

Please note that not all attributes are shown.

Price is always net per unit (except for GroupOrder, which is the foodcoop price for the GroupOrder).

Computed or cached attributes can be recomputed at any time from information present in the database.

When a SharedArticle is present, an Article's name, unit\_quantity and price can be overwritten upon synchronisation. Its unit can be adapted to suit the foodcoop.

## Proposal:

- add unit to the price, so that it is always known what unit any quantity and tolerance refer to
- introduce SupplierPrice, so that the supplier's and the foodcoop's can both be known by foodsoft
- this also allows to introduce easily a minimum and list price, when desired by the supplier
- add fc\_price to FoodcoopPrice to allow a variable margin (e.g. to satisfy min\_price); by default is is null, in which case gross\_price \* (1+foodcoop\_margin) will be used; a warning is shown in the article edit dialog when fc\_price is set and less than gross\_price.
- change article edit dialog so that when a shared article is present, the unit can be changed and the other fields are updated automatically. An Article's unit may be changed when an order is open, this changes the unit in the order as well (I think), which is confusing. Therefore I propose to include it in the ArticlePrice, and also reference that from GroupOrderArticleQuantity. Sum computations (like the GroupOrder's price) will need to do unit conversions for that (no problem).