ShopWise User Guide

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# 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 click, long-clicks and scrolling lists, 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.

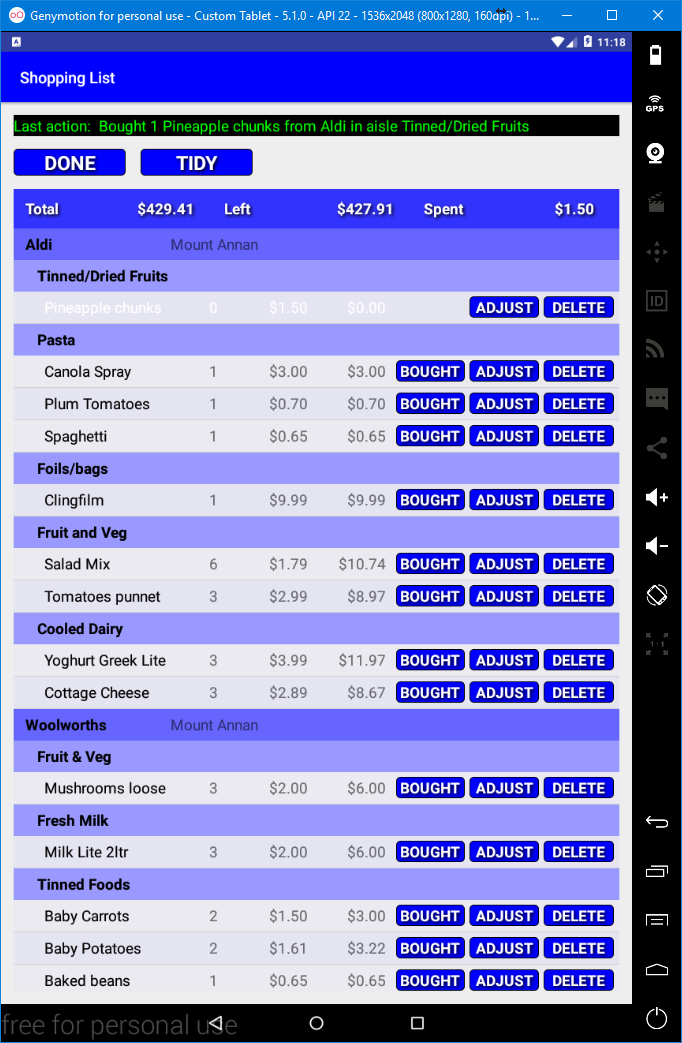
The **DELETE** button removes the respective row from the Shopping List without recording any purchases.

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

The **TIDY** button removes all of the Checked-Off rows, leaving any remaining purchases for the next time.

*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.*

### 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**

*The first* ***Shop*** *is Aldi, the Second Woolworths. Aldi has* ***Aisles****, Tinned/Dried Fruits, Pasta, Foil/Bags, Fruit and Veg and finally Cooled Dairy(it may have other Aisle but only those with items to buy are shown in the Shopping List). Within* ***Pasta*** *are Products, Canola Spray, Plum Tomatoes and Spaghetti. It is the respective* ***Order*** *fields 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 before Aldi). 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 buy produce or it can mean to go and buy something. As such this section tries to clarify what terms mean when using **ShopWise**.

Generally words that are all **CAPITALS** represent an option that performs an action via a button that can be clicked.

* **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. Could **ShopWise** be used to arrange Weddings? Perhaps ☺.
  + **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** locations appear 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 to/located in 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 and additional values. 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 when using the **CheckList**.
    - 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**).

## Messages

Most displays have a message area below the display Title (the top coloured bar). Messages will be displayed here.

Messages have a black background with either green or yellow text.

Green text indicates an expected result. Yellow text indicates an issue occurred.

Displays, such as the Main display, that only have buttons for options do not have a message area.



*Example of a message (from the* ***Shops*** *display, after clicking on a heading to sort the list)*

## Icons

**ShopWise** has been written with no icons 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.

# Installation of ShopWise

# The Main Display and it’s Options

The Main Display is the display that is shown when ShopWise is started, it consists of a list of buttons.

These buttons reflect the terms that are all **CAPITALS**; **SHOPS**, **AISLES**, **STORAGE**, **PRODUCTS**, **STOCK**, **ORDER**, **CHECKLIST**, **SHOPPING**, **RULES** & **TOOLS**. However, only buttons/options that can be used are display.

The **SHOPS** button is always available.

The **AISLES** button will not be shown if there are no **Shops.** An **Aisle** must be owned by a **Shop**.

The **STORAGE** button is always available.

The **PRODUCTS** button will not be shown if there are no **Storage** locations. A **Product** must be owned by a **Storage** location.

**STOCK** will not be shown if there are either no **Aisles** or there are no **Products**. A **Stock** item must be owned by a unique combination of an **Aisle** and a **Product**. **Stock** is implicitly owned by a **Shop** due to the requirement that it is owned by an **Aisle**.

The **ORDER**, **CHECKLIST**, **SHOPPING** and **RULES** buttons will only be shown if there is at least one **Stock** (Stocked Items). An **Order** (add an ad-hoc Stock item to the **Shopping List**) cannot be made if there is no **Stock**. Nothing can be checked if there is no **Stock** (similarly **CHECKLIST** is adding **Stock** items to the **Shopping List**). If there is no **Stock** then nothing can be added to the **Shopping List**, so **SHOPPING** is unusable. If there is no **Stock** then a **Rule** cannot be set (again **Rules** are adding **Stock** to the **Shopping List**).

The **TOOLS** button is always available.

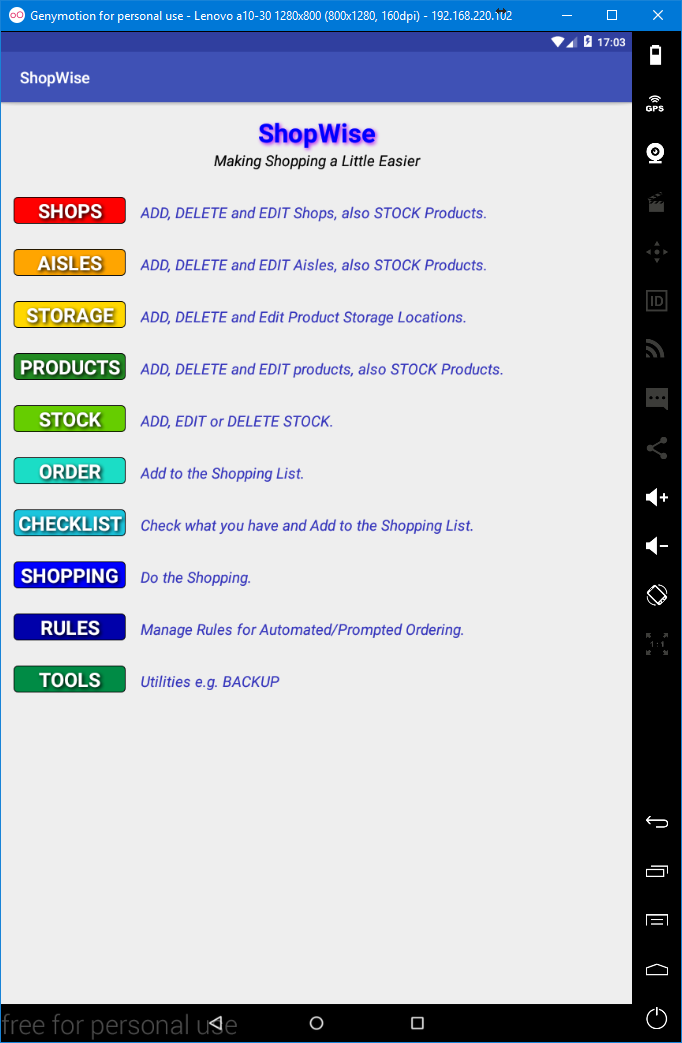
Buttons are colour coded, with the colour being used by underlying displays. e.g. the **Shops display**, shown when clicking **SHOPS** will be red. The **Shops Add display**, shown when clicking **ADD** from the **Shops display** will also follow a red theme. Likewise, clicking on **STORAGE** will result in the **Storage display** being displayed in a yellow theme and so on. Colour coding is designed to be a navigation aid.

The following two pages show the initial Main Display and the fully populated Main Display.

## The Initial Main Display when ShopWise is started for the first time.



## The Fully Populated Main Display.

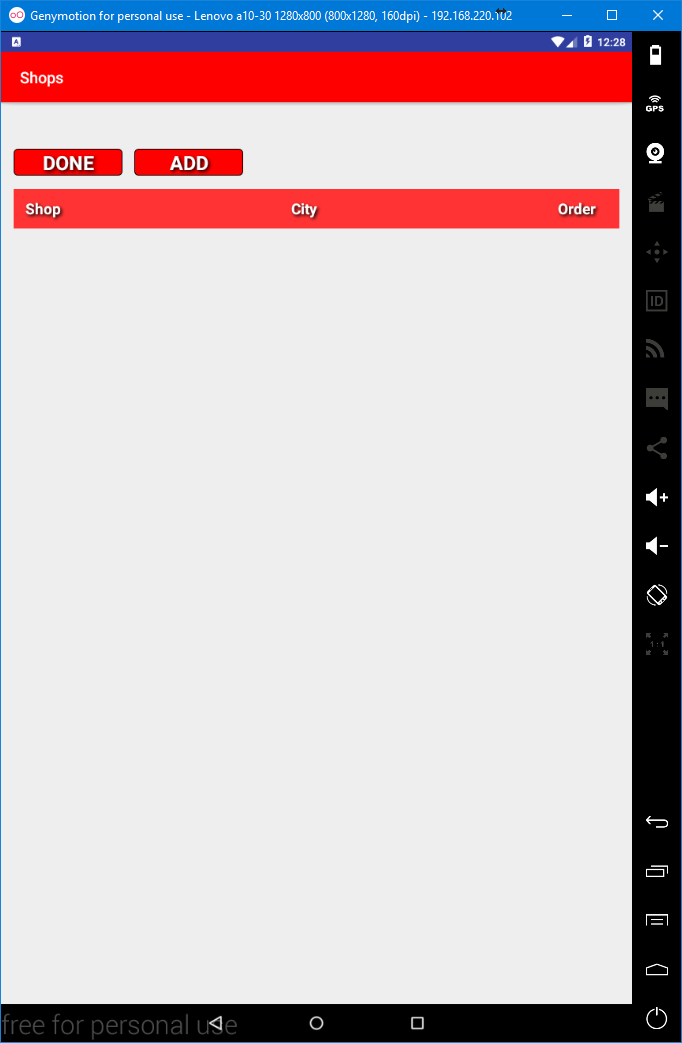


# SHOPS

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



## The Shops Display (no Shops)



If any **Shops** exist they will be listed under the lowest red horizontal bar, the list heading (with **Shop** ... **City**... and **Order**).

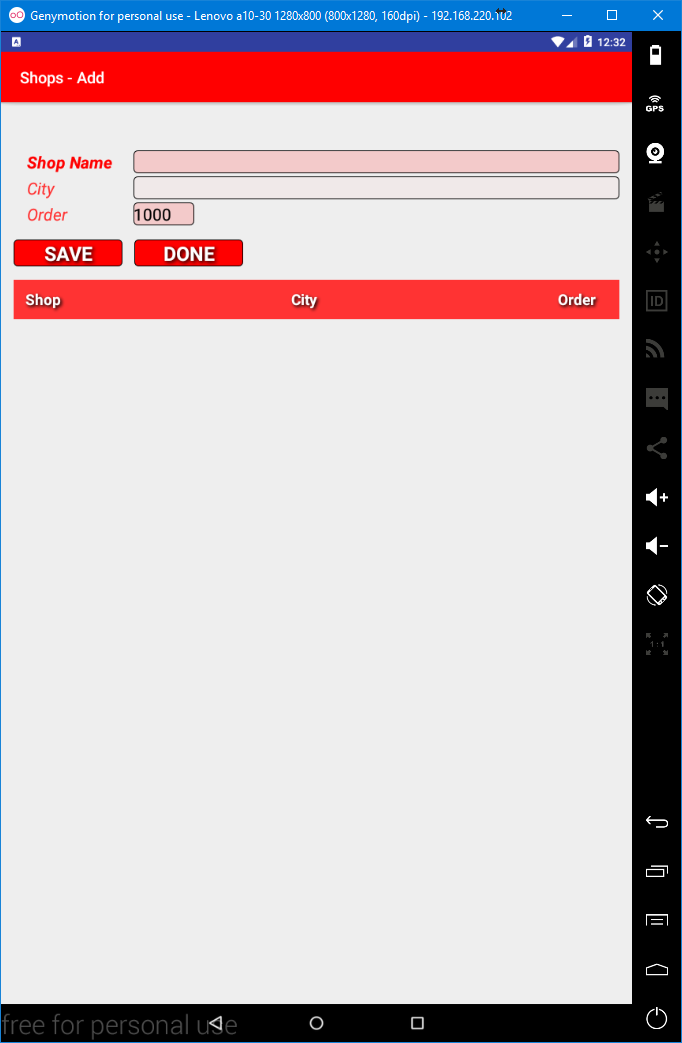
Clicking a heading will sort the list according to that heading toggling between ascended and descended order e.g. clicking **Order** will sort the list according to the **Order**. Clicking list headings is standard throughout **ShopWise** with a few exceptions. The exceptions being where a fixed order is required, such as for the **ShoppingList** and the **CheckList**.

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

Click **ADD** to add a **Shop** or **Shops**.

# Adding Shops

## The Shops – Add Display (click ADD button from the Shops Display)



A **Shop** has 3 fields; a **Shop Name**, a **City** and an **Order**. **Shop Name** is required. Required fields have a darker background. **City** is optional. It can be used to differentiate between **Shops** with the same name e.g. chains. Optional fields have a lighter background.

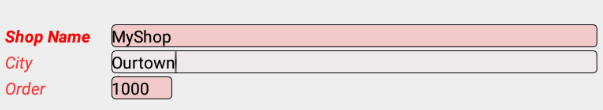
**Order** is required and is suggested (i.e. it is filled in, in this case with **1000**). It must be a number between **0** and **9999**. It determines the order in which Shops appear in the Shopping List. Lower numbers appear first.

Suggestion will automatically create a number higher than the highest existing **Shop Order**, normally **100** greater. Leaving gaps between **Order** numbers gives scope for manipulation. If you input the **Shops** in the order in which you shop at them, then suggestion can make adding multiple **Shops** simpler as you can use the suggested **Order**.

## Adding Shops

To add a **Shop** enter the respective data (**Shop Name**, **City** if wanted), change the **Order** if desired and the Click on the **SAVE** button, you can also add more **Shops**.

e.g. entering:-



then Clicking **SAVE** :-

Added OK



A message is displayed confirming the addition (unless an error was detected). The **Shop Name** and **City** fields are cleared, the **Order** is updated and the **Shop** now appears in the **Shop List**.

Green messages are used to indicate successful events/actions. Yellow messages indicate that an issue has arisen. E.g. If you were to click on the **SAVE** button but without providing a Shop Name then :-

Not Added



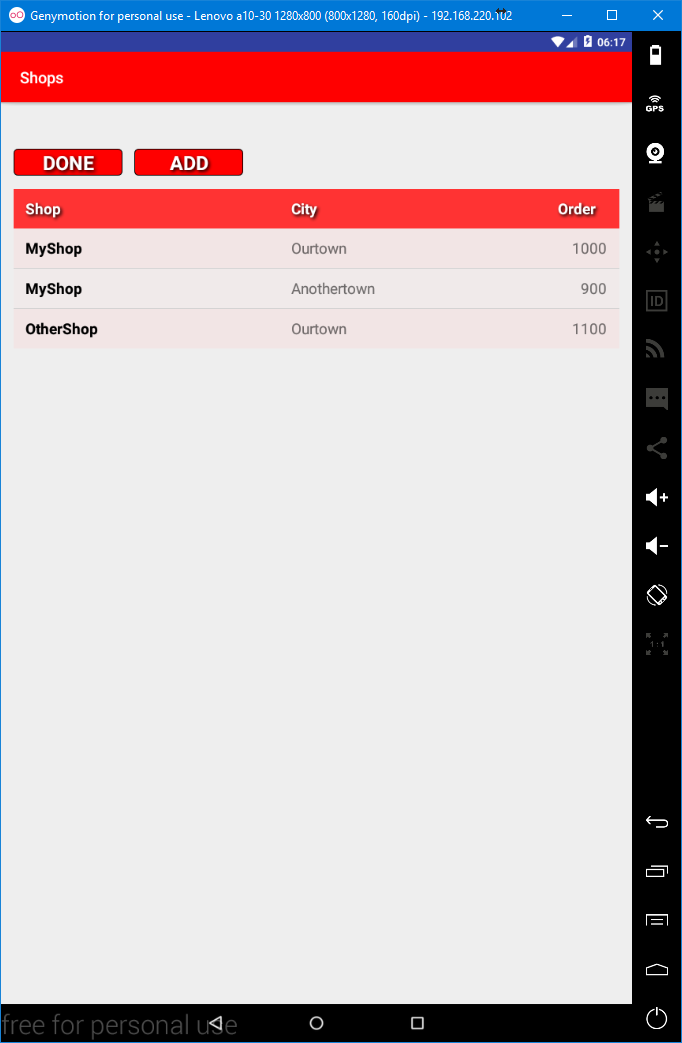
Sort by clicking a heading.

Note that a few other **Shops** have been added (clicking the list headings will sort the list, a message indicates what was sorted along with ascending or descending).

Clicking **DONE** will return to the **Shops Display**, any added **Shops** will be listed.

# Editing Shops

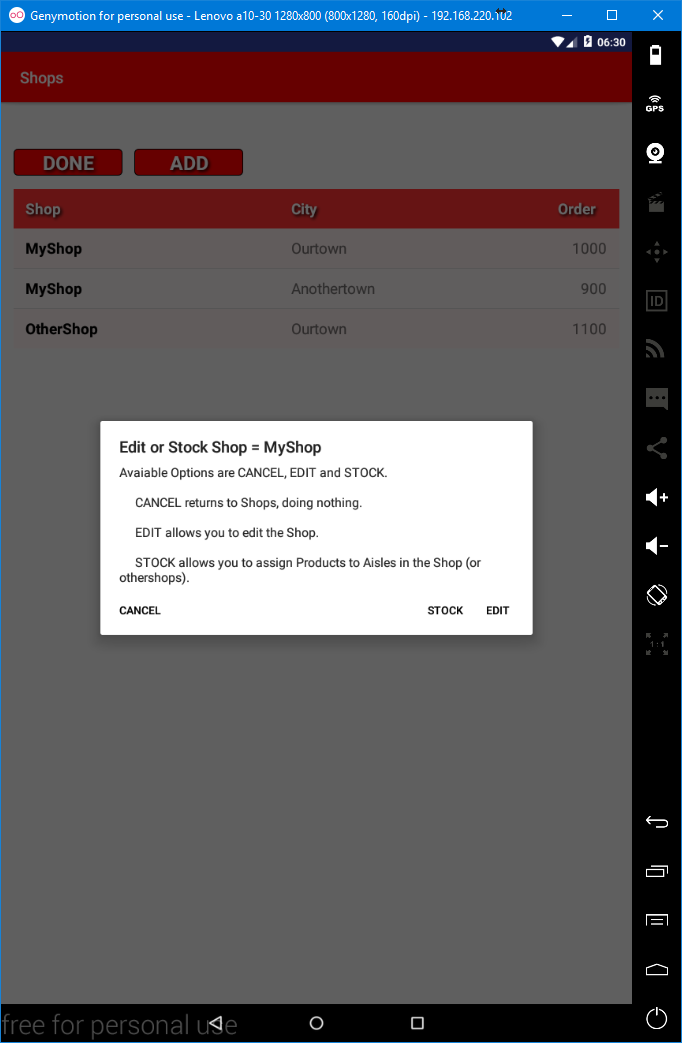
Editing **Shops** is accomplished from the **Shops display** which lists the **Shops**. The **Shops display** is reached by clicking on the **SHOPS** button from the **Main display**. You can reach the **Main display** by clicking the **DONE** button until it is displayed (generally either once or twice).



Sort by clicking a heading.

To Edit a **Shop** you click on the respective **Shop** in the list of **Shops**. This will result in a dialog appearing. This dialog allows you to select either **CANCEL** or **EDIT** or if at least one **Aisle** and at least one **Product** exists to **STOCK** via the **Shop**.

## The Edit or Stock Shop dialog



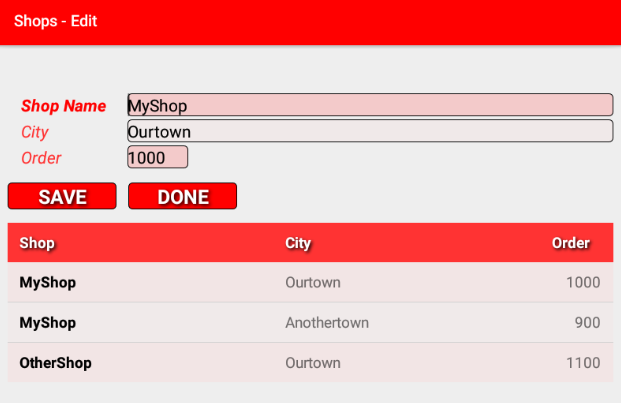
**STOCK** will be dealt with later.

**CANCEL** will return to the **Shops display**, doing nothing.

**EDIT** takes you to the **Shops - Edit display**.

Clicking outside of the dialog, in the greyed out area is the same as clicking the **CANCEL** button.

## The Shops – Edit Display



This display is identical to the **Shops – Add display** other than the data has been supplied.

The **Shop Name**, **City** and **Order** can be changed as required.

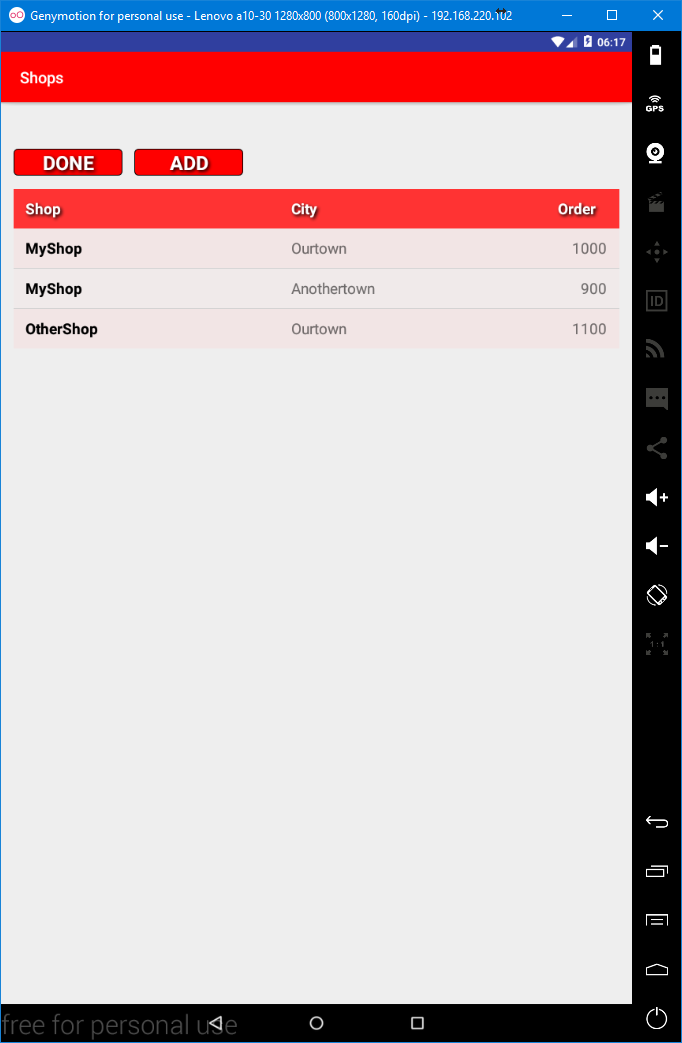
Changes will only be applied when **SAVE** is clicked.

Clicking on a **Shop** in the list does nothing.

Clicking DONE will return to the **Shops display**.

# Deleting Shops (caution)

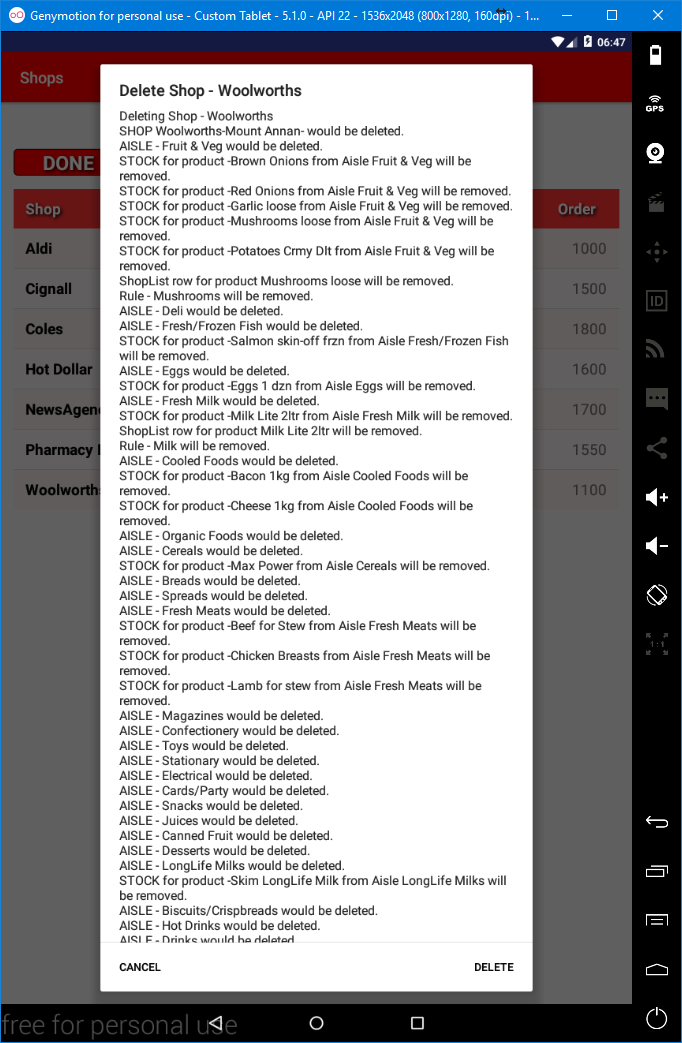
Deleting **Shops** is accomplished from the **Shops display** which lists the **Shops**. The **Shops display** is reached by clicking on the **SHOPS** button from the **Main display**. You can reach the **Main display** by clicking the **DONE** button until it is displayed (generally either once or twice).



Sort by clicking a heading.

To Delete a **Shop** you long-click on the respective **Shop** in the list of **Shops**. This will result in a dialog appearing. This dialog allows you to select either **CANCEL** or **DELETE**.

## The Delete Shop Dialog (caution)



The dialog provides the **impact** that **deleting** a **Shop** will have. In the case above the **impact** is quite substantial (*the list of impacts above is larger than the display and is thus scrollable*).

**Deleting** a **Shop** will **delete all** **Aisles** owned by that **Shop**, it will also therefore **delete all Stock** (not the Products) used by the **Aisles**. Deletion of any **Stock** will require deletion of any **Shopping List entries** and any **Rules** that use the **Stocked Items**.

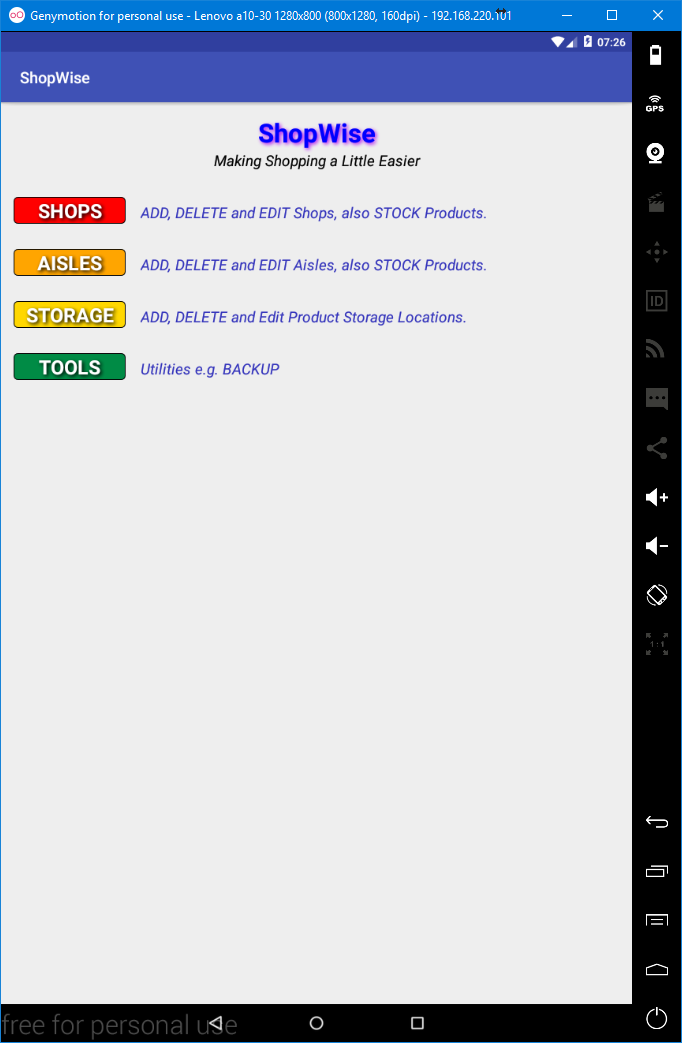
**In short, deleting a Shop can have an extensive impact.**

Clicking **DELETE** will delete the Shop (it is suggested that you backup the data before deleting a Shop, see TOOLS – BACKUP)

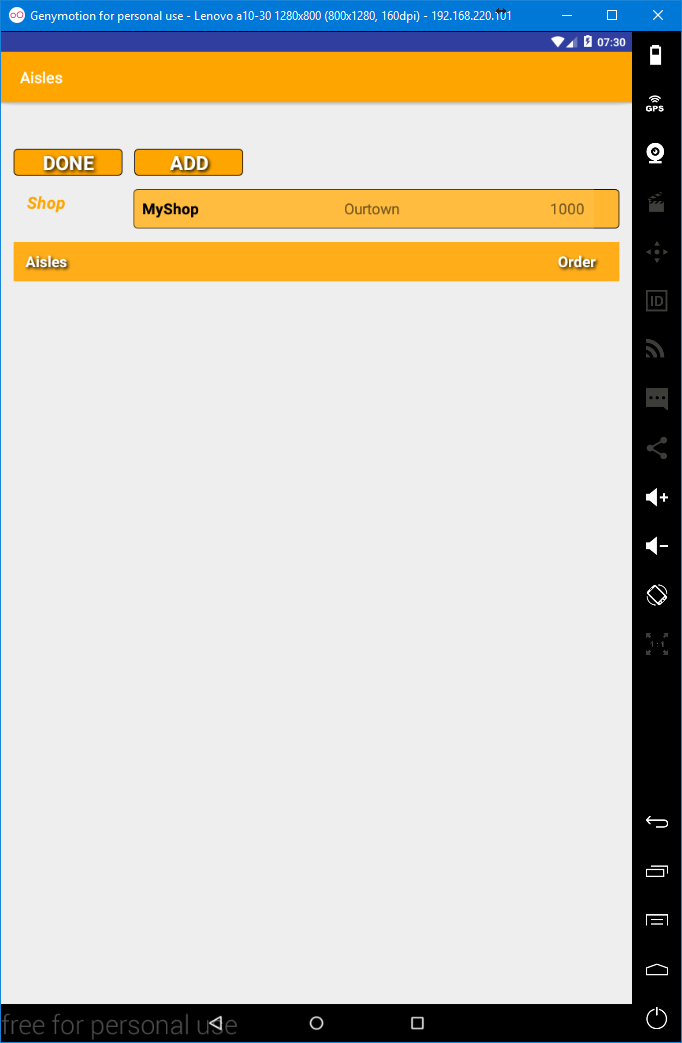
Clicking **CANCEL** will return to the **Shops** display doing nothing.

# AISLES

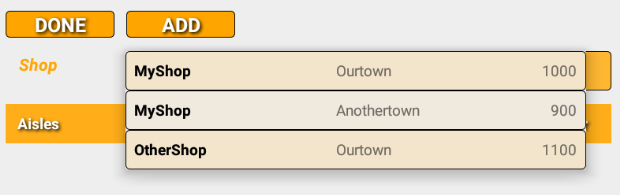
## The Main Display (if at least one Shop exists) (click the AISLES button)



## The AISLES display



This display will display the **Aisles** that exist for the selected **Shop**. You can change the **Shop** by clicking on the **Shop** **Dropdown selector** (spinner) and then clicking on the required **Shop** from the display list.



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

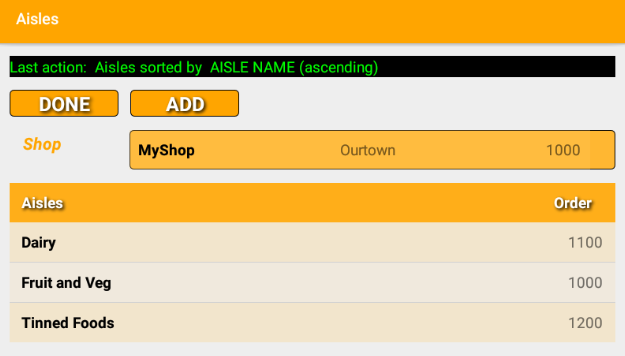
The list of **Aisles** can be sorted by clicking on the list headings.

Clicking on the same heading toggles the sort between ascending and descending.

A message indicates the sort order, what the list has been sorted on and whether the sort is an ascending or descending order.

e.g. :

Sort order message

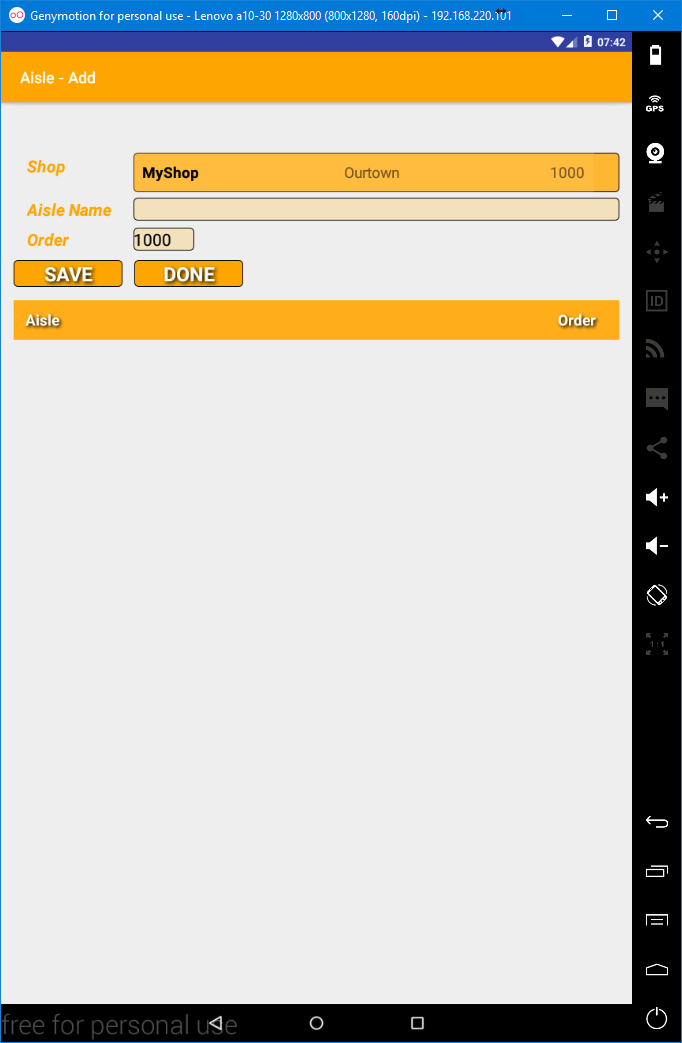
**

Click **DONE** to return to the **Main display**.

Click **ADD** to go to the **Aisles- Add display** to add an **Aisle** or **Aisles**. The selected **Shop** will be set as the selected **Shop** in the **Aisles – Add display**. The **Shop** can be changed in the **Aisles – Add display**.

# Adding Aisles

## The Aisles – Add display (click the Add button from the Aisles display)



**Aisles** have three fields, **Shop** (*the* ***Shop*** *that owns the* ***Aisle***), **Aisle Name** and **Order**.

**Shop** is required and **MUST** be an existing **Shop**. The **Shop** cannot be typed, it must be selected from the **Shop DropDown selector** (spinner). You cannot not provide a **Shop**.

**Aisle Name** is required (*i.e. it cannot be blank*).

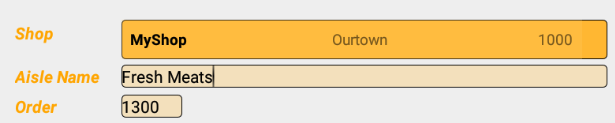
**Order** is required. It is suggested as normally being 100 higher than the highest **Aisle Order** for the **Shop.** If no **Aisles** exist for the selected **Shop** then it will be **1000**.

A list of **Aisles** that exist in the selected **Shop**, if any, is displayed. The list can be sorted by clicking on a heading. Clicking an **Aisle** in the list does nothing.

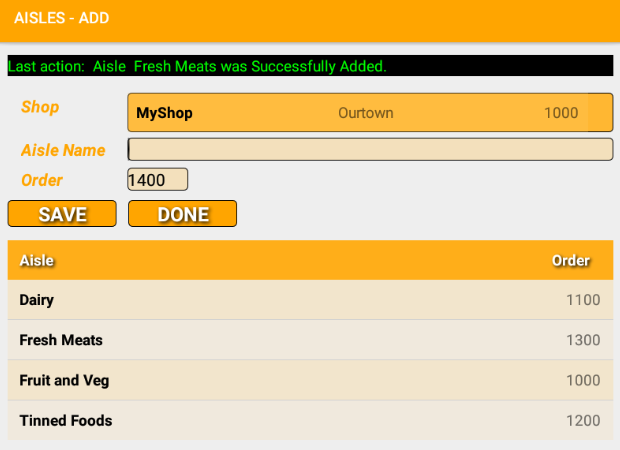
# Adding an Aisle or Aisles

To add an Aisle enter the respective data (**Shop** (selected from the Shop DopDown selector) and  **Aisle Name**), change the **Order** if desired and the Click on the **SAVE** button, you can also add more **Aisles**.

e.g. :-



Click SAVE :-



The added **Aisle** will appear in the list of **Aisles**.

You can more **Aisles** to the same Shop or to other **Shops** by selecting the respective **Shop** from the **Shop DropDown selector**.

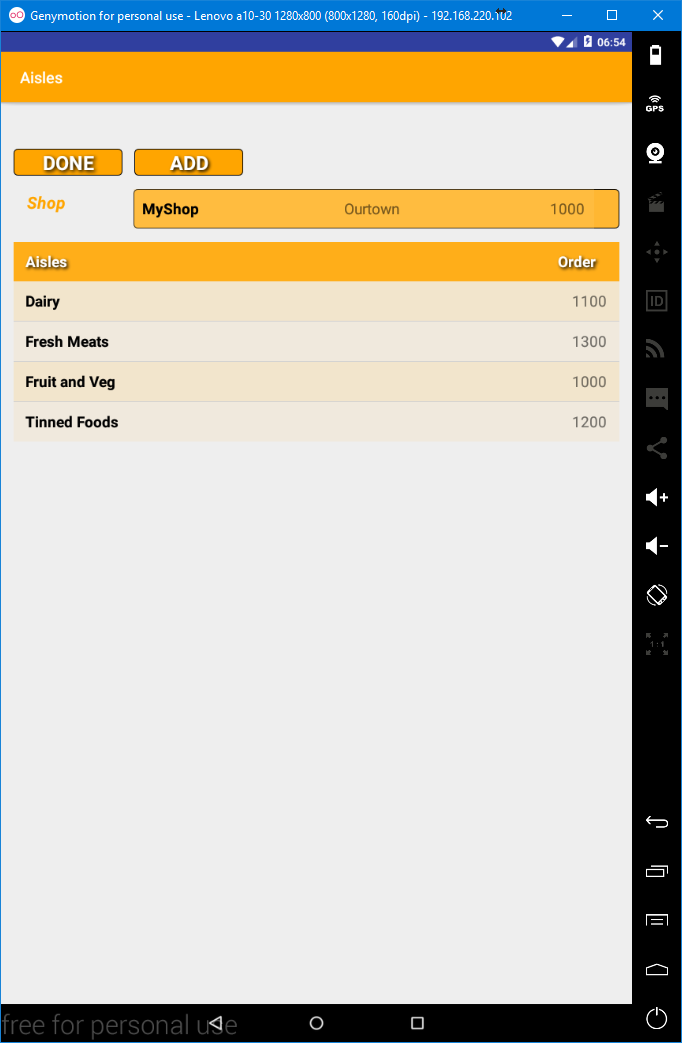
If the **Aisle** could not be added (e.g. the **Aisle Name** was blank) then the message will be yellow and indicate the issue.

**Aisles** can have the same **Order** within the same **Shop** (not recommended). **Aisle** order is only relevant within a **Shop**, so **Aisles** from different **Shops** having the same **Order** is not an issue at all (*in fact* ***Order*** *suggestion will use* ***1000*** *as the first* ***Order*** *per* ***Shop*** *and then* ***1100*** *and so on*).

# Editing Aisles

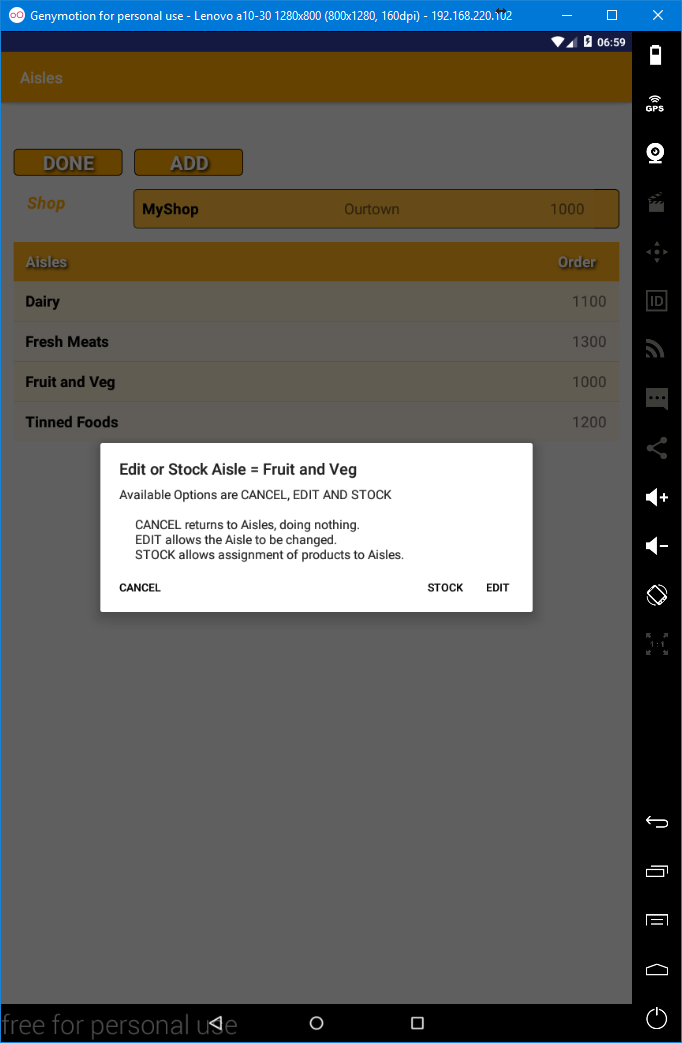
Editing **Aisles** is accomplished from the **Aisles display** which lists the **Aisles** for a **Shop**. The **Aisles display** is reached by clicking on the **AISLES** button from the **Main display**. You can reach the **Main display** by clicking the **DONE** button until the **Main display** is shown (generally either once or twice).

The **Aisles** listed are those owned by the currently selected **Shop** as shown to the right of the **Shop** label. You should select the respective **Shop** from the **Shop DropDown selector**.



To edit an Aisle you click the respective Aisle from the list of Aisles. This will result in a dialog being presented. This dialog allows you to select either **CANCEL** or **EDIT** or if at least one **Aisle** and at least one **Product** exists to **STOCK** via the **Aisle**.

## The Edit or Stock Aisle Dialog.



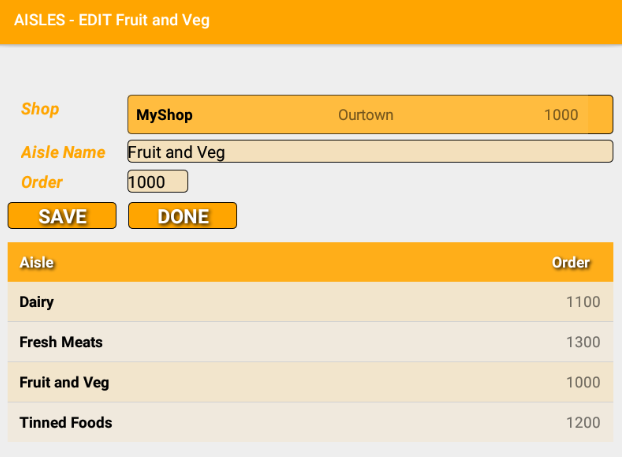
**STOCK** will be dealt with later.

**CANCEL** will return to the **Aisles display**, doing nothing.

**EDIT** takes you to the **Aisles - Edit display**.

Clicking outside of the dialog, in the greyed out area is the same as clicking the **CANCEL** button.

## The Edit Aisles Display.



This display is identical to the **Aisles – Add display** other than the data has been supplied.

The **Shop** selector is disabled so the **Shop** cannot be changed.

The **Aisle Name** and **Order** can be changed as required.

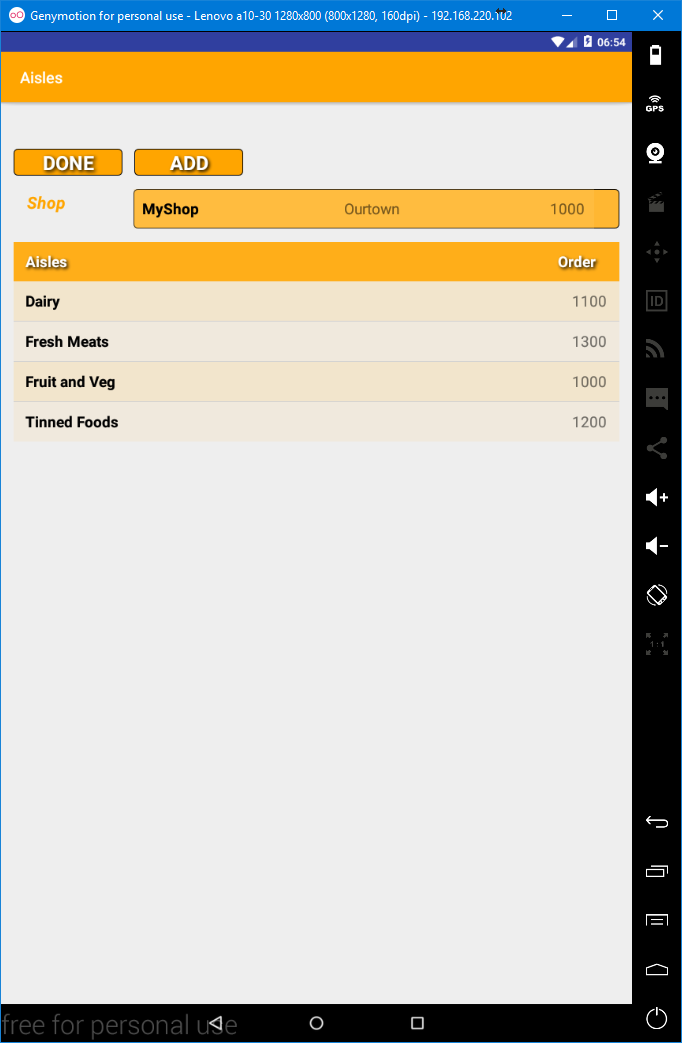
Changes will only be applied when **SAVE** is clicked.

Clicking on an **Aisle** in the list does nothing.

Clicking DONE will return to the **Aisles display**.

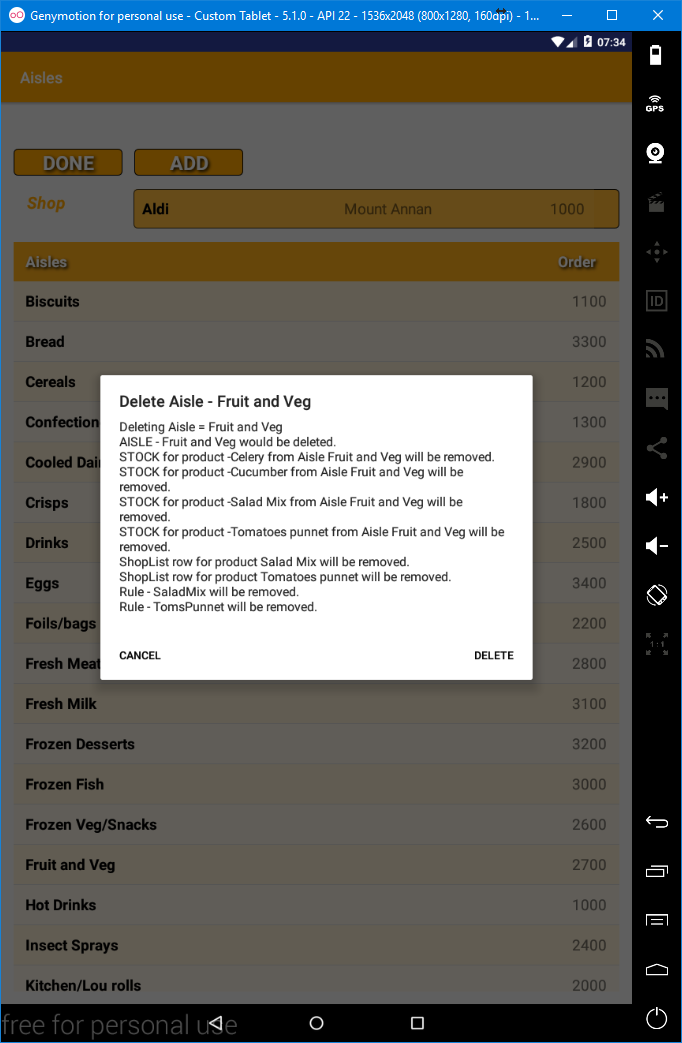
# Deleting Aisles (caution)

Deleting **Aisles** is accomplished from the **Aisles display** which lists the **Aisles**. The **Aisles display** is reached by clicking on the **AISLES** button from the **Main display**. You can reach the **Main display** by clicking the **DONE** button until it is displayed (generally either once or twice).



To **Delete** an **Aisle** you long-click on the respective **Aisle** in the list of **Aisles**. This will result in a dialog appearing. This dialog allows you to select either **CANCEL** or **DELETE**.

## The Aisle Delete Dialog



The dialog provides the **impact** that **deleting** the **Aisle** will have.

**Deleting** an **Aisle** will **delete all Stock** (not the Products) used by the **Aisle**. Deletion of any **Stock** will require deletion of any **Shopping List entries** and any **Rules** that use the **Stocked Items**.

Clicking **DELETE** will delete the Aisle.

Clicking **CANCEL** will return to the **Aisles** display doing nothing.

# STORAGE

## The Main Display (if at least one Shop exists) (click the AISLES button)

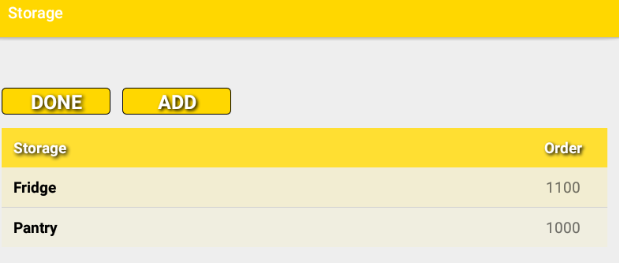
# 

# 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.

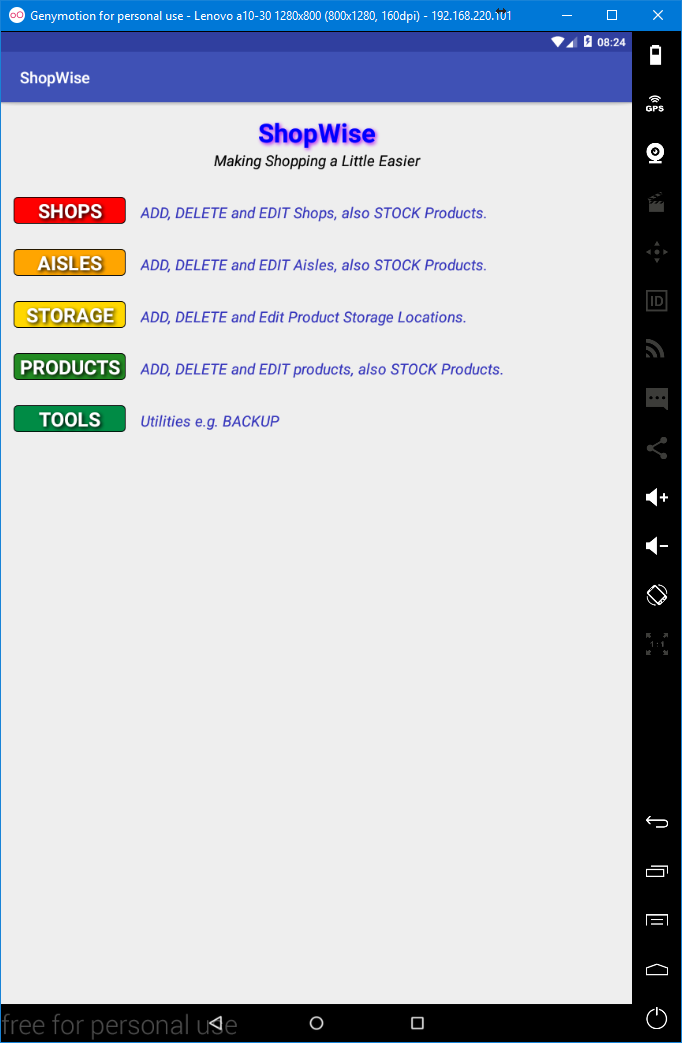
## Click Add and add some Storage (e.g.)



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

# Quick Start Guide – PRODUCTS

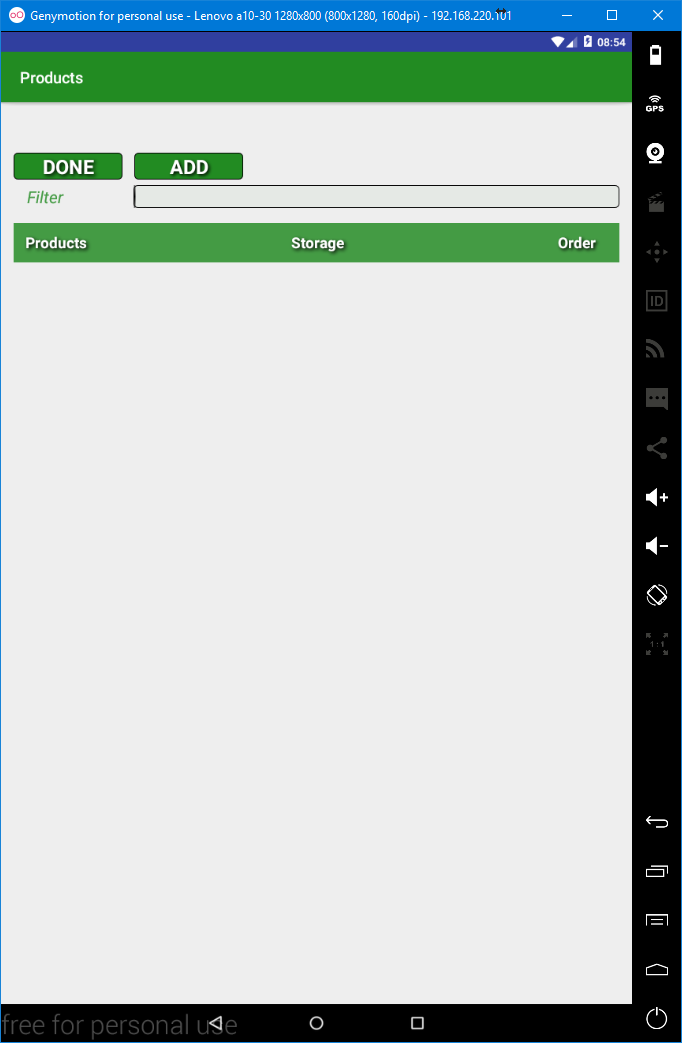
Once at least one **Storage** exists, the **Main Display** will have the **PRODUCTS** option.



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.

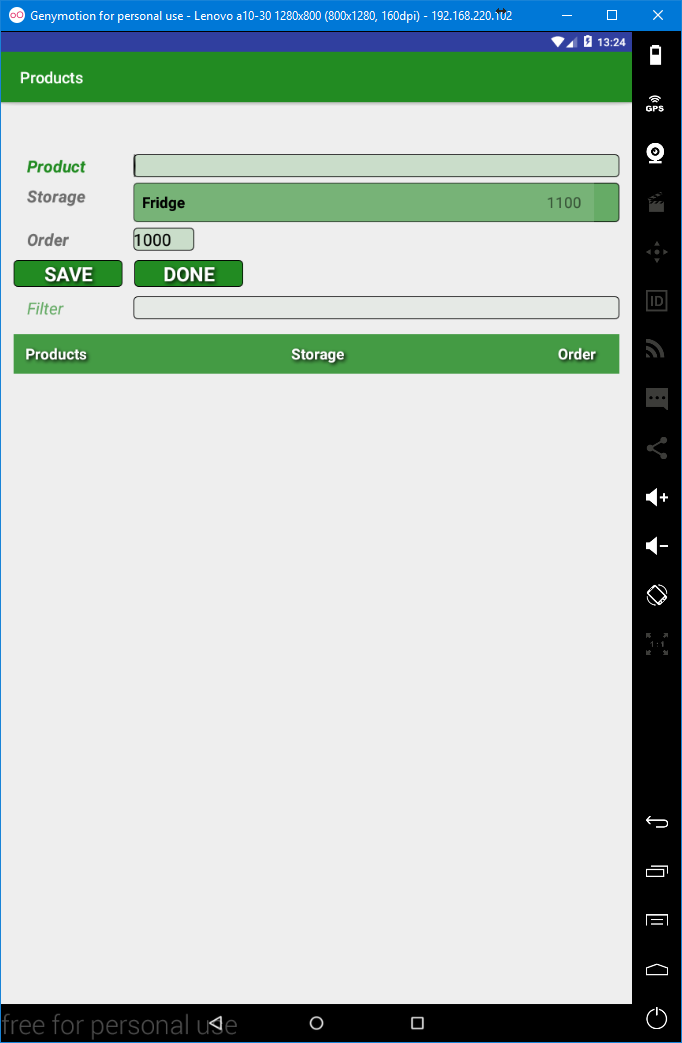
## Click on PRODUCTS



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.

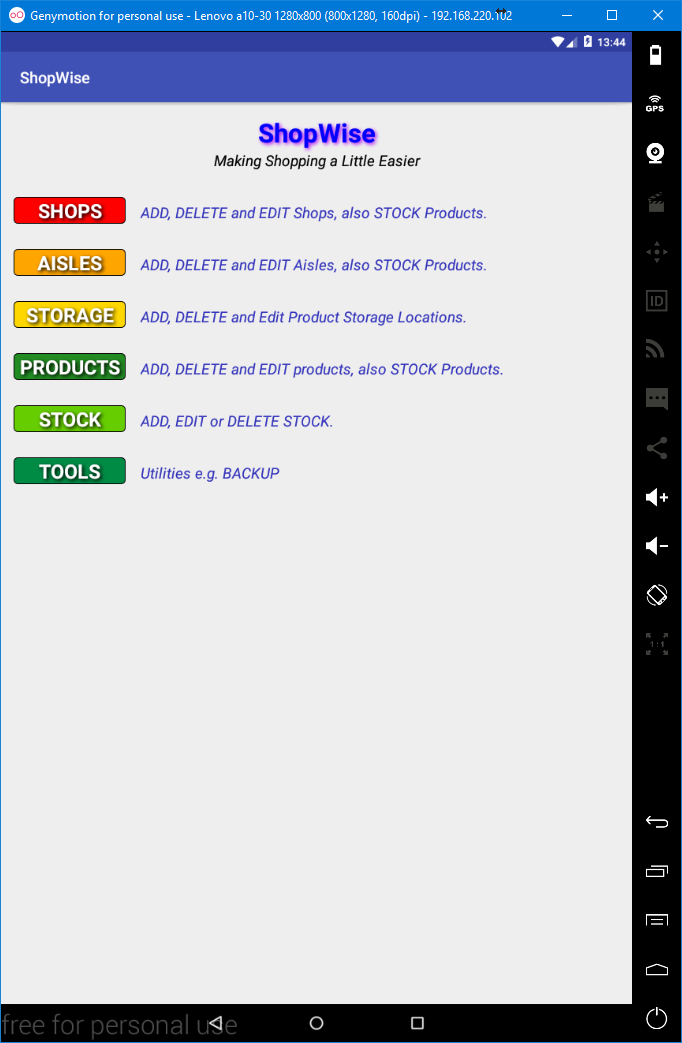
## 

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



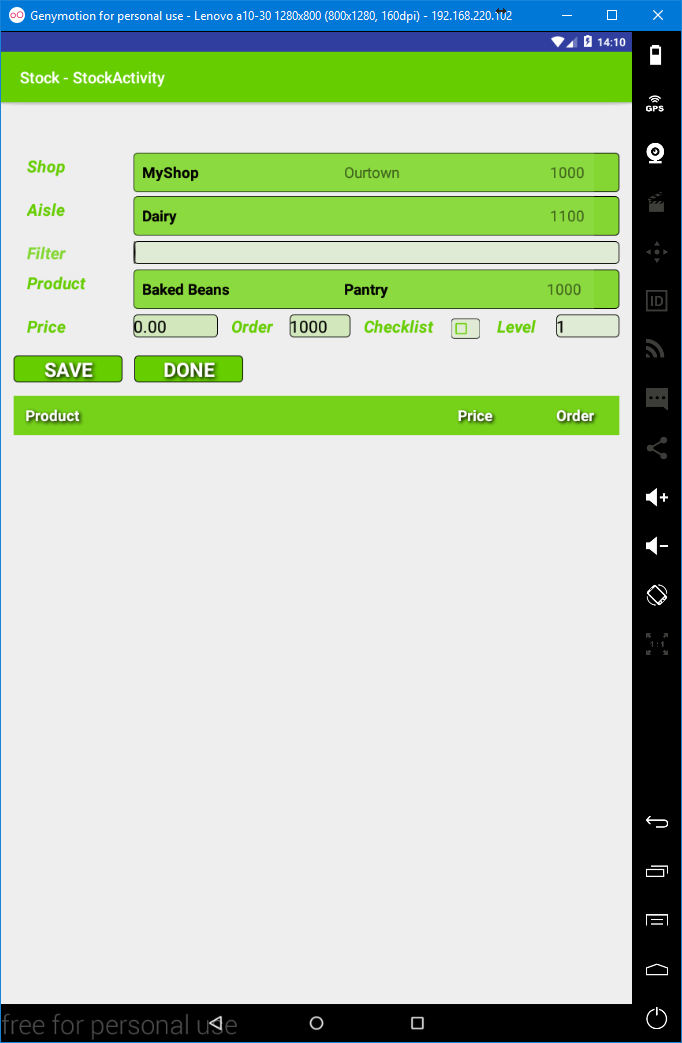
New

## 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** that the **Product** is to be assigned to.

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

**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. That is, a **Product** can only be assigned to a specific **Shop**/**Aisle** once. However, a **Product** can be assigned to multiple **Aisles** (even though this is unlikely).

**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 of **Priceis** limited to numbers and a period/full stop.
* An attempt to input an invalid number e.g. 0.0.0 (two periods) will result in a message being be shown when attempting to **SAVE** the **Stock**, it will not be saved.
* A maximum of 9 characters (numerics/periods) 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 of the **Product** are to be checked for in the Storage Location (i.e. how many you expect to have).

* **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.

Adding **Stock** can be accessed from the list of **Shops** in the **Shop Display**, from the list of **Aisles** in the **Aisles Display** and also from the list of **Products** in the **Products Display** by clicking an item in the list and then selecting the **STOCK** option from the dialog. The respective drop down selectors will be set accordingly. That is;

* if **STOCK** is selected from a **Shop** in the **Shop List** the **Shop** will be set as that **Shop**, the **Aisle** and the **Product** will be set arbitrarily.
* if **STOCK** is selected from an **Aisle** in the **Aisle List** the **Aisle** and the **Shop** be set to be the **Aisle** and the **Shop** that the **Aisle** references, the **Product** will be set arbitrarily.
* If **STOCK** is selected from a **Product** in the **Product List** the **Product**, the **Shop** and the **Aisle** will be set arbitrarily.
* If **STOCK** is selected from the **Main Display,** **Shop**, **Aisle** and **Product** are arbitrarily set.

As such there are four ways that **Stock** can be added.

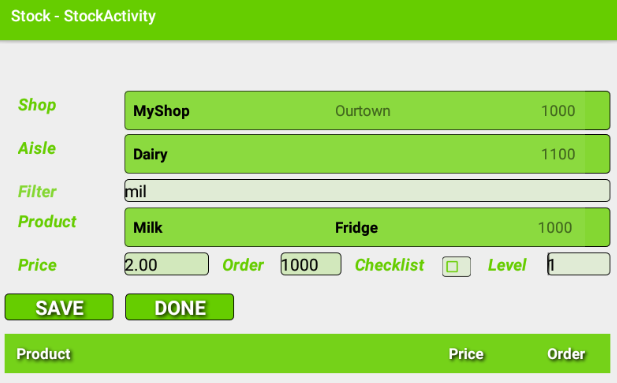
## Adding Stock - part 1 by Clicking STOCK from the Main Display

### From the Main Display Click STOCK, then Click ADD.

Assuming adding Milk as a Stocked Product, assigned to Aisle Diary in MyShop in Ourtown and that isn’t to appear in the CheckList, rather that it will be added to the Shopping List on a regular basis then;

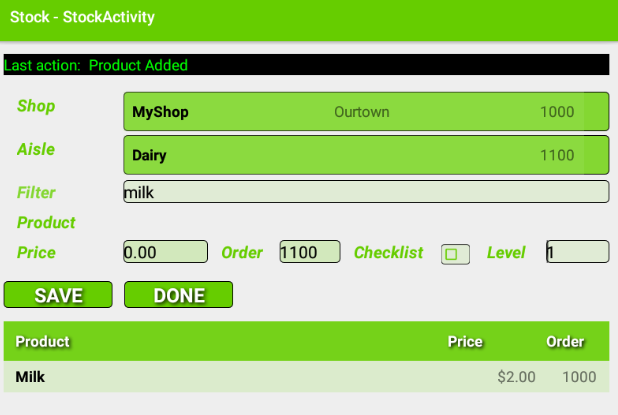
* Click on the Shop selector and then select MyShop in Ourtown.
* Click on the Aisle selector and select Dairy.
* Type Milk in the filter and then select Milk from the product selector (note typing milk, if you just have milk as a product, would select milk).
* Enter the price e.g. 2.00.
* Change the order if required.
* Leave Checklist un-ticked.
* Leave Level as 1

e.g.



* Click SAVE

A message will be displayed confirming that addition and the List of Products in the Aisle will be updated showing Milk.



In this case as Milk was the only product with milk in it and that the filter has been retained, the Product selector will not be shown as there is nothing to show. Milk itself will not appear as it has now been excluded from the list of Products as it now exists in the Aisle (changing Aisle or Shop to anything other than MyShop/Dairy will allow Milk to be selected).

Note, although the list of Products in the Shop/Aisle is a secondary list, this is an exception to the rule that secondary lists have no actions, items in the list can be clicked or long-clicked, to EDIT the Stocked Product or DELETE the Stocked Product respectively., with an intermediate dialog being displayed allowing CANCEL or EDIT or DELETE respectively.

* EDIT has restrictions/nuances in that any changes to the Shop, Aisle or Product effectively overrides the EDIT to then be ADD. That is EDIT can only be used to change Price, Order, Checklist or Level.
* The EDIT dialog displays information regarding the nuances and restrictions.
* The DELETE dialog will display the impact of the DELETION as there may be Rules and Shopping List entries that would have to be deleted.