ShopWise User Guide

# Overview of ShopWise

## Introduction

**ShopWise** is an Android **Shopping List App**, designed for **10” Tablets**, with consideration for the less technical savvy savvy user in mind. Although designed primarily for 10” tablets, **ShopWise** can be used on smaller tablets and even phones. However, the display size can then be difficult due to the reduction in size.

**ShopWise** is intended to, always be free, always be free from Advertising and always be free from your personal information being recorded and passed to other parties.

**ShopWise** is intended to offer functionality over display wizardry. **ShopWise** has no icons and bar scrolling list uses no gestures/ fancy finger-work.

## The Shopping List (the main purpose of ShopWise)

The prime function of **ShopWise** is to present a **Shopping List** ordered by **Shop**, then **Aisle** (location within a Shop) and then **Product**. Each level, **Shop**, **Aisle** and **Product** (more correctly **Stock**, as will be clarified later) has an order field from 1-9999 (lower order appears first).

The **Shopping List** includes a heading that details the **Total Cost** of the Items in the Shopping List, the **Amount Spent** and the **Amount Remaining to be Spent**.

A simple click (touch) of the **BOUGHT** button, that each row includes, mimics the placement (purchase) of the respective **Product** (Stock) into the **Shopping Basket**; when the quantity purchased equals the quantity ordered the relevant row in the list is checked-off.

The **ADJUST** button, allows an item to be adjusted, the quantity, price and description of the Product can be changed. Checked-off items can be unchecked by adjusting the quantity to be more than 0 conversely adjusting the quantity to 0 will check-off an item.

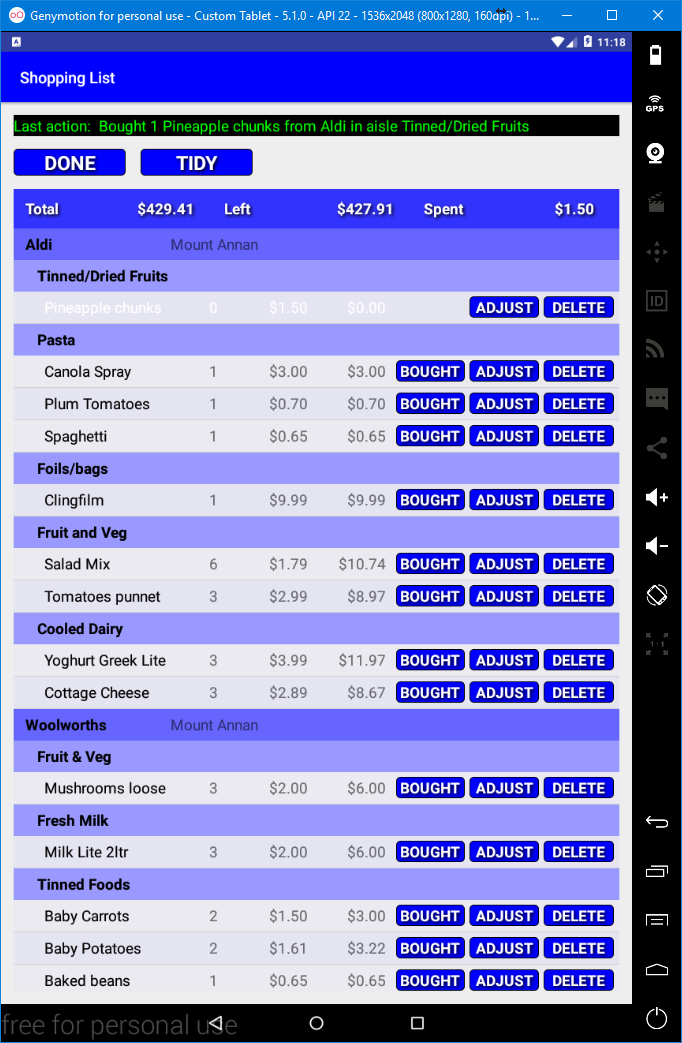
The **DELETE** button removes the respective row from the Shopping List without recording any purchases.

The **DONE** button returns to the Main Display (similar to using back).

The **TIDY** button removes all of the Checked-Off rows.

*A brief history of purchases is kept. That is the first purchase date, the last purchase date and the total purchased are recorded for use by the Rule Suggestion and Rule Accuracy features.*

### An example of the Shopping List:



Note! **BOUGHT** button hidden when checked-off

BOUGHT, ADJUST and DELETE Buttons

A **Checked-Off Row**

(*i.e all the required quantity have been purchased*)

Row showing **Product**, quantity to get, **price** for 1 and total price.

Shop Heading (for each Shop)

Aisle Heading (for each Aisle)

**Messages**

**Totals Heading**

*From the above you can see the first* ***Shop*** *is Aldi, the Second Woolworths. Aldi has* ***Aisles****, Tinned/Dried Fruits, Pasta, Foil/Bags, Fruit and Veg and finally Cooled Dairy. Within* ***Pasta*** *are Products, Canola Spray, Plum Tomatoes and Spaghetti. It is the respective Order field that determines the sequence.*

*e.g.* ***Shop*** *Aldi has an* ***Order*** *of* ***1000****, Woolworths* ***1100*** *so* ***Aisles*** *and* ***Products*** *in Aldi are displayed before* ***Aisles*** *and P****roducts*** *in Woolworths (change Woolworths to 900 and aisles and products in Woolworths would appear first). Likewise* ***Aisles*** *have an* ***order*** *on a per* ***Shop*** *level (Aisles are specific to a Shop). Furthermore,* ***Products*** *(actually Stock as will be learnt) have their own* ***order*** *on a per* ***Aisle*** *basis.*

# ShopWise Terminology

Few would not understand what a Shop or an Aisle is. However some may be more used to using the term store for a shop and want to find something at a counter rather than an aisle. Further complications can arise as words can often have multiple meanings e.g. shop could mean a place where you can but produce or it can mean to go and buy something. As such this section tries to clarify what terms mean when using **ShopWise**.

* **SHOPS** – Where products are sold.
  + **Shops** have a name, a city (to distinguish between like name shops such as chains) and an **Order** (to determine the order in which they appear in the **Shopping List**).
* **AISLES** – A location within a shop where products can be obtained.
  + **Aisles** have a reference to the **Shop**, a name and an **Order** (to determine the order that they appear within the **Shop** in the **Shopping List**).
  + It may not necessarily be an aisle. Some shops may only serve you from a counter where you ask where for what you want (e.g. a Deli Counter).
  + You may want to split actual Aisles into section, conversely you may wish to only have 1 **Aisle** for a **Shop**.
  + In short **ShopWise** provides flexibility.
  + At least 1 **Aisle** is required per **Shop** to be meaningful within **ShopWise** (*i.e. you can define a shop without any Aisles. However that Shop cannot then have Stock (purchasable products) and thus nothing can be ordered from such a shop*).
* **STORAGE** – A location, likely at Home, where you store products e.g. the pantry, the fridge etc.
  + A **Storage** item has a name and an **Order** (to determine the order that the **Storage** location appears in the **CHECKLIST**).
  + **Storage** facilitates the **CHECKLIST** feature, allowing you to check what you have in an ordered fashion.
  + Again **ShopWise** is flexible, you may wish to just have a single **Storage** location, such as Home. However, at least 1 **Storage** is required.
  + Note **Storage** is often used to refer to a **Storage** location, rather than all **Storage** locations.
* **PRODUCTS** – An item that would be stored at home.
  + It should be noted that there is a distinct difference between a Product and Stock, the latter being more specifically a product assigned/located to an Aisle within a Shop.
    - A **Product** has a name, a Storage Location and a Storage Order.
* **STOCK** – **Products** assigned to an **Aisle** within a **Shop** with a price/cost attached. i.e. Something that you can buy from a specific Shop.
  + In **ShopWise** **Stock** has different attributes than a **Product**.
    - A **Stocked** Item references an **Aisle** (*and thus implicitly a* ***Shop***).
    - A **Stocked** item also references a **Product** (*and thus implicitly the Products attributes, name, storage location and storage order*).
    - A **Stocked** item has other fields such as the first and last purchase date, the cost/price, the number purchased, an indicator to signify if it should appear in the checklist, and the quantity to check for.
    - A **Product** can be **Stocked** multiple times. However, each has to be unique (*thus the aisle has to differ /be unique*).
  + **Stock** can be considered as a purchasable product.
* **ORDER –** Lists Stock, according to **Product name** allowing items to be added to the **Shopping List** in an ad-hoc way.
  + e.g. you may have just used a can of Baked Beans and wish to add them to the **Shopping List**.
  + Generally if the **Stock** has been marked as appearing in the **CHECKLIST** you could wait until you use the **CHECKLIST** feature. However, either way can be used.
  + **ORDER** displays a list of all **Stock**. The list includes the number already in the Shopping List.
  + The list can be filtered to quickly find the relevant **Stock** item(s).
  + **Order** (note capitalised rather than all uppercase) is also used as the name of a field for **Shops**, **Aisles**, **Stock** and **Products** for ordering lists (**Shopping List** and **Checklist**).
  + The sort order can be changed by clicking a heading.
  + Clicking a heading when already sorted by that heading, results in the sort order toggling between ascending and descending order.
  + **ADD** adds 1 of the respective item to **the Shopping List**.
  + **LESS** removes 1 of the respective item from the **Shopping List** (*note* ***LESS*** *cannot reduce the number below 0*).
* **CHECKLIST** – Lists **Stock**, set as to appear in the **Checklist**, according to **Storage location** and then **Product Order** (*sort order is fixed i.e. clicking headings will not change the sort order*).
  + The List includes the **Level** to be checked against.
    - E.g. you may wish to buy a can of baked beans if you do not have three cans at home. Thus the **level** could be set to 3.
  + **Check-Off** button checks-off an item in the list (**UNCHECK** button replaces the **Check-Off** button and the **ADD** and **LESS** buttons are hidden).
  + **ADD** adds 1 of the respective item to the **Shopping List**.
  + **LESS** removes 1 of the respective item from the **Shopping List** (*cannot reduce to below 0*).
* **SHOPPING –** Displays the Shopping List (this has been covered previously).
* **RULES –** Entries that allow regular automated or prompted additions to the **Shopping List** on a regular basis.
  + Regularity is determined by two fields a **INTERVAL** field and a **MULTIPLIER** field.
  + **Interval** is one of **DAYS**, **WEEKS**, **FORTNIGHTS**, **MONTHS**, **QUARTERS** or **YEARS**.
    - Note using Months for a day of the month that is 29-31 can be confusing due to some months not having that many days.
  + **Multiplier** is a number, an Integer. It is used in conjunction with **Interval** to produce the regularity/frequency of or prompts.
    - E.g. an **Interval** of **WEEKS** and a **Multiplier** of **3** equates to Each 3 Weeks.
  + **Prompted** Rules appear, if there are any, when **SHOPPING** is clicked.
    - Initially a **Dialog** is displayed as a reminder that **Prompted Rules** will be displayed. Clicking on **Proceed** displays the list of **Prompted Rules**.
    - **ADD** adds to the **Shopping List** and marks that occurrence as done (setting the date of the next occurrence).
    - **SKIP** skips adding that occurrence to the Shopping List and marks the occurrence as done (setting the date of the next occurrence).
    - **NOTE!** subsequent occurrences may become active and then appear in the List.
      * This would be the case if the regularity of the **Prompted Rule** is greater than the period between uses of the **Shopping List**.
      * E.g. If you setup a rule to be daily but only displayed/used the Shopping List on a weekly basis, then there would be 7 occurrences but each would appear individually only after it’s previous occurrence had been added or skipped (i.e. the date of the next occurrence is worked out only when an occurrence is actioned (added or skipped).
    - **DONE** will proceed to the **Shopping List** without either adding or skipping any of the displayed rules (so the occurrences would still be available).
      * i.e. this is an exception to the general use of **DONE** that returns to the previous display.
* **TOOLS** – Features that are complimentary to the main features of **ShopWise** or have a secondary nature of use.
  + **BACKUP** – Backup and restore of the **ShopWise Database**.
    - With careful use could be used to utilise multiple Databases.
  + **RULES** – Suggestion of Rules (**SUGGEST**) and Accuracy Checking of Rules (**CHECK**) based upon shopping history.

# Common Features of ShopWise

This section covers some of the common features or aspects used within **ShopWise** and also exceptions to the commonality.

## Main Display Options/Buttons

The primary words in the preceding list of terminology (e.g. **SHOPS**, **AISLES**, **STORAGE** etc) have been given in order that the Buttons that appear on the **Main Display** of **ShopWise** when all options are available. The **Main Display** being the options available when **ShopWise** is started and when an option and any sub options have been completed via the respective **DONE** button. The **DONE** button returns from the selected option/sub option.

* Main Display Option availability is dependent upon the data that has been input into **ShopWise**.
  + When **ShopWise** is first used and there is has been no data input only **SHOPS**, **STORAGE** and **TOOLS** options are available.
  + **AISLES** is available when at least 1 Shop has been added.
  + **PRODUCTS** requires at least 1 Storage location.
  + **STOCK** requires an Aisle and a Product and thus a Shop and a Storage location.
  + **ORDER**, **CHECKLIST** and **SHOPPING** are only available when a Stock item exists.

## The DONE Button

The **DONE** button appears on all displays with the exception of the **Main Display**. Clicking the DONE button will return to the previous **Display**, without performing any actions e.g. if changes are made but not saved and **DONE** is clicked then the changes will not be made.

* One exception is when Prompted Rules are displayed when clicking on SHOPPING and after clicking on **PROCEED** (or alternately clicking outside of the dialog which has the same affect). In this case the **DONE** button finishes the **Prompted Rules** display allowing the **Shopping List** to be displayed (any prompted rules not skipped or added will remain as they were and will be prompted for when next clicking on **SHOPPING**).

## Icons

**ShopWise** has been written with no icons at all as they can be confusing. However, third party offerings are outside of this remit. There is only one such known third part offering used by **ShopWise** and that is the date picker (used when adding or editing rules), this can vary according to the version of the Android Operating system in use. A custom date picker is being considered.

## Gestures

The use of gestures is purposefully kept low in order to try to concentrate on functionality rather than aesthetics. **Clicks**, **Long Clicks** and **Scrolling** are the only gestures used in **ShopWise** (*again barring third party offerings*).

* **Clicks/Clicking** – Is a short/single touch. Clicks are the most commonly used gesture. The Click gesture is used for:
  + Performing the action of a Button.
  + Selection of the relevant item from a DropDown lists (aka Spinner).
    - E.g. AISLES – ADD/EDIT has a DropDown selector for the Shop.
    - You click the DropDown selector once to display the list and then to select an item from the list.
  + Performing Edit, and where applicable Stock, actions from a list.
    - Note only primary lists i.e. not lists that are displayed as a result of selecting an item from a list.
    - e.g. if you were to click on a Shop in the list shown via SHOPS and select EDIT the list of existing Shops shown in Shops – Edit ignores clicks (and also Long Clicks).
  + Headings
* **Long Click/Clicking** – Is a touch of longer duration of about 2 seconds. However, it can be changed via accessibility options (*Touch and Hold Delay*). The Long Click gesture is used for:
  + Selecting more restrictive/sensitive actions from a List.
    - Currently only Delete actions.
    - An intermediate Dialog will display the impact of the Deletion. E.g. deleting a Shop will also require the deletion of all Aisles and thus all Stock and thus Rules, Shopping List Entries and **CheckList** entries that are used by that Shop. Products would not be deleted.
    - More information regarding the impact of Deletion is provided when discussing the Features/Options.
    - Note only applicable to primary Lists i.e. not lists that are displayed as a result of selecting an item from a list.
    - e.g. if you were to click on a Shop in the list shown via SHOPS and select EDIT the list of existing Shops shown in Shops – Edit ignores clicks (and also Long Clicks).
* **Scrolling** – Is a slide of the finger in the required direction (up or down or left or right). **ShopWise** only uses **up**/**down** scrolling. Scrolling is only applicable to lists, noting that a dialog may also be scrollable if there is more data than can be displayed at once.
  + Scrolling is limited to just changing what appears on the screen.
  + Aspects such as the appearance of the scroll bar and list top/bottom indicators are specific to the Android version.

## Filtering

Filtering is entering text in a filter than then results in the data being displayed to items that include the filter text within the respective field.

e.g. if you were to type **a** (or A filtering is case independent) then all items that have an **a** would be displayed. If you then added a **t** (filter is now **at**) then items that include **at** would be displayed and so on.

* The filter can include \_ (***underscore***)as a single wild character e.g **a\_t**, would include p**att**ies (**a?t**), Chicken Bre**ast**s (a?t) etc.
* The filter can include **%** as a varying length wild character e.g. **a%t** would include c**arrot**s (**a???t**).
* Some fields are implicit filters, that is they are not labelled as a filter but filter the results. e.g. The **Product** field in **Product Add/Edit** will filter the List of Products.

# Quick Start Guide

The quick start guide is a brief guide to inputting data so as to enable most options. It assumes that **ShopWise** has been downloaded and installed and that no data has been input.

When you first start **ShopWise** the display below will appear (less the arrow). This is the **Main Display**.

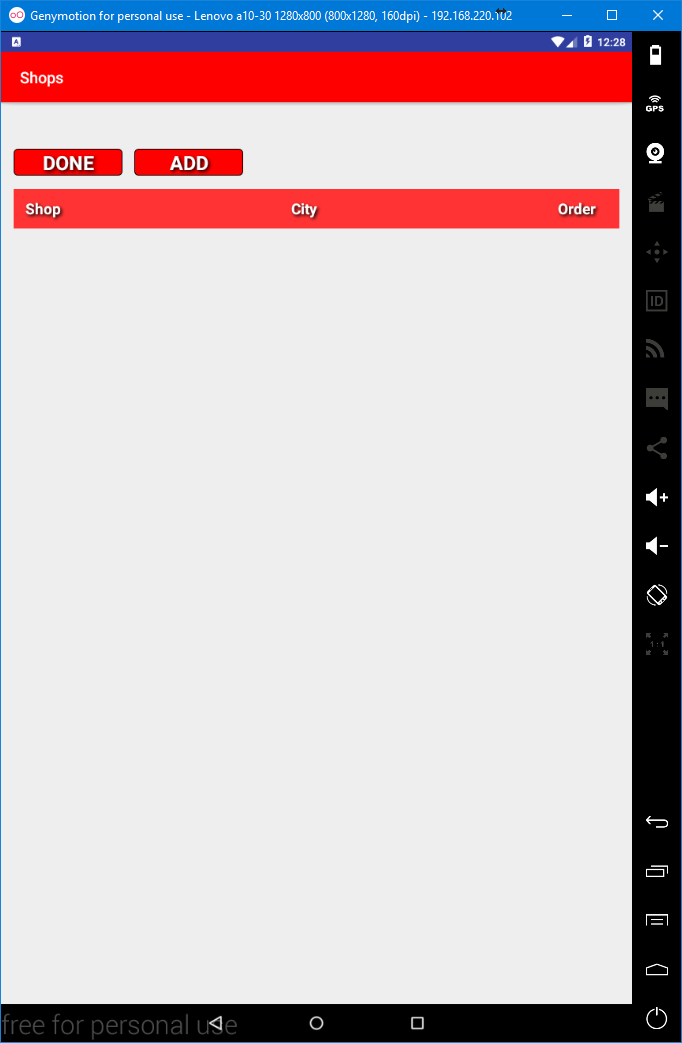
# Quick Start Guide - SHOPS

## The Main Display (click the SHOPS button).



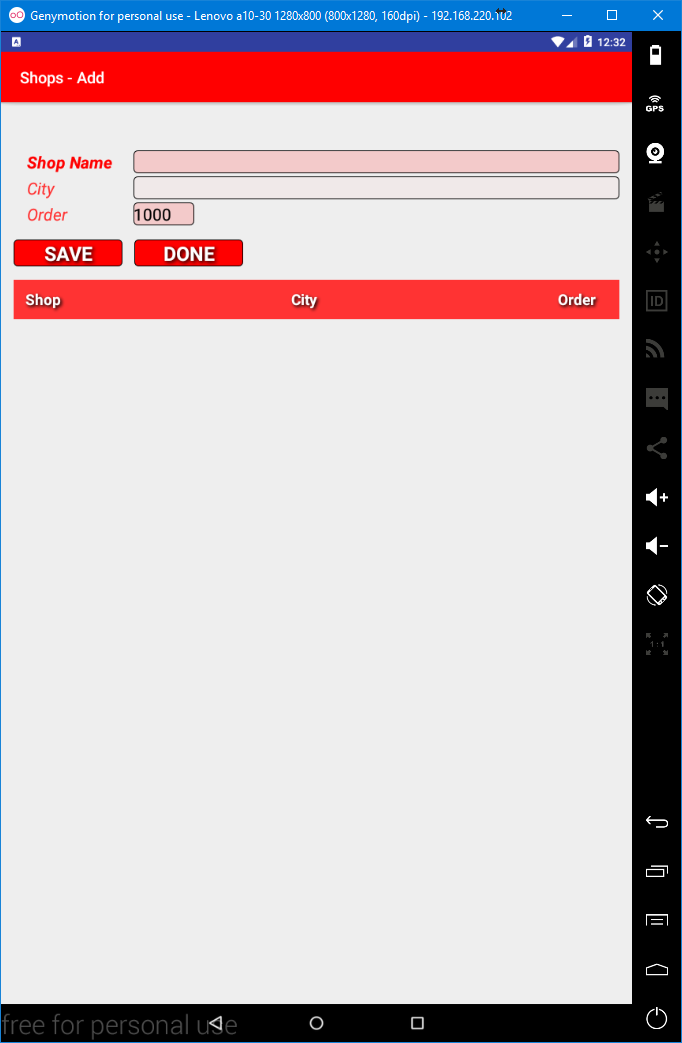
*The* ***Main Display****.*

## The Shops Display (no Shops so click the ADD button)



*The* ***Shops Display*** *(no shops are listed as none exist).*

## The Shops – Add Display



*The* ***Shops – Add Display*** *with no shops as yet.*

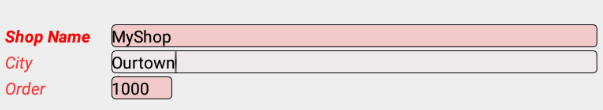
## Add 3 Shops

### Adding Shop 1

To add a Shop you provide 3 fields, the Shop’s Name, the City where the Shop is located and the Order in which the Shop will appear in the Shopping List.

* The **Shop’s Name** is entered/typed in the **Shop Name** field.
  + The **Shop Name** field is **darker** than the **City** field indicating that the **Shop Name** is required, whilst **City**, which is optional and lighter can be left blank.
  + The Shop Name is limited to 24 characters (as are all text fields).
* The **City** is optional.
  + City can be used to distinguish between Stores in a chain that have the same name.
  + As City is a text field it is limited to 24 characters.
  + Note City doesn’t have to be a City, it could be a suburb, town or any text that you consider useful.
* The **Order**, is required, a number is also suggested (potentially saving the need to enter it).
  + Order will be 1000 if it is the first order for the type of item.
  + Order, if other Shops exist, it will be the highest Order used plus 100 (less than 100 or 0 when the maximum order of 9999 is close or reached respectively).
  + NOTE order determines the order in which the Shop appears in the Shopping List.
  + Order can be changed from the suggest order.
  + Lower Orders appear first in the Shopping List.

*For the purpose of the Guide the Shop Name will be MySHop, the City Ourtown and the suggested Order of 1000 will be used. e.g. :*



### When the data has been input click on the SAVE Button.

Three changes will be noticed.

* A message confirming the addition of the Shop will appear
  + All Displays except Menu/Options only displays (Main Display and Tools Display) have a message area.
  + Green messages are informational.
  + Yellow messages indicate an issue (*e.g. if you don’t provide a Shop Name and try to save a yellow message will be displayed indicating that the Shop Name cannot be blank and that the Shop was not added*).
* The data input will be changed
  + Shop Name and City will be cleared.
  + Another Order will be suggested.
* The **Shop** will appear in the **ShopList**.



Cleared

Message

Cleared

Added

New Suggestion

### Adding the next 2 Shops

Adding the next two shop is a matter of repeating the process of adding the first. That is, by entering the Name, City and if required change the order, and then clicking on the SAVE button.

For the Guide, shops OtherShop in Ourtown and MyShop in Anothertown will be added. However, rather than using the suggested order number of the third shop. We will use an order of 900. Thus the Anothertown branch of MyShop will be first in the ShoppingLIst (when we get to see it).

Thus we have :-



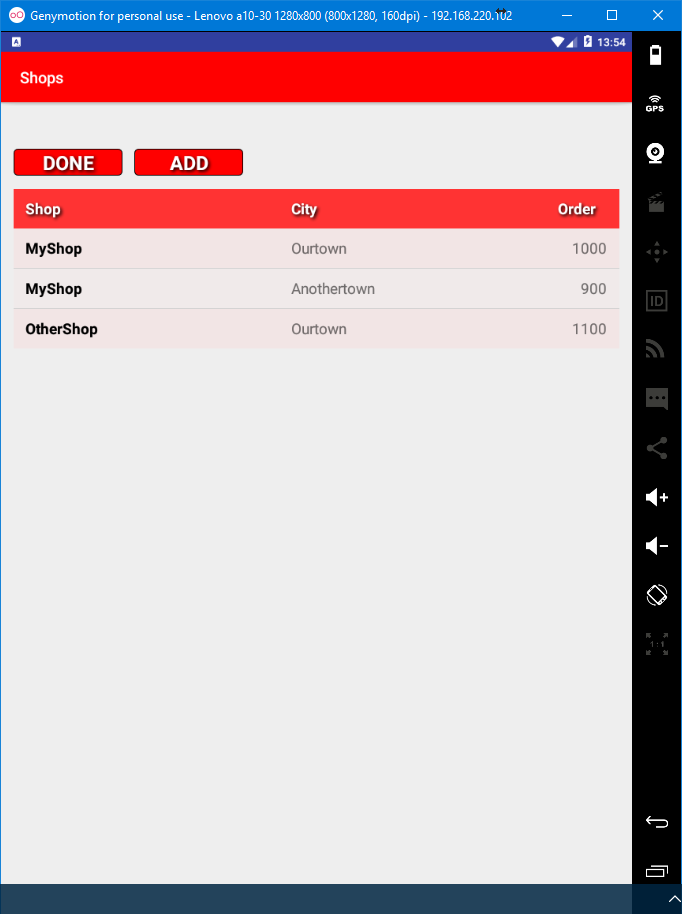
The List is sorted according to Shop, the default.

* Clicking on the **Shop** heading would then sort according to Shop but now in descending order (*OtherShop will be top of the List*).
* Clicking City will sort the List according to City in ascending order (*MyShop in Anothertown will be top*).
* Clicking City a second time will toggle the sort order to be City in descending order (*Clicking City yet again will toggle to ascending* ).
* Clicking Order will sort the List according to Order in ascending order (MyShop Anothertown will be top)
* Clicking Order again will toggle to descending etc.
* Most Lists can be sorted in this way.
  + Exceptions are the **Checklist** and the **Shopping** List which have a fixed order.

Note clicking or long-clicking on an item in the list does nothing here. This is because this is a secondary list.

### Click the DONE button to return to the Shops Display.

## The Shops Display after Adding Shops



The Shops Display now has the Shops that were added in the **ShopList**. The List can be sorted by clicking the headings; as per what was covered previously.

Note, the **ShopList** is the ***Primary ShopList*** and **clicking** **or long-clicking** a **Shop** makes additional actions (**Edit**, **Stock** (not as yet) and **Delete**) available. These will be discussed on the next page.

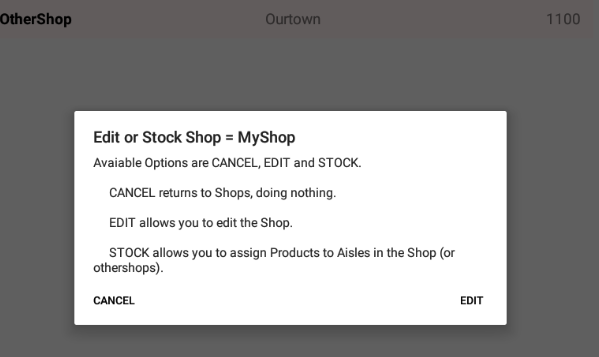
## Additional actions from the primary ShopList

### Clicking on a Shop

If you click a Shop in the List then a dialog will appear allowing you to **CANCEL** or to **EDIT** (later also STOCK) the respective **Shop** that was clicked.

* Clicking **CANCEL** returns to the list.
* Clicking **EDIT** takes you to the Shops – Edit Display allowing changes to be made.
* **STOCK** will only be available when at least one Product has been added and also at least one Aisle has been added.
  + **STOCK** is to assign a product to an Aisle (and thus Shop) to reflect that the product can be purchased.
  + **STOCK** can be assigned from a Shop, an Aisle a Product or via the STOCK option.
    - Availability is dependent upon Aisle and Products and therefore also Storage being added.

### The Dialog



* Note that the STOCK option is not available (as above).
* Dialogs wil have explanatory text including the available options.
* The last line has the buttons that can be clicked (CANCEL and EDIT).
* Clicking outide of the dialog (the dark grey area) is the same as clicking CANCEL.

### Click a Shop and then Click Edit

## The Shops – Edit Display

This display is the same and acts in the same ways as the **Shops – Add Display**, the only real difference is that the fields have been populated with the data from the selected Shop.

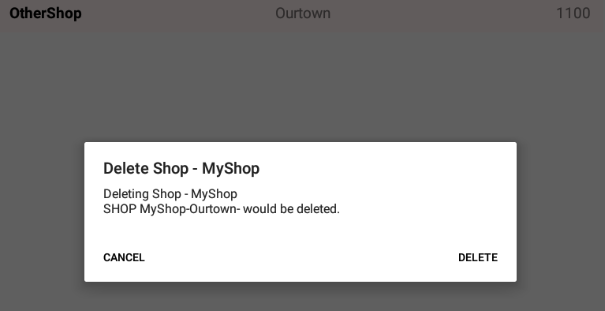
### Edit the Shop if you wish and then return to the Shops Display by clicking DONE.

## Long-Clicking a Shop

If you long-click a **Shop** a dialog will appear this time allowing you to **CANCEL** or **DELETE** the respective **Shop** that was long-clicked.

* Note deleting a Shop can have quite an impact.
  + All Aisles in the Shop would be deleted.
  + All Stock assigned to those Aisles would be deleted (but not the Products).
  + All Rules and Shopping List entries would also be deleted.
* The dialog displayed will depend upon the impact of the deletion, as the dialog will list all the deletions.
  + The dialog may be large enough for it be become scrollable.

This is an example of what the dialog looks like according to what data has been entered to date in this guide.



* If **DELETE** is clicked the Shop would be deleted and a message displayed indicating the deletion. And the **Shops Display** will be updated.

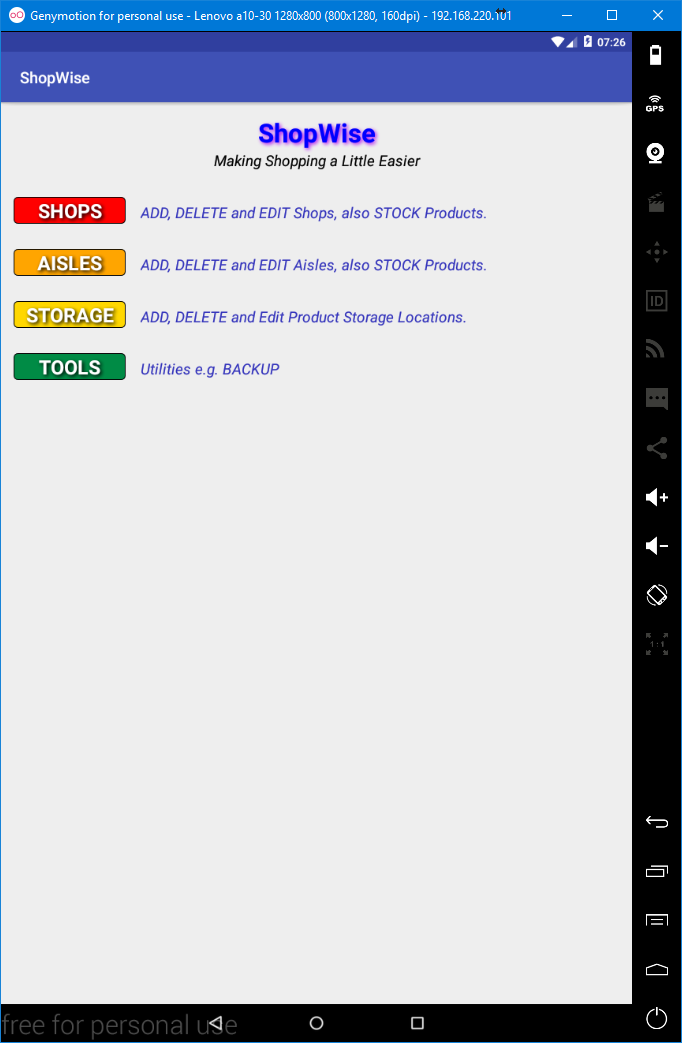
Only if you wish to Delete a Shop or Shops do so.

The **Quick Start Guide to Shops** is now complete. This guide has been a little lengthy in comparison to other Quick Start Guides as many topics that apply in general have been covered.

You should now click on DONE and then Move on to Quick Start Guide – AISLES (*the AISLES option will now be available, assuming that all Shops have not been deleted*).

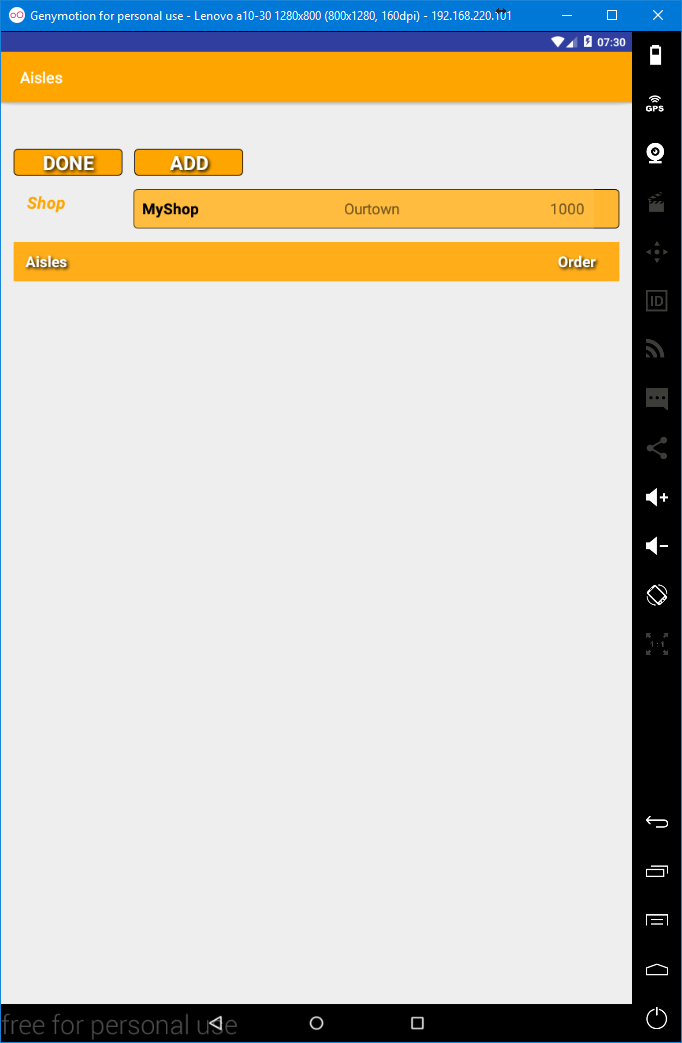
# Quick Start Guide – AISLES

Once one or more Shops have been added the Main Display will include an option for **Aisles** as per:



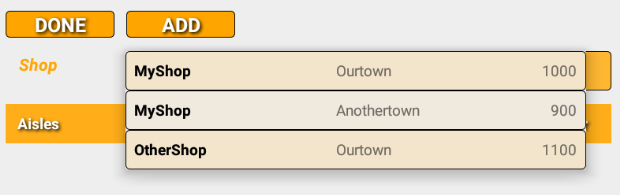
New

## Click on AISLES



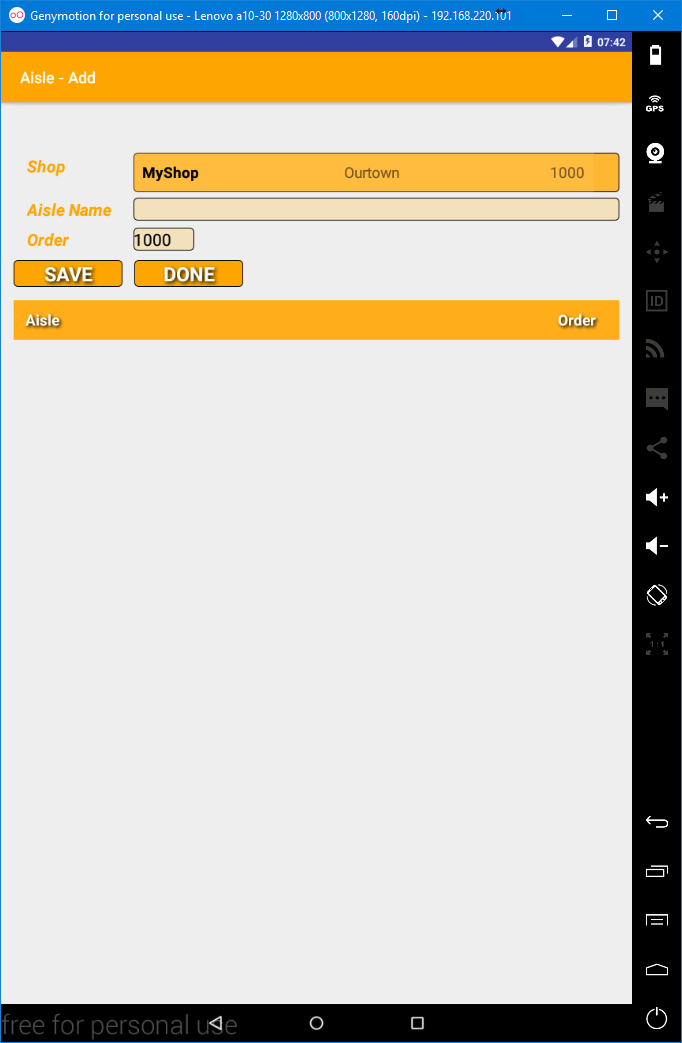
Selector

This display will display the **Aisles** that exist for the selected **Shop** (*there will be none as no* ***Aisles*** *have been added*). You can change the **Shop** by clicking on the **Dropdown selector** and then clicking on the required **Shop** from the display list.



*Note, clicking anywhere else results in the selected shop not changing.*

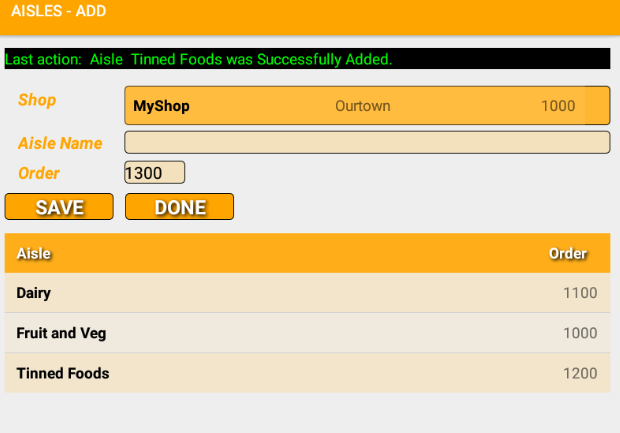
## Select a Shop and then Click ADD



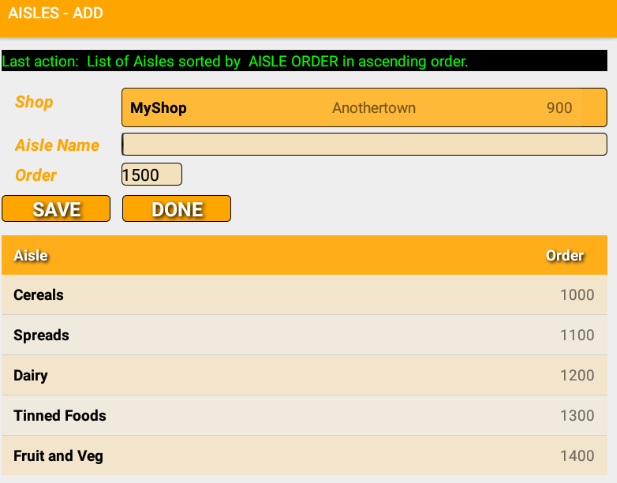
Similar to **Shops Add** display the **Aisles Add** display has input fields where you type the respective **Aisle Name** and **Order**(suggestion provided), both are required. The **Shop** field utilises a **DropDown** selector, restricting the **Shop** to an existing **Shop** (*the selector will be set to the* ***Shop*** *chosen from the* ***Shops display****).*

## Add Some Aisles

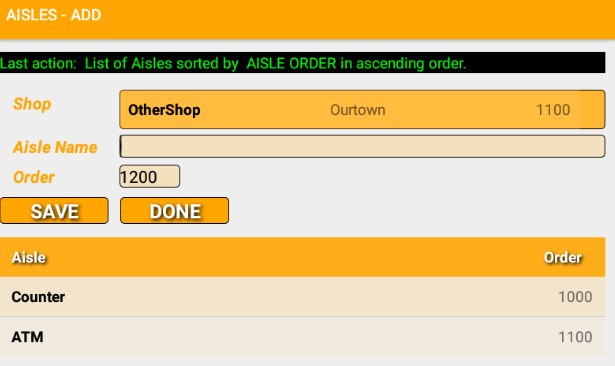
Add some **Aisles** to **Shop** **MySHop** in **OurTown** (e.g. Fruit and Veg, Dairy and Tinned Foods), remembering to click on **SAVE** for each **Aisle** to be added. As each is added the list of Aisles in the selected Shop will be amended e.g.



## Select Shop MyShop in Anothertown and add some Aisles e.g.



## Select Shop OthrShop and add some aisles (e.g. Counter and ATM).



## Click DONE to return to the Aisles Display

Note selecting Shops will display the respective Aisles for the selected Shop. As for Shops you can Click to EDIT (STOCK when available) and Long-Click to DELETE.

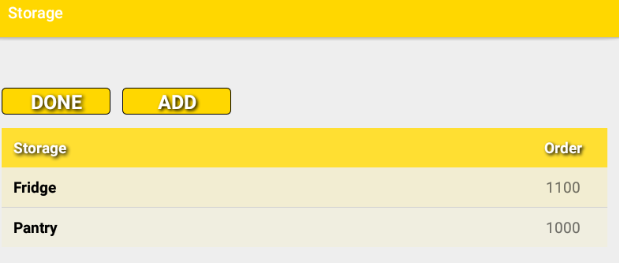
## Click Done to return to the Main Display.

# Quick Start Guide – STORAGE

**Storage** are places where the purchased **Products** are stored (normally at home). Their prime purpose is to enable sorting of the Checklist. At least one **Storage** is required before any **Products** can be added.

Storage is quite similar to **Shops**, there are two fields, the Name and the Order, instead of the three.

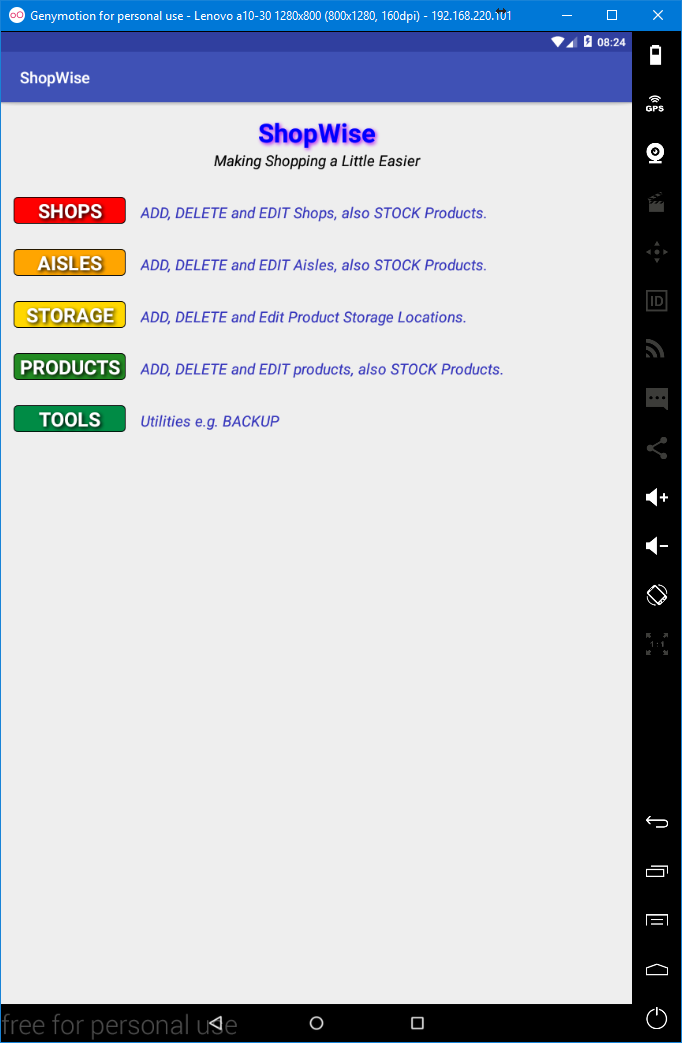
## Click Add and add some Storage (e.g.)



## Click Done to return to the Main Display (if in Add then click DONE twice).

# Quick Start Guide – PRODUCTS

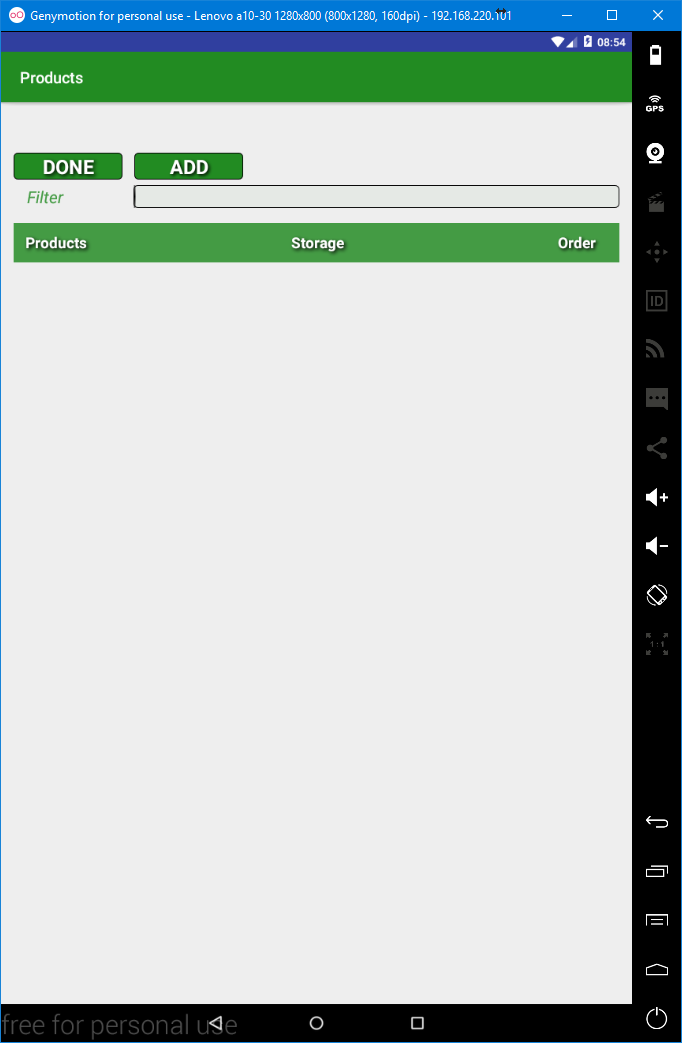
Once at least one **Storage** exists, the **Main Display** will have the **PRODUCTS** option.



New

Products are relatively simple they have a **Name**, a single **Storage** location selected via a **DropDown selector,** and an **Order** (suggested) for use in the checklist. Note that a **Product** itself cannot be added to the **Shopping List**, first **Products** have to be assigned to an **Aisle** within a **Shop**. This assignment is covered in the next section of the guide (Quick Start Guide – **STOCK**), available only when at least one **Product** has been added.

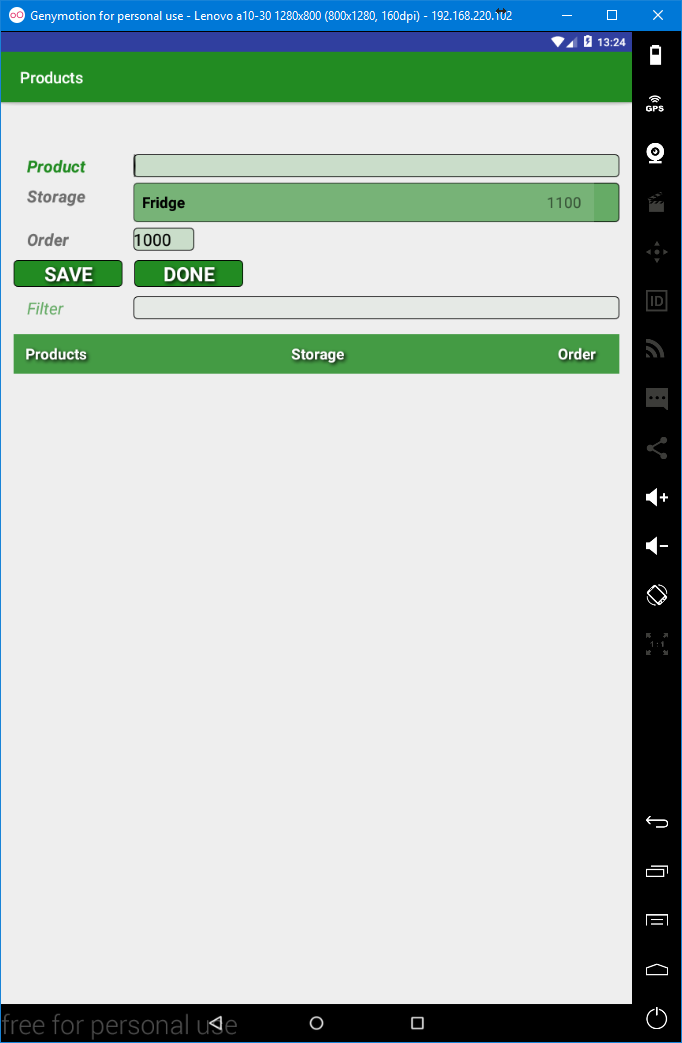
## Click on PRODUCTS



As there are likely to be more Products than any other items, the Products Display has a filter input. As you type into the filter field the list will be progressively reduced showing only products that have the type text within their names. E.g. if you typed in tuna, when you typed the t than only products that a t within their name would be shown, when you typed the u then only products that have tu in their name would be shown and so on.

As, at this stage, there are no Products, typing anything in the filter will have no effect.

## Click Add to add some products.



Product is where you type the Product’s name, Storage is a DropDown selector for specifying where the Product is stored at home and Order is the order within that Storage location for this Product (suggested).

Note that product also acts as a filter, so as you type a new name the list of Products is progressively reduced. Thus if the Product already exists it may be that you do not wish to add it.

Note unlike other order fields, the order field is not incremented. This is because splitting products into Storage locations in the ChecklList will often be sufficient.

## Add some Products and return to the Products Display e.g.

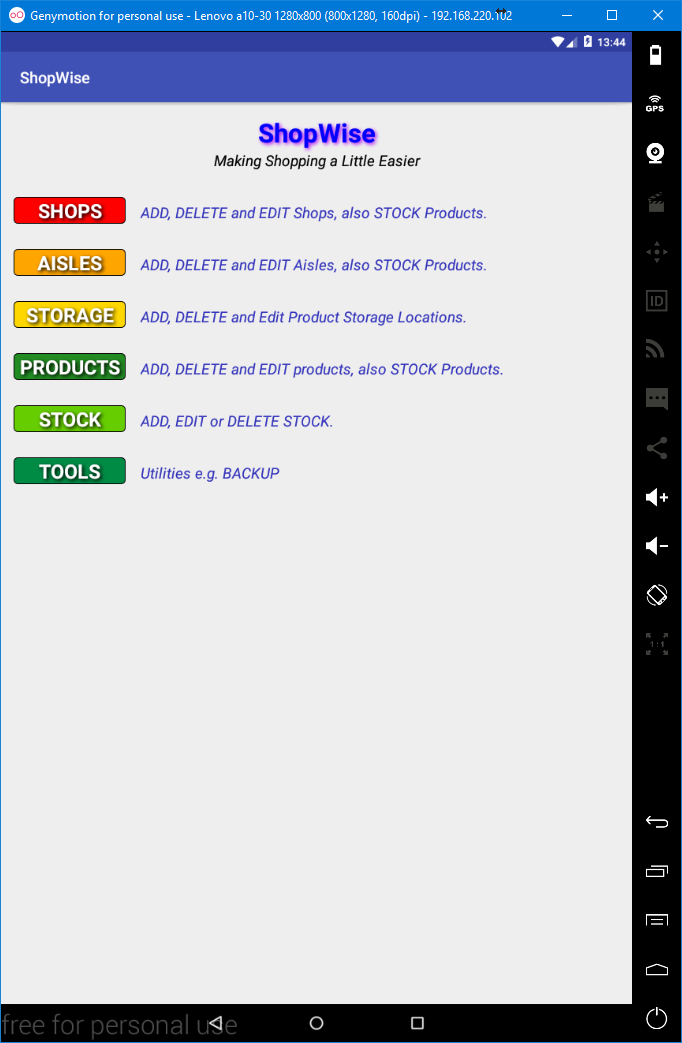
## 

Note clicking a product in the list results in the Dialog now showing the **STOCK** option as well as **CANCEL** and **EDIT**.

If you followed the above order then you have seen the Product Name field acting as a filter.

### Click DONE to return to the Main Display.

## Quick Start Guide – STOCK



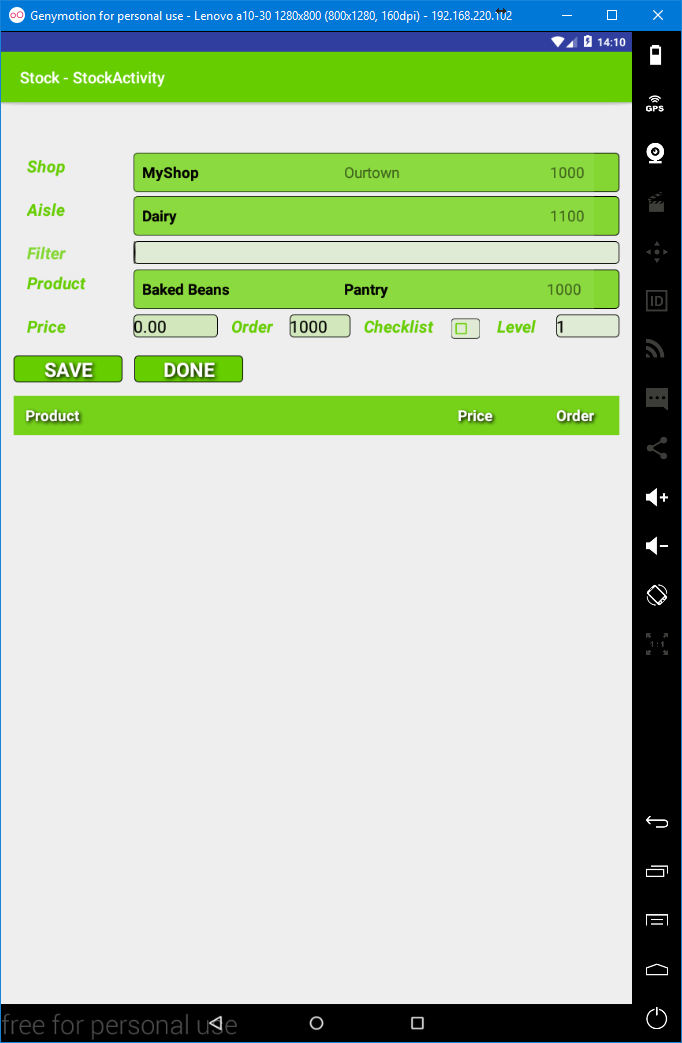
New

## Click on STOCK.

## 

This lists stocked items (i.e. Products assigned to Aisles in Shops).

## Click Add to Add Stock.



This is the most complex input display as it ties a Product with the Shop/Aisle from which it is purchased and additionally sets values associated with ordering and purchasing the Product .

Shop is a DropDown selector for the Shop that the Product is to be assigned to.

Aisle is a DropDown selector used for specifying the Aisle within the Shop.

Filter is a filter that can be used in conjunction with the Product DropDown selector to reduce the list of Products available.

Product is a DropDown selector that lists Products that can be assigned. Note this excludes Products already assigned to the Shop/Aisle to ensure uniqueness.

Price is the price of the Product in the Shop/Aisle.

* The Price must be a valid decimal number, it defaults to 0.00.
* Input is limited to numbers and a period/full stop.
* An attempt to input an invalid number e.g. 0.0.0 (two periods) then a message will be shown when attempting to SAVE the Stock and the STOCK will not be saved.
* A maximum of 9 characters is permitted.

Order is the order of the Stocked Product within the Aisle.

Checklist if ticked results in the Stocked product appearing on the CheckList.

* It can be checked/unchecked by clicking it.
* You would likely use ChecklIst for less Perishable items and use Rules for more perishable products.
* It defaults to unchecked.

Level is used to specify how many are to be checked for.

* Level must be numeric and can be from 0-9999. It defaults to 1.

The List shows Products already assigned to the Shop/Aisle (none at first).

Selecting a Shop from the Shop DropDown selector will affect the available Aisles that can be selected, the Products that can be selected and the list of Products displayed.

Selecting an Aisle from the Aisle DropDown selector will affect the products that can be selected and also the list of Products displayed.