Class UML Scratchpad

```
conventions used:
     - is private
     + is public
     CAPS_CONSTANT
     field : type
     method(param : type) : return
```

GUIFrameMain

- mealPlanner : MealPlanner

+ GUIFrameMain(mealPlanner : MealPlanner)
+ buildMainWindow() : JFrame
+ buildUserWindow() : JFrame
+ buildRecipeWindow() : Jframe
+ buildGoalWindow() : JFrame
+ buildEditUserWindow(user : User) : JFrame
+ buildEditRecipeWindow(recipe : Recipe) : JFrame

MealPlanner

- gui : GUIFrameMain
- file : FileManager

+ MealPlanner()
+ scalePortions(meals : Collection<Meal>) : Collection<Meal>
+ printShoppingList(meals : Collection<Meal>) : boolean
+ ???

Meal

- recipes : Collection<Recipe>
- timestamp : long

+ Meal(recipes : Collection<Recipe>, timestamp : long)
+ addRecipe(recipe : Recipe) : boolean
+ addAllRecipes(recipes : Collection<Recipe>) : boolean
+ removeRecipe(recipe : Recipe) : boolean
+ removeAllRecipes() : boolean

+ setTimestamp(timestamp : long) : void

Recipe Box
- recipes : Collection<Recipe>

Recipe
- ingredients : Collection<RecipeIngredient> - instructions : String - rating : byte - nutrition : Map<Nutrition, Integer> - servingSize : short - description : String

---

Ingredient
- name : String - description : String

RecipeIngredient
- amount : ??? - ingredient : Ingredient

ShoppingList
- items : Collection<RecipeIngredient>
+ printList() : boolean

User

- firstName : String
- lastName : String
- goalsMin : Map<Nutrition, Integer>
- goalsMax : Map<Nutrition, Integer>

<< enumeration >>
Nutrition

CALORIES, TOTAL_FAT, SATURATED_FAT, TRANS_FAT, CHOLESTEROL, SODIUM, CARBS, FIBER, SUGAR, PROTEIN

FileManager

+ load() : boolean
+ save() : boolean
+ ???