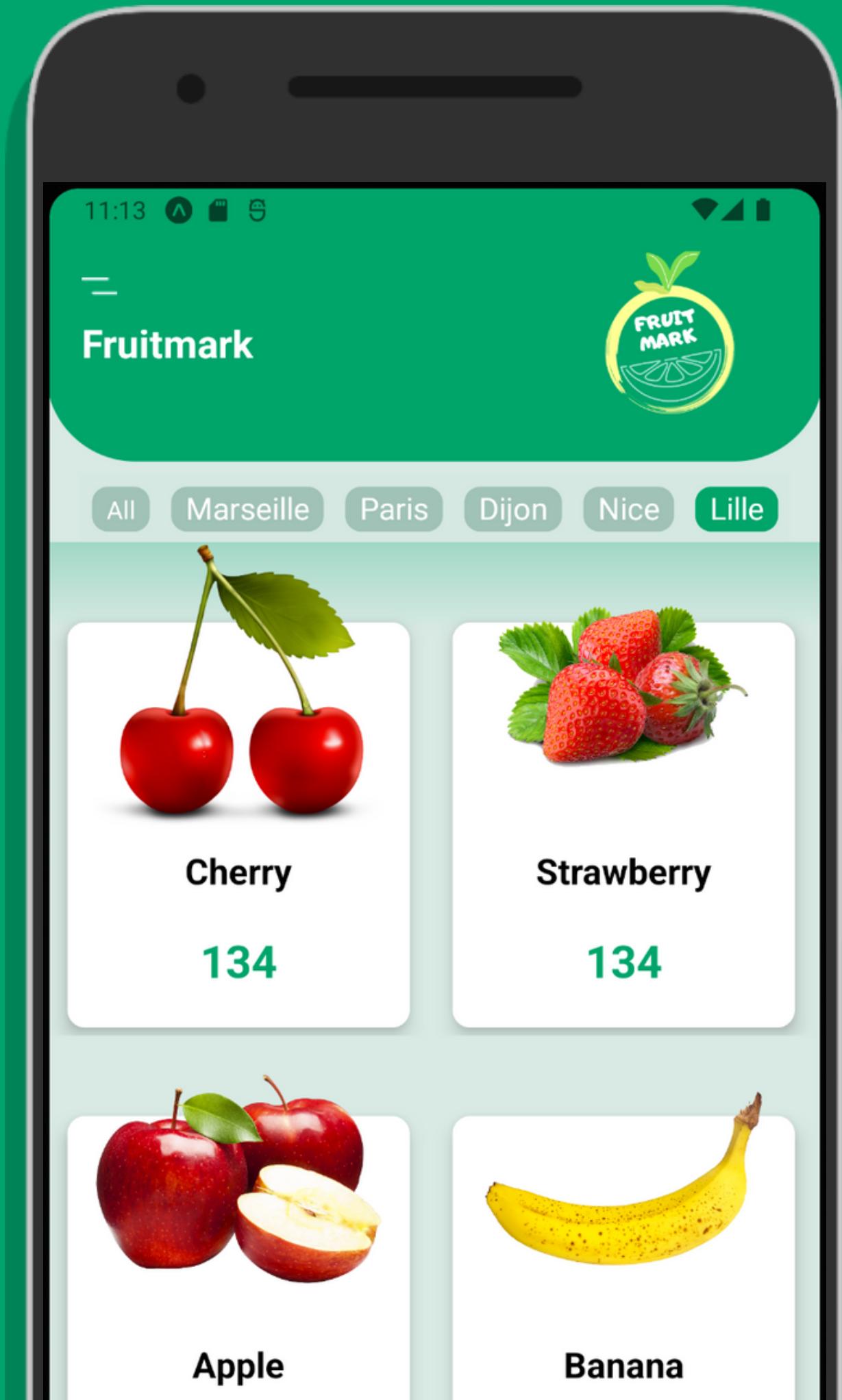


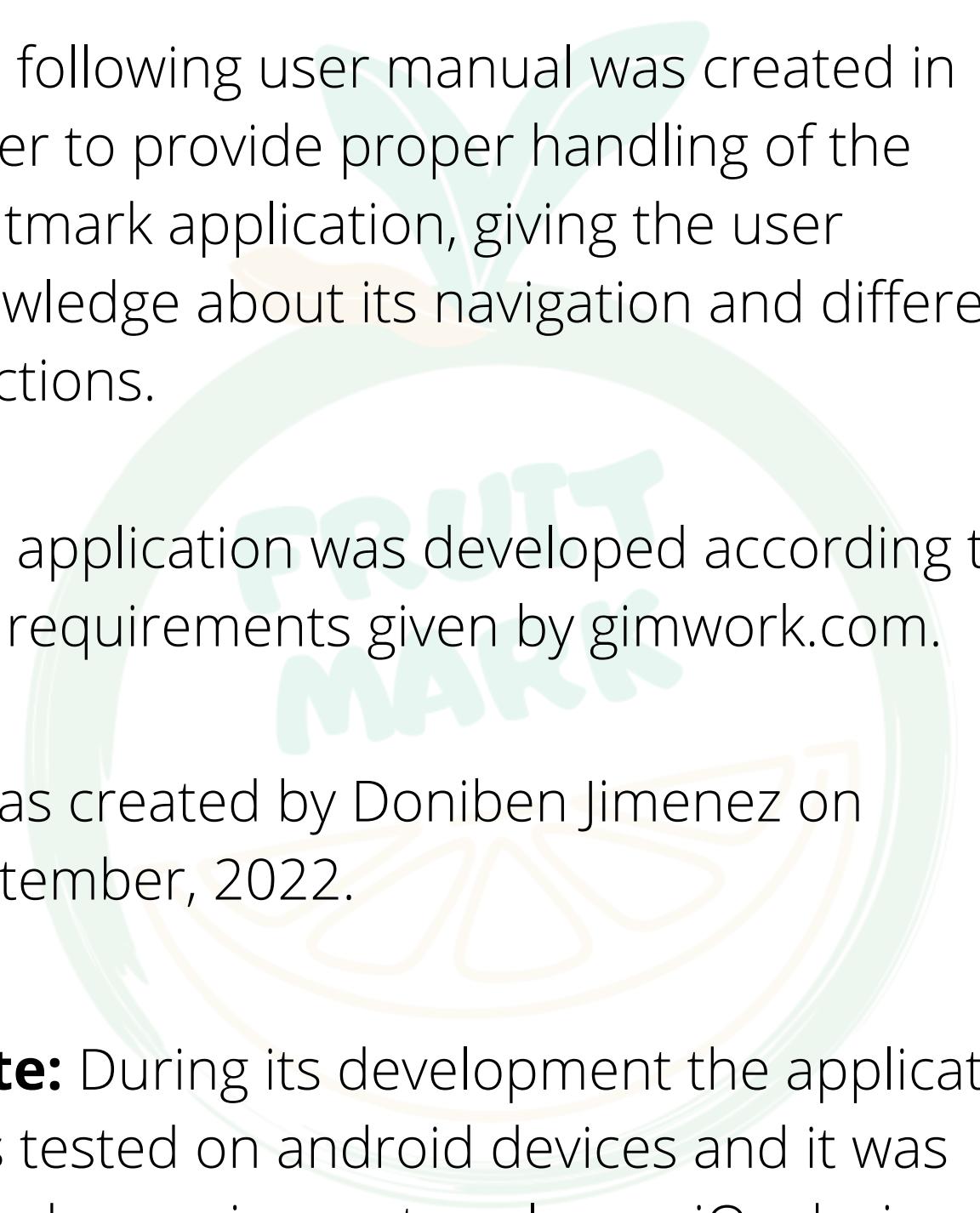
# Fruitmark App



## User manual



# Introduction



The following user manual was created in order to provide proper handling of the Fruitmark application, giving the user knowledge about its navigation and different functions.

The application was developed according to the requirements given by [gimwork.com](http://gimwork.com).

It was created by Doniben Jimenez on september, 2022.

**Note:** During its development the application was tested on android devices and it was found some issues to solve on iOs devices.

Logo and splash

The Fruitmark application is identified by the logotype shown below in color and so it appears installed on the device



When it has a green background, the logo colors will change like below.



Tapping on the Fruitmark app icon will bring up the splash screen which indicates that the interface is loading.



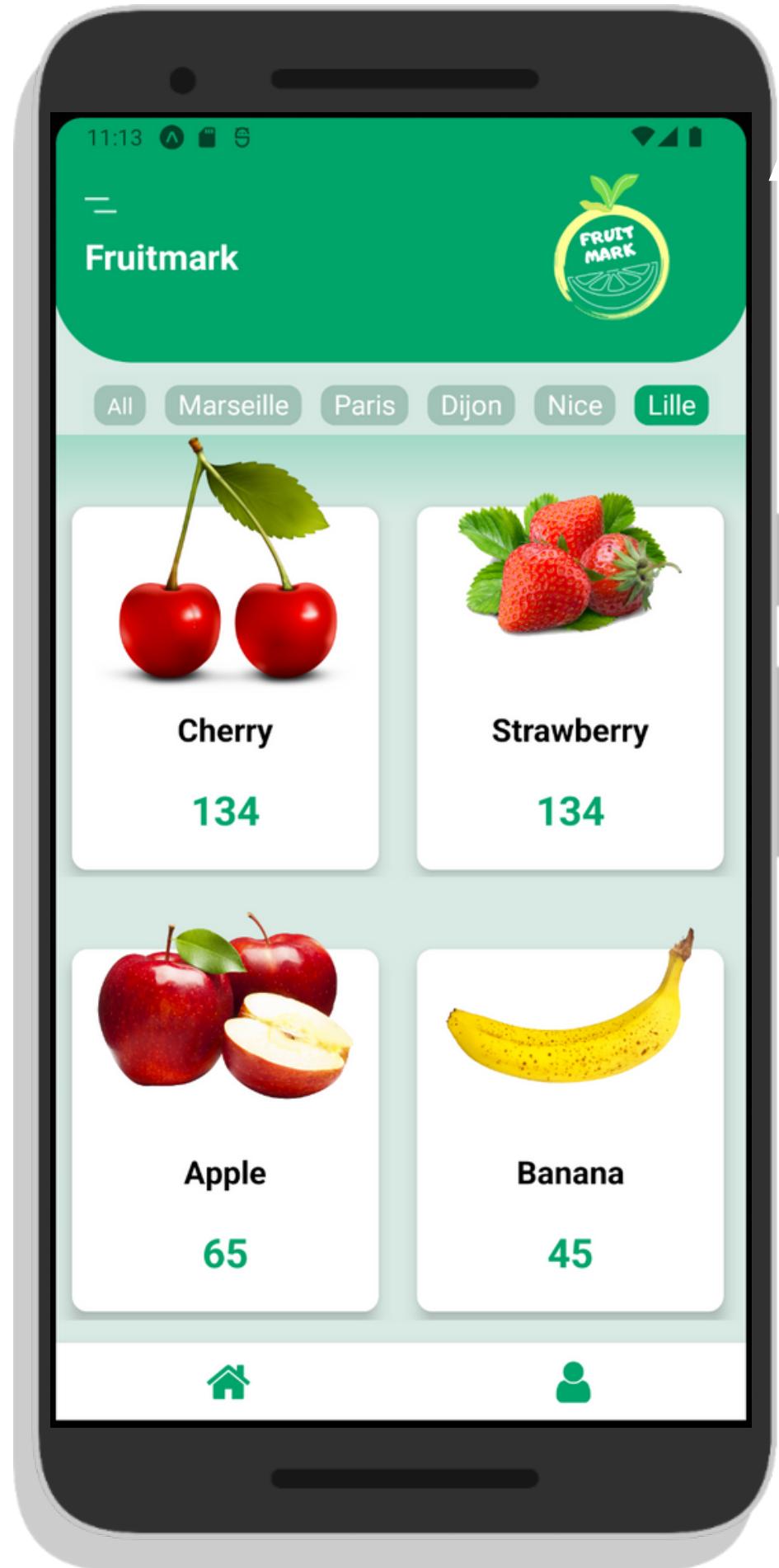
Main screen

The main screen contains four parts. the header, which has the app identity, with its name and its logo.

Below the header are the city buttons to see fruits by city. It is possible to see all fruits from all cities or just clicking on the city the user will see the fruits from that selected city.

After the cities lies the fruits. They are displayed in cards showing the fruit image, its name and the count of fruits in stock. This section is scrollable.

Finally, at bottom bar there are two icons, a home button to go to the main screen and a user button to navigate to the login screen.



Fruit screen



When clicking on each fruit from the main screen, the application is going to bring the user to a fruit detail screen. It contains five items:

1. A top bar with a back navigation arrow and the section title.
2. The fruit image, a cherry in the example.
3. The fruit name with its city and the count of fruits in the stock.
4. There are also two buttons to navigate to the main screen or, in case an administrator is loged in, a button to send fruits from one city to another one.
5. The bottom bar with a home and a user button.

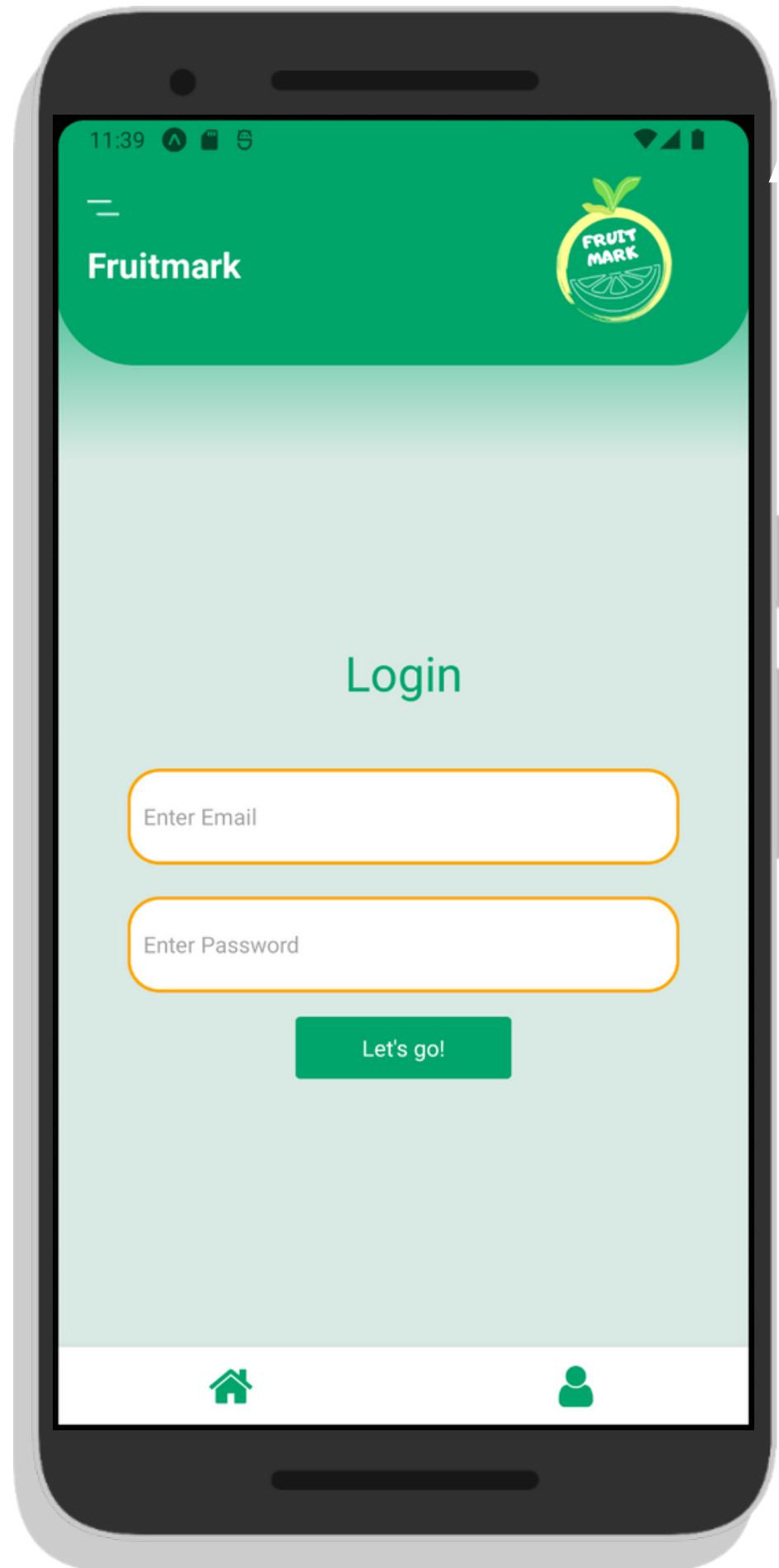
Login screen

The login screen is a form that allows the user enter its credentials as an admin. Currently there is just an admin account registered in the database. Here those credentials:

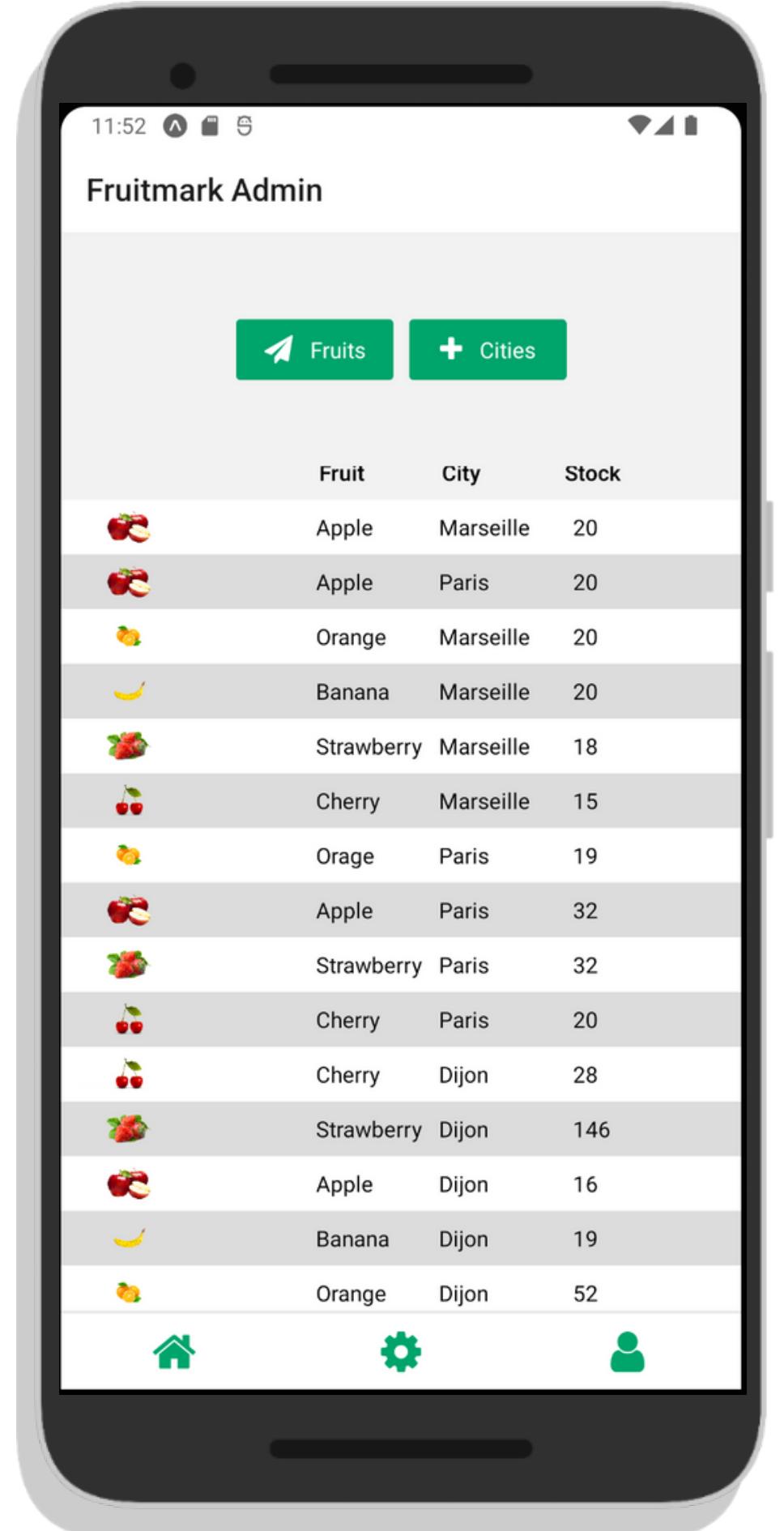
User: admin@admin.com  
Pass: fruits123456

Just clicking on the button "Let's go", the app will bring the user to the admin screen.

**Note:** There isn't a registration screen in the app, but the API is ready to receive new data and make that CRUD operation



**Admin screen**



In the admin screen the user will find four sections.

A top bar with the screen title, without any navigation button.

A button section to make operations. By this first version it is possible to send fruits from one city to another one and there is another button to add new cities.

New operations as add fruits with its name, city, image and stock could be added on future versions.

The next section shows a whole scrollable inventory.

Finally, in the bottom bar, there are the same buttons and a new one in the middle that allows the user to come to the admin screen once he/she has loged in.

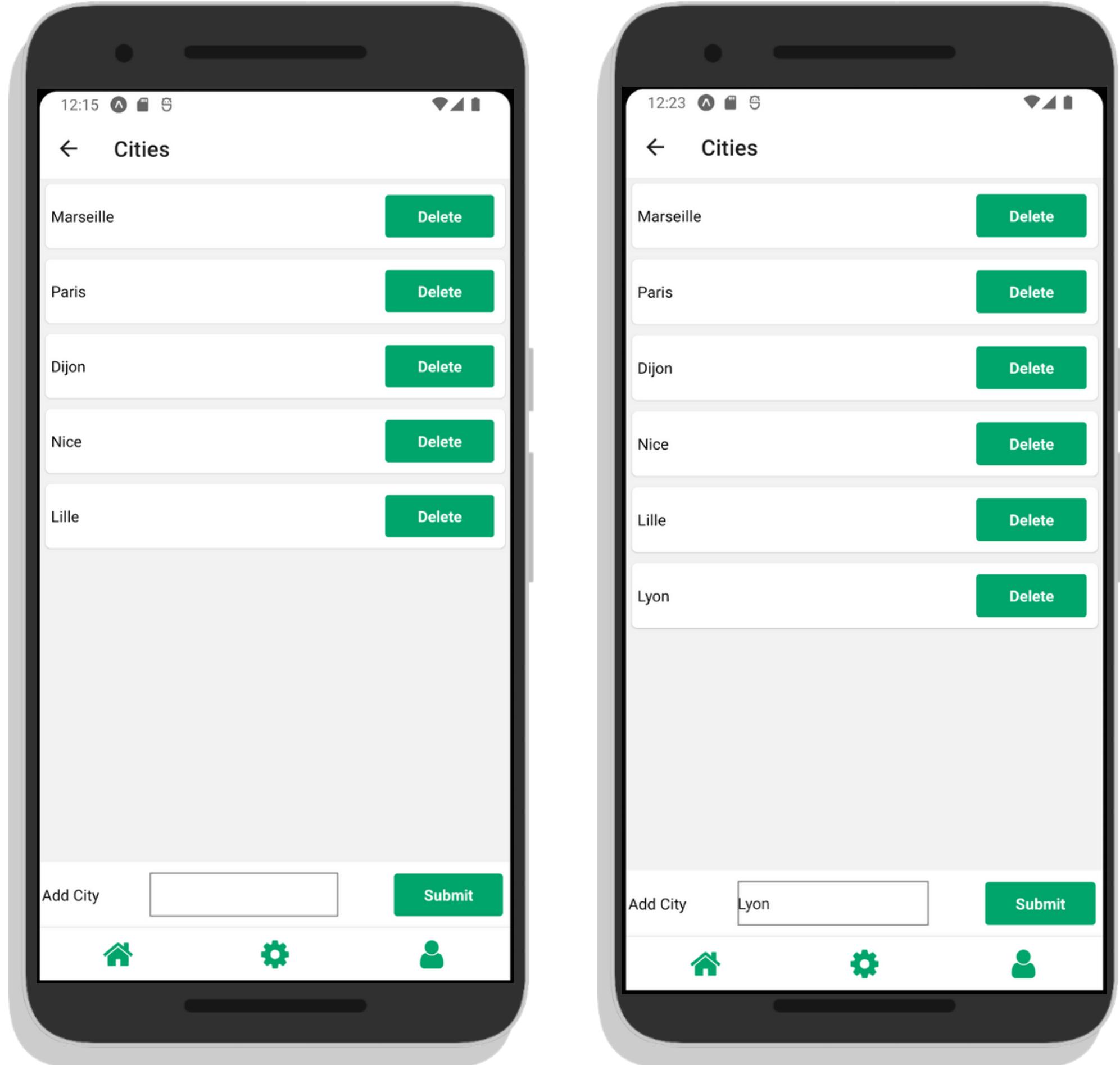
Add cities screen

The add-cities-screen allows the user to come back to the admin screen by its back arrow button on the top bar.

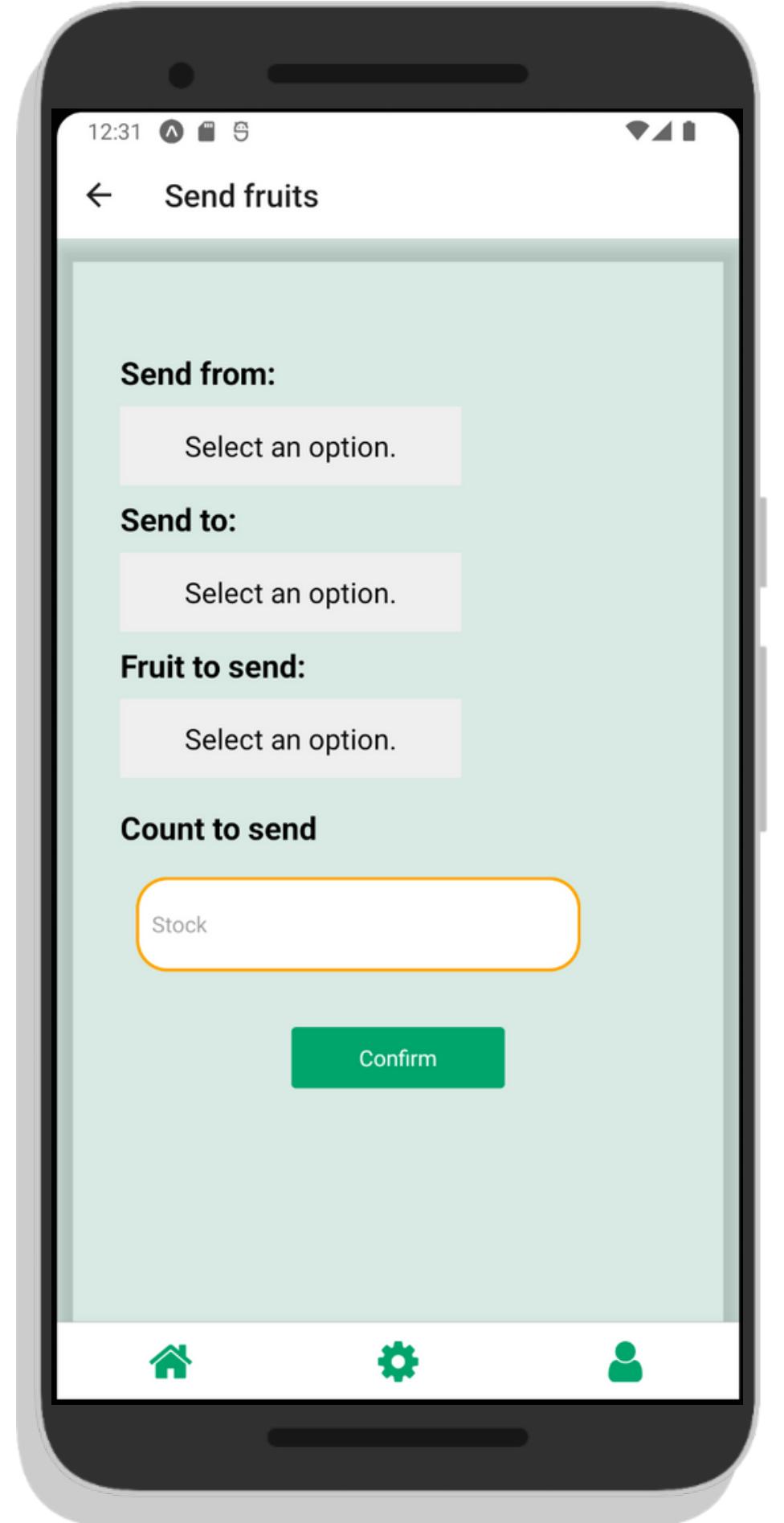
It lists all the current cities and allows the user to delete them.

On the bottom there is an input section to add new cities. When clicking on the submit button, the new city is going to be displayed on list

If added a new city it is going to appear on the cities section in the main screen. Of course without fruits.



Send fruits screen



There is possible to send fruits from each city to any other city. Just select the source city from the dropdown list, select the destination city, the fruit and the count of fruits to send.

On Future versions this IU will be improved and also a number with the available fruits to be sent.

