

# Slice 'n Dice Manual

Your guide to digital cooking

## Starting Off

### Using the Shopping List:

Once the splash screen has cleared, you will be welcomed by the home screen. The top left corner contains the three main categories: Recipes, Inventory, and Analytics. In the bottom right corner, there is an image of a shopping list. Click the shopping list icon to display or hide the shopping list from the home screen.

The functions for the shopping list are on the right next to it. Working from the top down:

The *Pick n Pay* and *Woolworths* logos can be seen. Clicking on them will open up their current list of promotions within your default internet browser. Internet connectivity will be required to access these promotions.

The buttons underneath these logos allow you to print the shopping list to your printer; add an ingredient and appropriate quantity to the shopping list; clear the shopping list; or digitally save the shopping list as a text file to your local storage.

### Accessing the Remainder of the Features:

Clicking on any one of the three circles in the upper left corner of the screen will open up their appropriate forms.

## Recipes

### The Viewer:

Most of the viewer is a tabbed section, however there is a bar at the top of the viewer with most of the functions.

The top bar consists of a search bar where you can search for recipes by their name. Clicking the search button will open the first recipe listed in the search drop box in view mode. The top bar also has a filter which can be changed by the drop down menu. The buttons next to it allow you to either view, edit, delete or add ingredients to your shopping list based on the selected recipe. Alternatively, you can add a new recipe or go back to the home page.

The tabbed section splits the viewer into the different recipe types such as Breakfast, Lunch, etc. Within each tabbed section, the screen is split in two - the recipe catalog and the recipe preview.

### The Recipe Catalog:

Six recipes are displayed per page with their appropriate image, name, serve count and total cook time. Selecting a recipe will enable some button functions in the top bar and activate the preview panel.

### Recipe Preview:

The selected recipe's image, name, serve count and total cook time is displayed here in an enlarged format, as well as its appropriate method. This allows you to easily see what the selected recipe entails.

### Viewing a Recipe:

On the left, a stock check panel can be seen. This displays all ingredients which you have currently set as "in stock" in the inventory form. This allows you to easily update an ingredient as "not in stock" from within viewing a recipe should you, for example, finish up the mozzarella after making a cheesy recipe.

If a recipe contains a timer, the timer can be seen in the top right hand corner, otherwise the *Slice 'n Dice* logo is displayed there. The timer can be started, stopped or reset. The reset button allows you to enter a new timer value. Listen out for the beeps, or look out for the notification, when the timer is done.

Beneath the timer, the "Unit Conversion" button can be found. Clicking this button will open the unit conversion form where you can convert values from imperial to metric and vice versa.

When you're finished making a meal - click the "Meal Complete" button which will log when you've made what recipe to aid with analytical data. Alternatively, click the "Go Back" button if you didn't actually make the meal.

### Editing a Recipe:

Change any values you want for the selected recipe then click the save button. Alternatively, click on the "Go Back" button if you did not change any data or want to discard your changes.

### Deleting a Recipe:

Select a recipe and click the delete button. A confirmation dialog will be displayed to confirm the deletion process.

### Add Meal to Shopping List:

Select a recipe and click the "Add Meal to Shopping List" button. A list of all required ingredients will be shown and you can add certain ingredients to your shopping list by clicking the "Add an Ingredient to your Shopping List" button in the bottom right corner of the pop up.

### Adding a Recipe:

Fill in all information for a new recipe and click the save button.

## Inventory

### Updating Current Stock:

All ingredients are categorised along the tabs on the left and are in alphabetical order. Click the checkboxes to change whether an ingredient is “in stock” or “out of stock”.

### Deleting Stock:

Selecting an ingredient name will enable the “Delete Ingredient” button should you desire to clean-up your inventory page.

### Adding Stock:

Should an ingredient not be found, click the “Add Ingredient” button to open the “Add Ingredient” pop up. Enter in the details of the new ingredient and click save. The fields will clear for you to enter more ingredients should you desire, otherwise close this pop up.

## Analytics:

### Updating your Dietary Goal:

Change any required values for the 8 food types on the left panel. These values should be in percentage form and their total can be found in the total field which should add up to 100. This field is automatically updated based on the data in the fields above it. Click the “Update” button to update your dietary goal with the new values, else the data will be discarded.

### Viewing your Past Made Meals:

Select a “to” and “from” date from the top two date components visible on the left side of the form. Make sure these dates are in a logical order, then the “View” and “Graphs” buttons will be enabled. Click the “View” button to load the columns on the right of the form with their appropriate meals. The column data can be saved digitally as a text file. To view information on “today’s meals”, make the “to” and “from” date the same.

Clicking the “Graphs” button will display the pie chart pop up which contains the Dietary Goal graph on the left and the Achieved graph on the right. This can be used to compare your dietary goal to your achievement.