



# GroceryHelper™ Software User Manual

*The Wacky Wozniaks Company  
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## Introduction

GroceryHelper™ is a highly versatile, cross-platform tool that keeps track of inventories of consumable products and generates a shopping list if and when such consumable objects are running low. Items can be sorted by location or by kind in different inventories. By setting the lower and upper limit of acceptable quantities of each item, GroceryHelper is able to create and export to a file, an email, or a printer a conveniently formatted list of items that the user must purchase. Thus, this application offers a 21<sup>st</sup> century upgrade to the age-old concept of the “grocery list” and makes shopping for household items more convenient for everyone.

## System Requirements

As a Java application, GroceryHelper is compatible with the vast majority of computers, including relatively outdated operating systems (e.g. Windows Vista) as well as less common ones (e.g. Linux®). The program was built to be fully functional with versions of Java Runtime Environment (JRE) as old as JRE 6. Older Java versions may still be able to run GroceryHelper, but this functionality has not been tested by the Wacky Wozniaks Company.

The Oracle corporation has outlined the following system requirements for the installation of Java 7:<sup>1</sup>

Component	Minimum Required
Operating System	<ul style="list-style-type: none"> <li>Windows 10 (7u85 or higher)</li> <li>Windows 8.x (Desktop)</li> <li>Windows 7 SP1</li> <li>Windows Vista SP2</li> <li>Windows Server 2008 SP2 and 2008 R2 SP1 (64-bit)</li> <li>Windows Server 2012 (64-bit) and 2012 R2 (64-bit)</li> <li>Windows XP*</li> </ul>
	<ul style="list-style-type: none"> <li>Intel-based Mac running OS X 10.7.3 (Lion) or later</li> </ul>
	<ul style="list-style-type: none"> <li>Various, please refer to footnoted link</li> </ul>
CPU	Pentium 2 266 MHz processor
Memory (RAM)	128 MB
Disk Space	126 MB
Miscellaneous	<ul style="list-style-type: none"> <li>To open exported Microsoft Word (.docx) documents, Microsoft Word 2007 or a later version must be installed</li> <li>To print the shopping list, a printer must be properly configured and installed to the computer.</li> </ul>

\*Note: As of April 8, 2014, Microsoft Corporation has halted support of Windows XP, and thus Oracle has removed it as an officially supported platform. While users may still be *able* to run Java programs on Windows XP, they do so at their own risk and without support from Oracle or the Wacky Wozniaks Company.

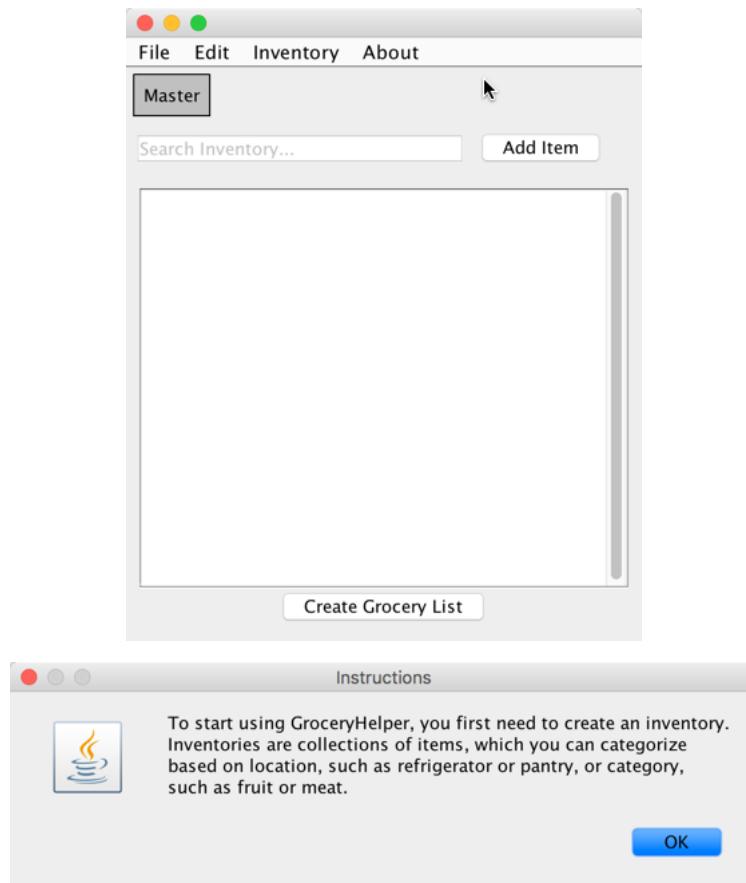
<sup>1</sup><https://www.java.com/en/download/help/sysreq.xml>

## Getting Started

GroceryHelper is offered in three versions, all with identical functionality. A **.exe** executable file is provided for users who use a computer with Windows. A **.app** application is provided for users who use a Macintosh computer. Finally, a **.jar** Java executable file is also provided for users that run a different operating system, such as Linux, Unix, or variants thereof.

## Using GroceryHelper

When GroceryHelper is run for the first time, a window resembling the following screenshot will pop up, along with a message.



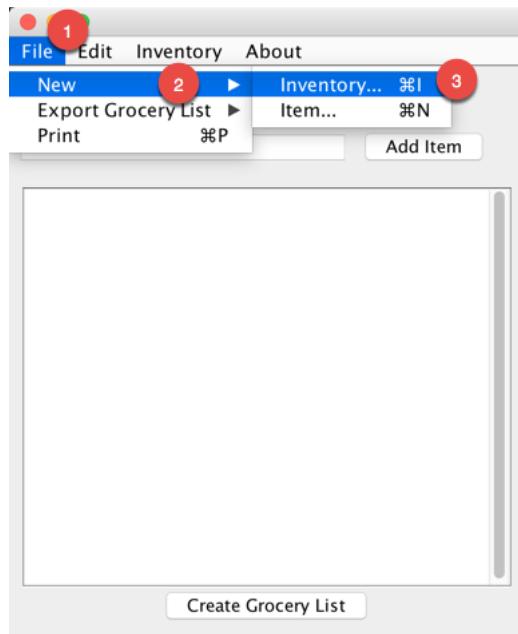
## Your Inventories

GroceryHelper maintains lists of products within different inventories. Each inventory could represent a location, such as a refrigerator or a pantry, or a type of item, such as fruit or meat. Each inventory can be viewed separately, and all items can be viewed in the Master inventory. Tabs at the top of the window provide a convenient and intuitive way to navigate between inventories.

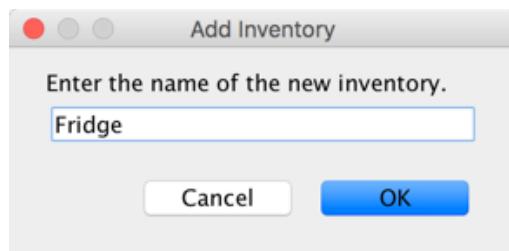
## Adding Inventories

There are three simple ways to create and add an inventory:

1. Navigate to **File > New > Inventory...**.
2. Navigate to **Inventory > New...**.
3. Use the keyboard shortcut **Ctrl + I** on Windows or **⌘ + I** on Mac.



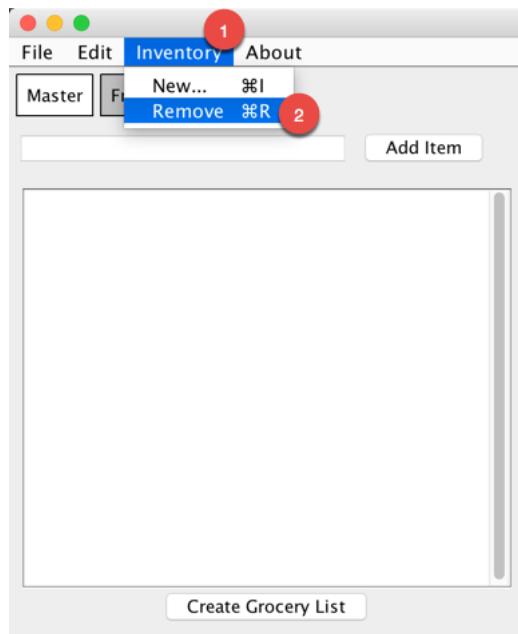
Regardless of the method used, a window will pop up prompting for a name for the new inventory. The name must not be identical to that of any of the existing inventories, including the Master inventory. Once a unique name has been chosen, a tab for the new inventory will be added to the window.



## Removing Inventories

There are two ways to remove an inventory:

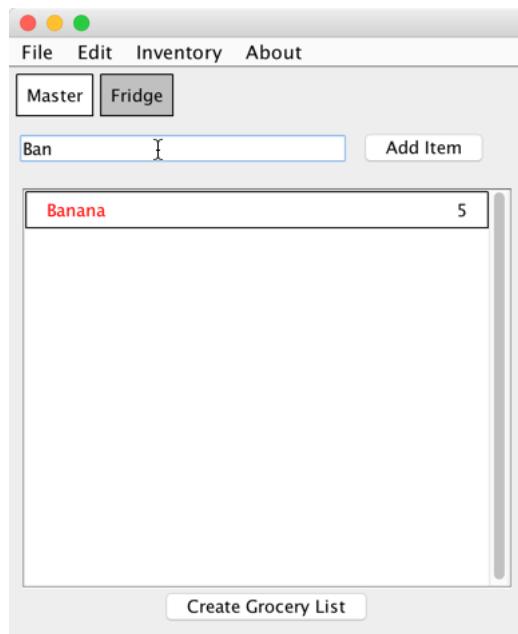
1. Navigate to **Inventory > Remove**.
2. Use the keyboard shortcut **Ctrl + R** on Windows or **⌘ + R** on Mac.



Regardless of the method used, the currently displayed inventory will be removed. However, the Master inventory cannot be removed. If this operation is attempted, a notification will be displayed and no action will be taken.

## Searching Inventories

To search for an item within an inventory, use the search bar right above the list of items. The search feature can also be accessed with the keyboard shortcut **[Ctrl]+[F]** on Windows or **[⌘]+[F]** on Mac.



As each character is entered into the search bar, all items with names that contain the text

currently entered in the search bar will be displayed. The search bar only searches within the currently displayed inventory. To search through all inventories, simply search for an item in the Master inventory.

## Your Items

Each item contained in the inventory represents a specific product. Each item must have a unique name (i.e. no two items across all inventories can have the same name). A record is kept of the quantity of each item, which will be updated by the user each time an item is consumed or acquired. An item has two additional attributes: a minimum limit and a maximum limit.

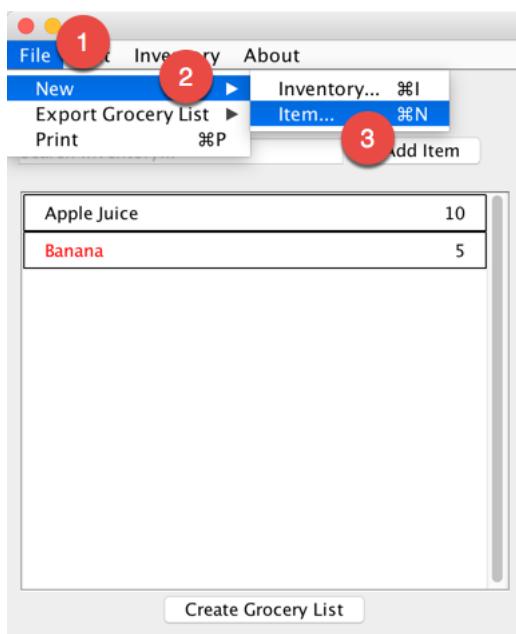
If the quantity of the item falls lower than the minimum limit of the item, GroceryHelper will automatically add the item to the grocery list. The grocery list will display the quantity of that item the user must purchase to replenish the stock to the maximum limit.

## Adding Items

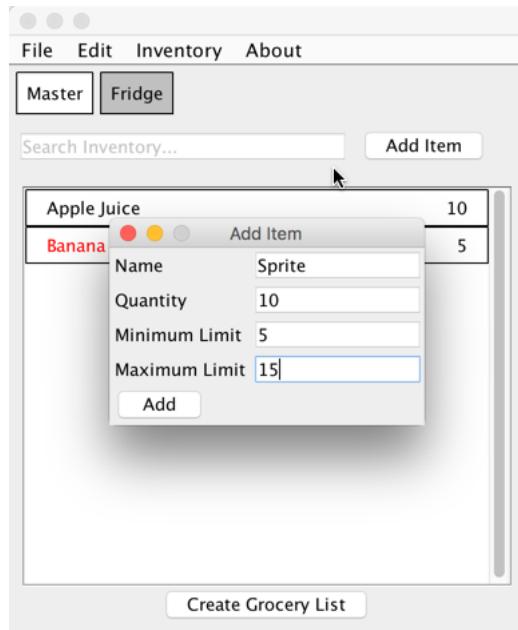
Similar to inventories, there are three ways to add items. Items will be added to the currently selected inventory.

1. In the menu bar, navigate to **File > New > Item...**.
2. An item can also be added with the **Add Item** button directly adjacent to the search bar.
3. Finally, an item can be added with the keyboard shortcut **Ctrl + N** on Windows or **⌘ + N** on Mac.

Note: An item must be entered to a specific inventory; an item *cannot* be directly entered into the Master inventory. If the Master inventory is currently selected, a window will first pop up asking for the selection of another inventory to which the item should be added.



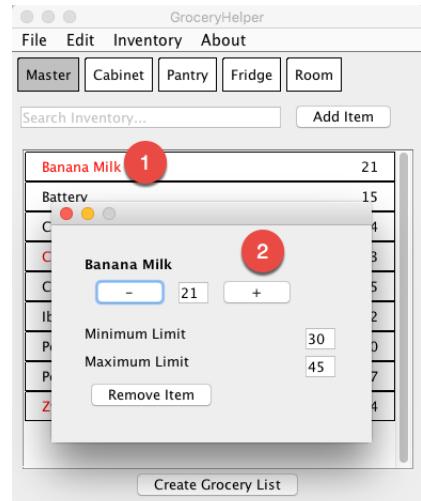
Regardless of the method used, a new window will pop up to allow the user to add an item.



There are four fields in the frame to add information about the item. All fields are required. The name of the item cannot be the same as any other item currently in any inventory. If text was entered in the search bar prior to adding an item, it will automatically be filled in as the name for the new item. The quantity must be an integer greater than or equal to zero. The minimum limit must also be an integer greater than or equal to one. Finally, the maximum limit must be an integer greater than one. Once all of these fields are complete, click the **Add** button to add the item to the selected inventory. If any field is completed incorrectly, an message will be displayed with instructions on how to fix the values.

## Modifying Items

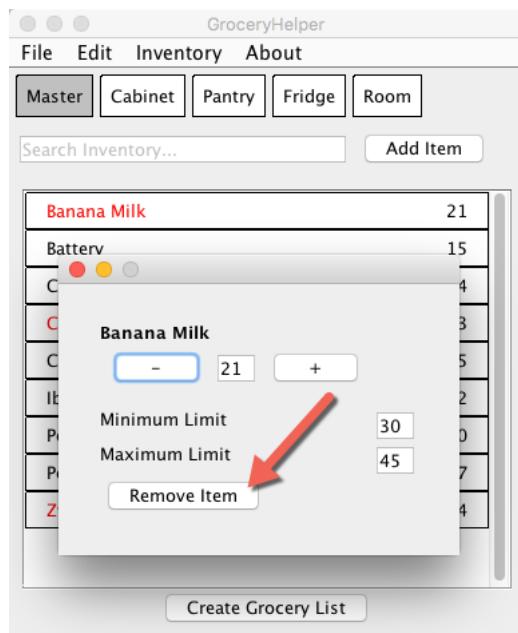
To modify an item's attributes, click on its name in the display. A window will pop up with information about that item.



Any of the fields can be changed by entering a new number that meets the requirements above. If the minimum limit is changed to a number greater than the maximum limit or vice versa, a window will pop up explaining that one of these values must be changed. Additionally, the quantity can be changed with the **[+]** and **[-]** buttons on either side of the text field. Each click of these buttons increment and decrement the quantity of the item by 1, respectively.

## Removing Items

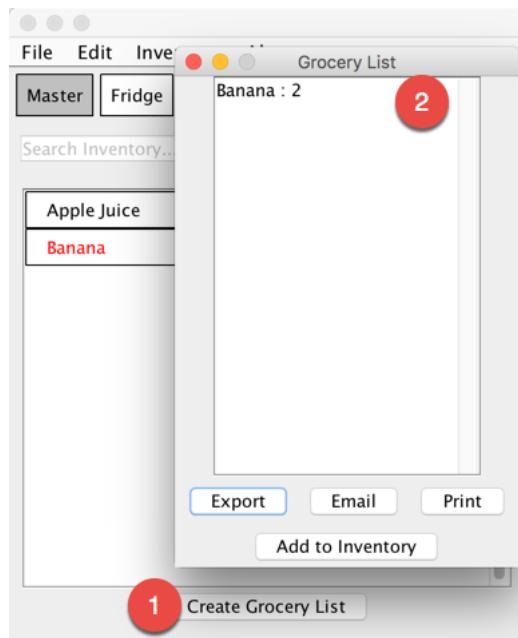
To remove an item, click on its name in the display. At the bottom of the frame that pops up, click on the **Remove Item** button. A window will verify whether the user is sure he/she wants to remove the item. If the **Yes** button is clicked, the item will be removed from the inventory.



## Grocery List

The central feature of GroceryHelper is the Grocery List function. The grocery list is exactly what it sounds like: a list that is conveniently generated by the program which outlines the quantity of each item that the user must purchase to reach every item's maximum limit.

Sometimes, a user might wish to only replenish a certain inventory. For such a case, a grocery list can be easily generated for each specific inventory, as well as all of the inventories (the Master inventory). This can be achieved by simply navigating to the desired inventory and pressing the **Create Grocery List** button on the bottom of the window.

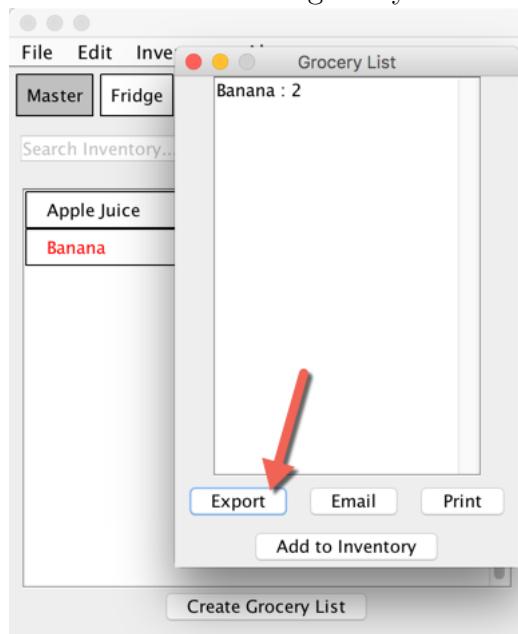


Once the groceries on the list have been purchased, use the **Add to Inventory** to change the quantities of all items on the list to their new values.

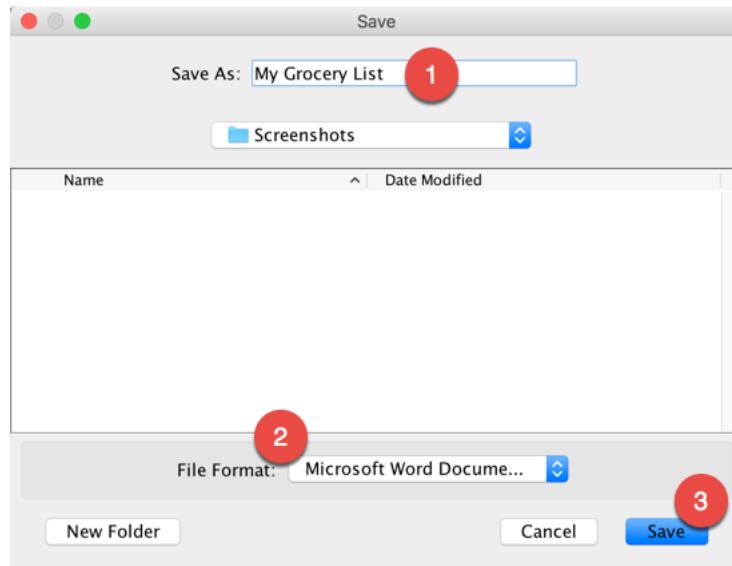
## Export List to a File

A grocery list can also be saved to a file. There are two ways to save a grocery list:

1. In the top menu, navigate to **File** **> Export Grocery List** **> File**.
2. Press the **Export** button at the bottom of the grocery list window.



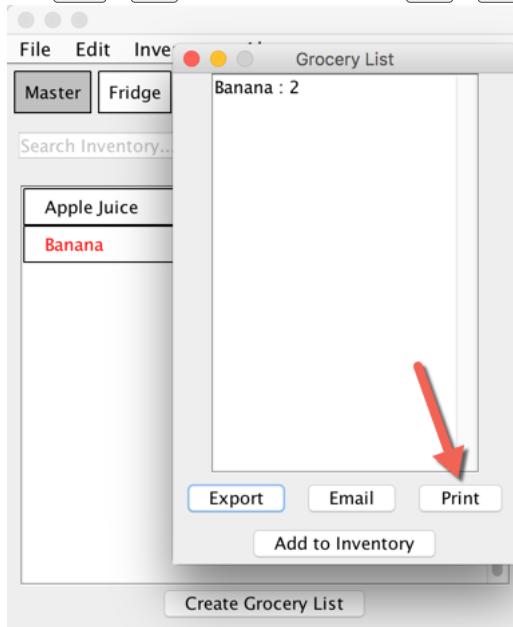
In any case, select a location to save the file, enter a name for it, and choose a format, a Microsoft Word Document (.docx) or a Plain Text File (.txt), and click **Save**.



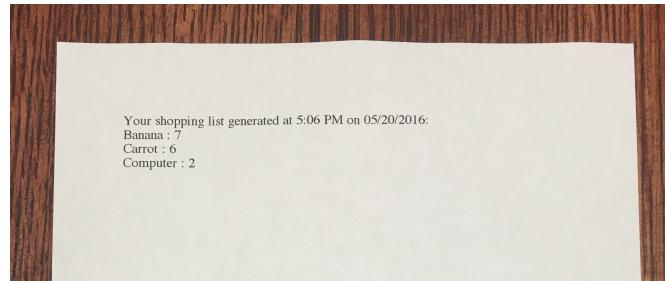
## Printing

Grocery lists can also be printed without being saved to a file. This feature is useful when a user prefers to have a hard copy of the grocery list when going shopping. There are three ways to print grocery lists:

1. In the menu bar, navigate to **File > Print**.
2. From the grocery list window, click the **Print** button. A window will pop up prompting the user to select a printer.
3. Use the keyboard shortcut **Ctrl + P** on Windows or **⌘ + P** on Mac.



The following is an example of a printed grocery list.



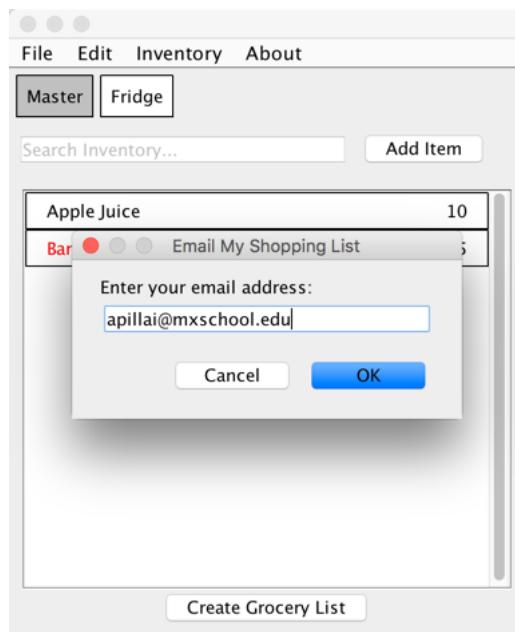
## Emailing

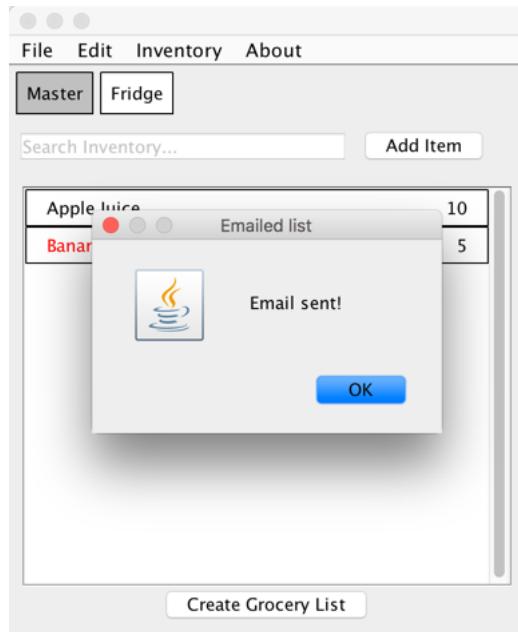
Grocery lists can also be emailed to any valid email address. This feature is useful when a user prefers to have an electronic version of the grocery list to refer to while shopping. The grocery list can also be sent to a friend or family member to remind him/her of products to purchase, just in case he/she to bring or misplaced his/her grocery list.

There are two ways to email grocery lists:

1. Navigate to **File** > **Export Grocery List** > **Email**.
2. Press **Create Grocery List**. Confirm the generated grocery list, then press the **Email** button at the bottom of the grocery list window.

In any case, a window will pop up prompting the user for an email address. An email containing the grocery list will be sent to the email address entered in the window. The email will be from **mxshoppinglist@gmail.com**; please add this email address to your contacts in order to prevent your grocery lists from being interpreted as spam.





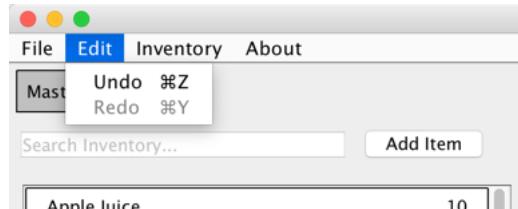
If the email address is invalid, GroceryHelper will display a message explaining that a valid email address must be entered.

## Undo and Redo Functions

Mistakes happen, and we at the Wacky Wozniaks Company understand your struggle. Thus, we have taken extra measures to make sure any action a user performs in GroceryHelper can be undone and redone, not unlike most commercial products such as word processors and photo editing software.

There are two ways to undo an operation:

1. Navigate to **Edit > Undo**.
2. Use the keyboard shortcut **Ctrl + Z** on Windows or **⌘ + Z** on Mac.



After undoing an operation, it can also be redone if the user determines that the previously undone operation was the correct decision.

1. Navigate to **Edit > Redo**.
2. Use the keyboard shortcut **Ctrl + Y** on Windows or **⌘ + Y** on Mac.

Please be aware that once you undo an operation and perform another operation, previously undone operations are lost, and thus the user cannot perform the redo function.

## Uninstalling GroceryHelper

Here at the Wacky Wozniaks Company, we take pride in our products, and we truly do hope GroceryHelper has been a useful program to you. However, if you really do wish to uninstall the program, please follow these directions:

### Windows Users

1. Locate **GroceryHelper.exe** (the file used to run the program) and delete it.
2. Open a Search window on your computer. This functionality is likely in your start menu (Windows 7 or below) or your start screen (Windows 8 or newer).
3. Search for the folder **WackyWozniaks**.
4. Once you locate the folder, usually in your home directory,\* delete the folder.

\*Your home directory is most likely located in **C:\Users\[Your Username]**.

### Mac OS X Users

1. Delete the **GroceryHelper.app** file.
2. Open a new Finder window, then from the menu bar, press “Go” then “Go to Folder”.
3. Type in **~/Library** (without the quotation marks) and press “Go”.
4. Locate the **WackyWozniaks** folder and delete it.

### Linux Users

1. Run the following command in your terminal:  
`find . -name "WackyWozniaks" -exec rm -r "{}" \;`

Please be aware that misusing the command above may result in a complete wipe of your hard drive. Proceed at your own risk. Alternatively, you can search your home directory manually to see if the **WackyWozniaks** folder is present. If it is, delete that folder, as well as the **.jar** file used to launch the program.

## Frequently Asked Questions

After thorough market research, we enlisted various beta testers for whom GroceryHelper may prove useful for managing their household consumable items. In the interest of full disclosure, these adults consist of, but may not be limited to, Ms. E. M. Martineau, Ms. J. A. Mullan, and Dr. E. Woo. The following are some frequently asked questions from this group.

**Q. *What are minimum and maximum limits?***

A. The minimum limit of an item is the lowest value the quantity can be before GroceryHelper will consider you to be “out of” that item and add it to the grocery list. When an item is placed on a grocery list, the amount GroceryHelper suggests for you to purchase is the amount required to reach the maximum limit.

**Q. *How can I change the minimum and maximum limits of an item?***

A. To change the limits of an item, click on the item’s icon. Information about the item will pop up in a new window. Click on the number next to minimum Limit or maximum Limit, delete it, and type in a new one.

**Q. *Why can I only set quantities to integers? Why can’t I use fractions?***

A. The current implementation of GroceryHelper only accepts integer quantities to simplify the process of creating grocery lists and updating quantities. A possible solution to your problem would be to change the units you use to represent the quantity, such as representing bread in slices rather than loaves.

**Q. *How can I move an item to a different inventory?***

A. Unfortunately, GroceryHelper does not allow you to move an item to another inventory. However, there are only four attributes related to an item, so deleting the item from its current inventory and adding that same item to a different inventory is an easy task.

**Q. *What do I do if my computer says that my version of Java is outdated or incompatible with GroceryHelper?***

A. Please go to <https://www.java.com/en/download/> and install the latest version of Java. If your computer still says that your version of Java is outdated, unfortunately, your computer may be too outdated to support GroceryHelper.

**Q. *GroceryHelper won’t launch! When I double click the icon, a window flashes for a moment, then goes away.***

A. In this case, it is highly likely your GroceryHelper data files have been corrupted. Please follow the instructions in this manual on uninstalling GroceryHelper, then download the program again. Please note that this will erase all of your current inventory data.

## Additional Screenshots of GroceryHelper

This manual utilized screenshots of GroceryHelper taken on a Macintosh computer running Mac OS 10.11.4. However, GroceryHelper can be run on a multitude of platforms, thanks to the innately cross-platform friendly nature of the Java platform. For the sake of demonstration of the program's wide compatibility, the following are a few screenshots of GroceryHelper being utilized on a laptop running Windows Vista Service Pack 1.



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Version 3, 29 June 2007

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#### 1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically

linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

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