC)
 fig = plt.gcf()
 fig.set_size_inches(18, 10)
 plt.axis("off")
 plt.imshow(cv2.cvtColor(resized_image, cv2.COLOR_BGR2RGB))
 plt.show()
# use this to upload files
def upload():
```

```
from google.colab import files

uploaded = files.upload()

for name, data in uploaded.items():

with open(name, 'wb') as f:

f.write(data)

print ('saved file', name)

# use this to download a file

def download(path):

from google.colab import files

files.download(path)
```

6.6 OUTPUT

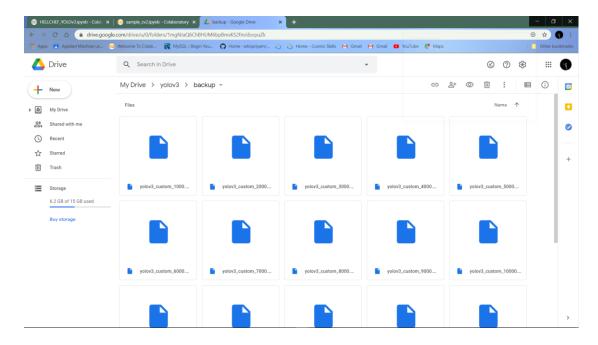
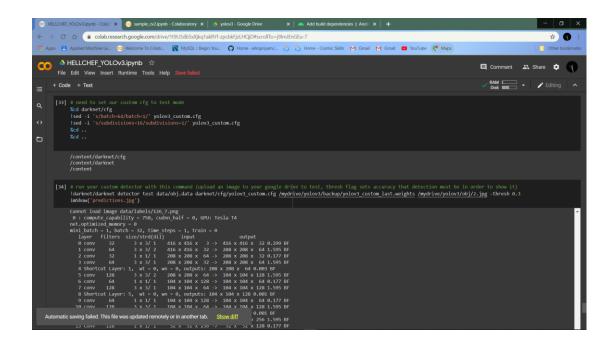
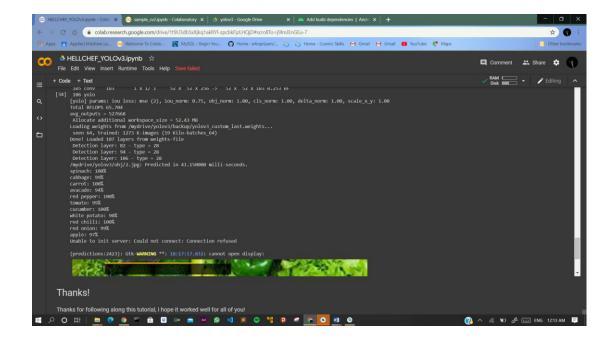


Figure 1.11 YOLO weights





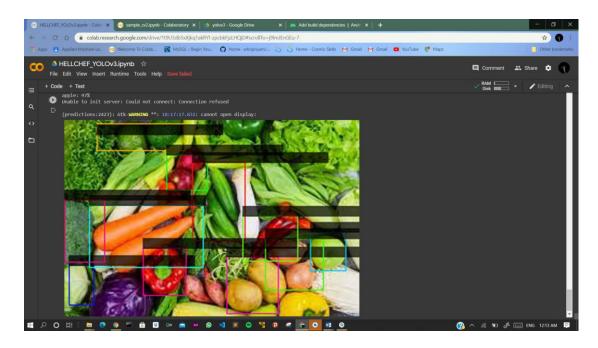
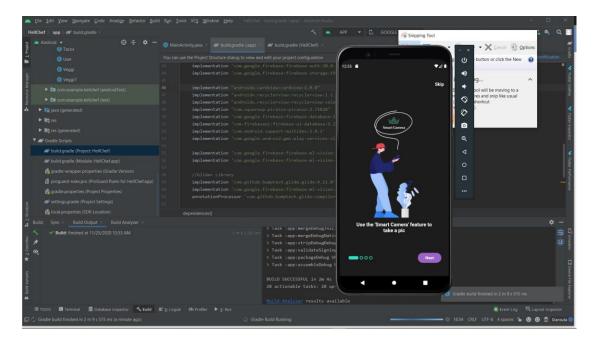
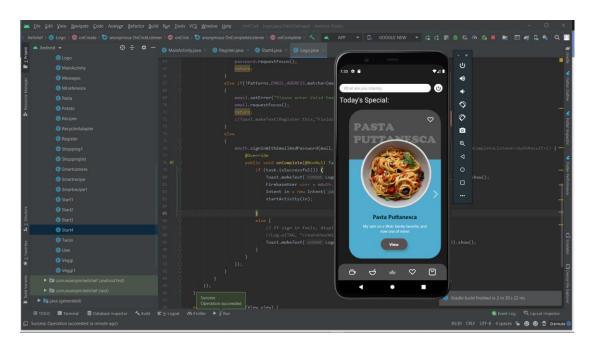
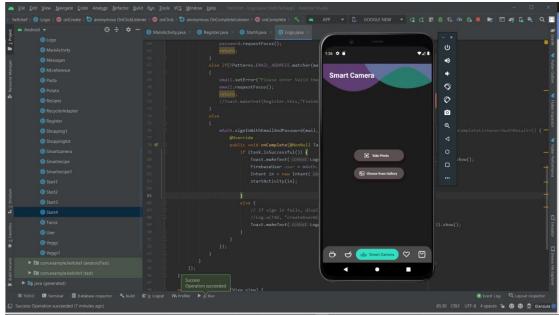


Figure 1.12 Project Output







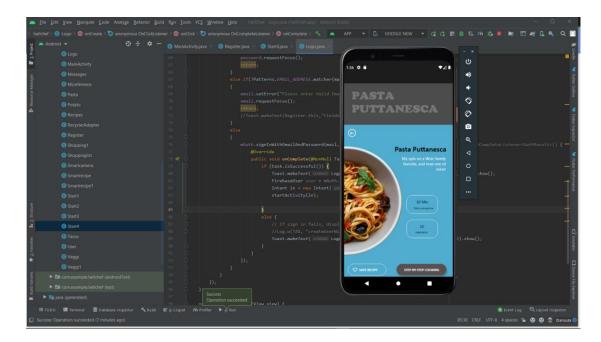


Figure 1.13 Android Output

Chapter 7

Conclusion and future work

Here we made an app that takes the image of the vegetables and provide the recipes from the ingredients we have. This is done by training the model with the custom images. The application may look simple but the integration of the application to firebase and training the model and getting much accuracy is not easy.

There is many opportunities using this application. We can train the custom models and use them to identify the images. We can use these images to identify the faces and other stuff.

. A LSTM NN model has been proposed to forecast the commuter flow in a transit hub. LSTM neural networks are the most efficient neural networks, learns time sequence data in long time reliance .This network is applied to give an adaptable structure for many time series dependent problems. To confirm the viability of the proposed LSTM NN based model. Test results of proposed LSTM NN model shows that MAPE and RMSE have the lowest values. This demonstrates that the model can accomplish better versatility and higher precision.

Chapter 9

References

- Mohammad Rastegari, Vicente Ordonez, Joseph Redmon, and Ali Farhadi(2016). XNOR-Net: ImageNet Classification Using Binary Convolutional Neural Networks. 2016 ECCV
- Y. Wong, S. Chen, S. Mau, C. Sanderson, and B.C. Lovell. Patch-based Probabilistic Image Quality Assessment for Face Selection and Improved Video-based Face Recognition. 2018 CVPR
- Wei Liu, Dragomir Anguelov, Dumitru Erhan, Christian Szegedy, Scott Reed, Cheng-Yang Fu, and Alexander C. Berg.SSD: Single Shot Multi Box Detector. 2016 ECCV
- 4. Joseph Redmon, Ali Farhadi(2017). YOLO9000: Better, Faster, Stronger. 2017 CVPR
- Mester, Jessica L et al. Analysis of Prevalence and Degree of Macrocephaly in Patients with GermlinePTENMutations and of Brain Weight inPtenKnock-in Murine Model.European Journal of Human Genetics19.7 (2011): 763768.PMC. Web. 30 May 2017.
- 6. Huang et al, Speed/accuracy trade-offs for modern convolutional object detectors, CVPR 2017.