The pantry activity will function as an inventory for all food items in your house. The activity will contain one screen-wide, scrollable list, subdivided into 4 main sections: dry items, frozen items, cold items, and items you are completely out of. Each list item will be an object currently in the pantry inventory and will contain the name, amount currently owned, unit type, and a plus/minus button for quickly incrementing or decrementing the amount of each item owned. Each list item will be clickable, on which a new activity will launch that will contain text fields with all relevant information, such as expiration date, the date is was purchased, and which user purchased the item. This activity will also contain a button that will allow users to quickly add selected items to a shopping list, as well as a button to completely remove the item from the inventory. When an items inventory count reaches zero, it will be added to the list containing items you are out of. Below the inventory list, there will be an “Add Item” button. This will launch a new activity that will contain text boxes that can be populated with all relevant information, such as name, type, amount, unit type, expiration date, etc. There will also be a button that will allow users to scan a barcode of an item to auto-populate all relevant fields. Once finished entering in all the information, the user will be able to select a “Save Button”, which will add the item to the correct section in the list and return the user to the pantry activity screen, and a “Cancel” button, which will discard the new item and return the user to the pantry activity section.