**USER MANUAL FOR YOU PICK**

**1 INTRODUCTION**

**1.1 Purpose and Scope**

The purpose of this User Manual is to inform the User on the full use of the mobile application, You Pick. You Pick is a mobile application designed to help the user choose a restaurant within a timely manner. You Pick is an Android Mobile Application so only Android Phones and Tablets can use this mobile application with integrated Android Jelly Bean 4.1 software or higher at this time.

**1.2 Organization**

The User Manual will separate into 5 sections. Section 1, Introduction, will contain essential information for the user to make full use of the mobile application. Section 2, System Capabilities, will provide a brief overview of the system and its capabilities. Section 3, Description of System Functions, will describe each specific function of the mobile application. Section 4, Operating Instructions, will provide detailed, step-by-step operating instructions. Section 5, Error Handling, will address error messages and help facilities.

**1.3 Points of Contact**

Any questions, concerns, or comments can be emailed to the [YouPick.4.1@gmail.com](mailto:YouPick.4.1@gmail.com). Please label the title of the email starting with the three given categories. Any other label that does not start with questions, concerns, or comments, will be avoided.

**1.4 Project References**

Berggren, N., & Eimer, M. (2016). The guidance of spatial attention during visual search for color combinations and color configurations. Journal Of Experimental Psychology: Human Perception And Performance, 42(9), 1282-1296. doi:10.1037/xhp0000225

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Pressman, S. Roger. (2010) Software Engineering: a practitioner’s approach. New York, NY: McGraw-Hill

**1.5 Primary Business Functions**

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**1.6 Glossary**

**Android Mobile Software**: A software application running on the Android platform. A typical Android app is designed for a smartphone or a tablet PC running on the Android OS.

**CPU**: The abbreviation for central processing unit. The CPU is the brains of the computer where most calculations take place.

**Google’s API**: Abbreviated for Application program interface. An API is a set of routines, protocols, and tools for building software applications. Google has specific software components rendering how they communicate with the software (Android Studio).

**Jelly Bean 4.1**: Android version that brings new features from the previous versions of Google’s mobile OS (Ice Cream Sandwich).

**Megabits (MB):** A unit of data size.

**OS**: Abbreviated for Operating System. An operating system is the program that manages all the other programs un a computer.

**Mobile Application**: Mostly referred to as an app, is a type of application software designed to run on a mobile device, such as a smartphone or tablet computer.

**2 SYSTEM CAPABILITIES**

**2.1 Purpose**

Android’s version 4.1 through 4.3, or referred to as “Jelly Bean”, is the default version of You Pick. Jelly Bean is a version of Google’s mobile OS. Jelly Bean is built to deliver performance improvements regarding buffer timing, reduced touch latency, CPU input boost, and hardware-accelerated 2D rendering

**2.2 General Description**

Android’s version 4.1, or “Jelly Bean”, ensures a consistent frame rate across all drawing and animation done by the Android framework. These sophisticated frame rates involve the application of each touch event, screen composition, and display refresh to make the Android software feel smoother, from scrolling to paging and animations; also known as triple buffering.

Android 4.1 reduces touch latency not only by actually anticipating where your finger will be at the time of the screen refresh. This results in a more reactive and uniform touch response. While you aren’t using the phone, Android has applied a CPU input boost to make sure there’s no latency at the next touch event using your Android phone.

**3 DESCRIPTIONS OF SYSTEM FUNCTIONS**

**3.1 Interactive Function**

Login Button

Use location Button

Use address Button

Type Address type-in box

Use location\_agree Button

Swipe Restaurant navigation

Compare Restaurants double-tap

Direction\_Confirm Button.

**3.2 Detailed Description of Function (including Results)**

Login Button

* The purpose of this function is for the user to notice the icon of You Pick and start the process of deciding on where to eat.
* This function is displayed automatically when the app is beginning to run.
* The user taps the screen to deliver an animation of the icon being pressed as a button.
* The button needs to be pressed in order to go to the next screen/phrase.

Use location Button/ Use address Button

* The purpose of these functions is when the user would like to choose to use their location to designate the list of restaurant available or use a specific location of an address to list the restaurants available in that location.
* The user treats these two as buttons to make a decision on what method they prefer to use.
* The user taps their screen in their mobile to make a decision.
* Both options take separate phases complete their decision but return to the same screen once they have agreed or typed in their address.
* If the user tapped, “Use address”, it would process them to the next screen to have them type in their address.

Use location\_agree Button

* The purpose of this function is to confirm that the user would like to use their location to refer to restaurants nearby.
* User taps either the yes or no button.
* If the user taps the yes button, the mobile app will process to the next phase, which results to screening the available restaurants. If the user taps the no button, then user will have to manually type in the address of where they are located.
* If the user taps the no button, then it will show the same screen as they were to type in the “Type Address” button.

Swipe Restaurant navigation

* The purpose of this function is for the user to navigate through the list of available restaurants one-by-one.
* The user swipes left to see the next option and swipe right to go back to the previous option.
* If the user swipes all of the available restaurants, as the user swipes right, the visual effect of the current restaurants icon will present the same result. Vise versa if the user swipes left.
* Alternative swipe functions are swiping up and swiping down.
  + If the user was to swipe up on the current restaurant, the information of that restaurant will be saved in a queue waiting for the user if their initial choice is where they want to eat.
    - If the swipes up on another restaurant, both restaurant will be side-by-side for comparison for the user to choose between the two.
  + If the user swipes down, then the name of the restaurant will be used as a filter to not display the same name of the restaurant for future searches in this session.
* This function is only available once all the input data for the location segment is confirmed.

Compare Restaurants double-tap

* The purpose of this function is to have the user choose between the two restaurants they swiped up for saved locations.
* This function will only appear once the user has swiped up twice on different restaurants.
* On top of the designated restaurants, there will be a blue ‘X’ marker that can cancel the pick chosen and bring up a “Direction\_Confirm” button that asks the user for permission to use the default navigation system in their Android Phone.
  + If the user says no, it will bring the user back to the initial swiping screen with the remaining restaurant till saved in the queue.

Direction\_Confirm Button.

* The purpose of this function is to confirm and inform the user if You Pick can access their Android mobile default navigation to start their navigation to the restaurant chosen.
* The user taps either the “Yes” button or “No” button reading, “Do you wish for You Pick to access your navigation system to arrive at destination?”.
  + If the user taps “Yes” it will bring up the navigation system embedded in their Android phone.
  + If the user taps “No” it will send the user back to the swiping screen refreshing with updated content.
* This function is only available once the location data is fulfilled and the user has double tapped the restaurant of their choosing.

**3.3 Preparation of Function Inputs (including Results)**

Type Address type-in box

* The purpose of this function is for the user to type in their address for You Pick to locate surrounding restaurants.
* The user taps into the white space inside the box that refers to the address, city, and state.
* The user can tap either their return button under their screen keyboard to proceed to the next white space or can tap the next white space to proceed entering all the information.
* Expected output results into screen on the restaurant’s photo, name, and category of food ethnicity.
* This function is related to Google’s API database to ensure the location is correct. If the address is unknown, the wrong inputted information would have the surrounding whitespace a red outline. The user can re-type in the information and taps their return key to re-evaluate the information.

**4 OPERATING INSTRUCTIONS**

**4.1 Initiate Operation**

Once the application starts up, tap the You Pick Icon on the screen to start the mobile application.

Once the icon is tapped, a new screen appears giving the user to decide whether the to tap in the “Use Address” button or “Use Location” button. If the user taps in the “Use Address” button, the user will be sent to a different screen to have the following information entered manually: Address, City, State. If the user tapped “Use Location” then a new window will appear and ask whether the user gives permission to have You Pick use the address of its location. If the user taps the “Yes” icon, then the application will continue to the next screen. If the user taps “No”, then the application will redirect the user to the screen where they would have to manually type in the address of the location they would like to search around.

As the reference of the location destined is correct, the user can swiftly swipe left or right to navigate through the list of available restaurants one-by-one. If the user has decided their restaurant of choice, they double tap the screen and a box appears to ask permission to use their Android’s Mobile default navigation system. If the user taps “Yes” then the navigation process starts and You Pick has completed its job. If the user “taps” no, the application will return the user back to the screen it left off.

If the user swipes up, navigating through the available restaurants, the information of the exact restaurant is saved in a queue waiting for the user to continue their search or clicked at if the user decides to go with their first choice. If the user swipes up at two different restaurants, then immediately both choices appear side-by-side to distinguish which of the two choices is the user going to choose. The user double taps their choice and the navigation question appears so to complete the process. When the two choices appear side-by-side, both have an ‘X’ at the top of their space margin. If the user taps the ‘X’ on one of their choices, the navigation box appears asking for permission to use the Android’s mobile navigation upon the remaining choice to navigate too.

If the user swipes down when navigating through the list of available restaurants, the program will filter any restaurant that has the same name as the restaurant that gotten swiped down for the rest of the session.

**4.2 Maintain Operations**

Android has its own back, task manager, and home button embedded in the screen. If any time the user would like to go back to the previous page of the mobile application, then the user can tap the embedded back button. Tapping the home button would result to the user going to their home screen under their Android Phone.

**4.3 Terminate and Restart Operations**

To start over the search, the user must restart the mobile application by closing the application in their Android phone under “Task Manager”.

If the user is experiencing any buffering issues, please check your Internet connect and phone storage. The app runs efficient providing the Android phone storage is 200MB free.

**5 ERROR HANDLING**

**5.1 Help Facilities**

Any given location error where the information typed is incorrect needs to contact Google at Google.com under “Contact Us”.

Any concerns or feedback on the app itself can either email their concerns, comments, or feedback at [YouPick.4.1@gmail.com](mailto:YouPick.4.1@gmail.com) or under the rating system in the app store. We are happy to receive feedback to improve our software.