

Mobile iOS Development: GroceryTime! App

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Overview:

GroceryTime! is a grocery list app to assist with your grocery shopping trips. It is a combination of a checklist and a calculator. The checklist component allows you to create a list of items that you need to shop for so you can remember what needs to be picked up at the store when you are there. The calculator component allows you to enter the price and quantity of each item that you are buying and calculate the total amount you will be spending. The goal is to help you budget your grocery shopping trips. As you are checking off items, the calculations allow you to see how much you are spending so far so the amount when you get to the cash register is not a surprise.

Structure:

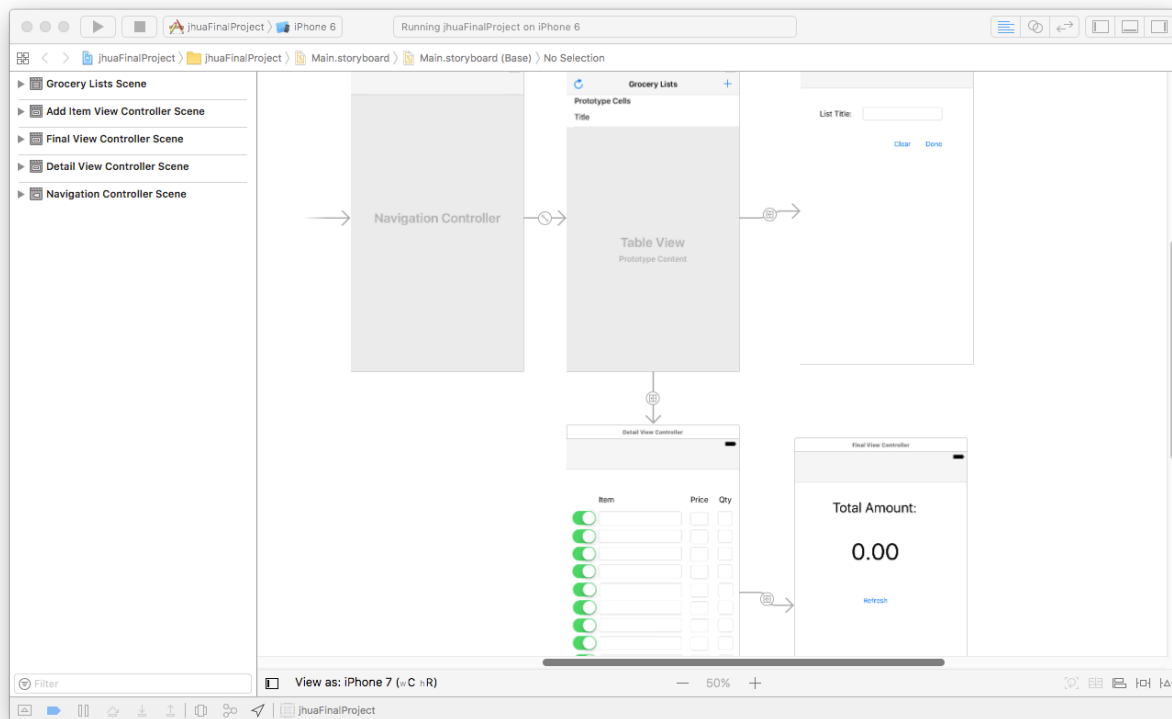


Image 1 (Above): This is the overall structure of the app. It contains a navigation controller with a table view. The "+" button on the table view segues into a screen to add the title of a new list. Clicking on one of the cells will segue into the list that contains items, prices, and quantities. When done is hit on that screen, it segues into the total amount screen where the total amount of the list is displayed.

Grocery Lists:

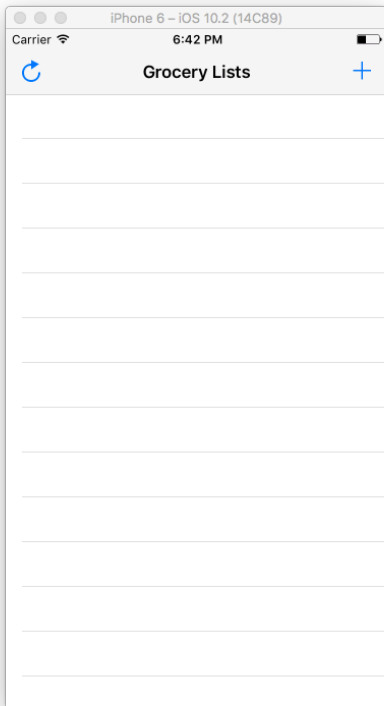


Image 2 (Left): This screen is the storyboard entry point. Upon start up of the app, it goes to this screen where it is a dynamic table view of the different grocery lists. The screen contains two buttons, the refresh button and the add button.

The Refresh button: When the refresh button is tapped, it updates the table view with any new lists that has been added.

The Add button: Segues into a screen where you can type in the title of a new grocery list.

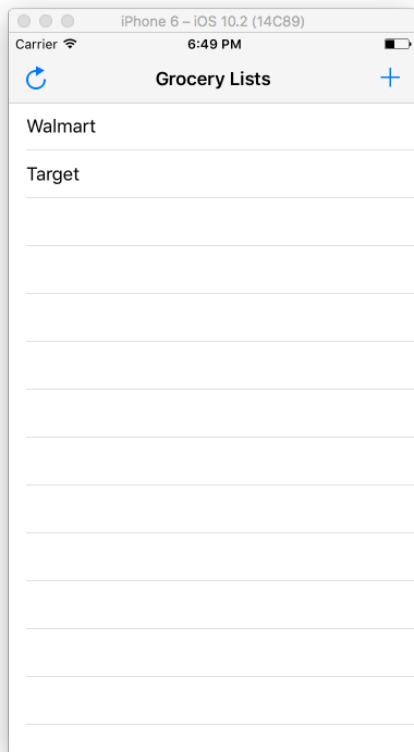


Image 3 (Left): This image is an example of what the table view would look like after adding lists to it. In this example, I have added a “Walmart” list and a “Target” list.

Adding Lists:

Image 4 (Left): When the “+” button is clicked on the initial screen of Grocery Lists, the app segues into this screen where there is a text field to enter the title of the list. There are two buttons, the clear button and the done button.

The Clear button: Clears out the text in the text field.

The Done button: The new list is added to the table view in the previous screen and a popup to confirm that the addition has been made.

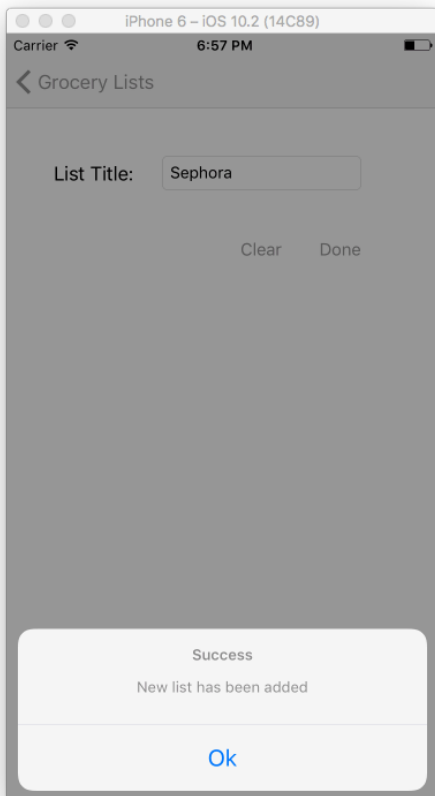
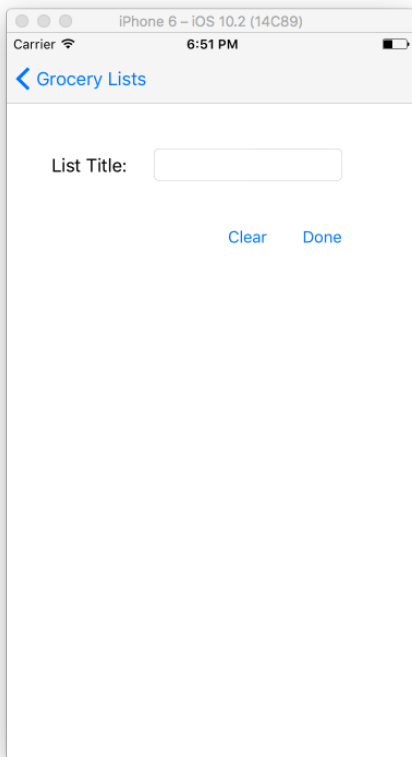


Image 5 (Left): This image shows what the screen looks like after “done” has been pressed. An alert appears on the bottom of the page with a message “New list has been added” to confirm the addition. The user can hit “Ok” to dismiss the message.

Creating a checklist:

Image 6 (Left): When a user clicks on the name of a list, it segues into this screen where the user is able to add the individual items that are needed. It also contains text fields to enter the price and quantity of the item once the user finds it at the grocery store. Once that is all completed, the user can click the switch in order to mark the item as picked up. The “Done” button should be pressed when the user has completed shopping and it segues to the total amount.

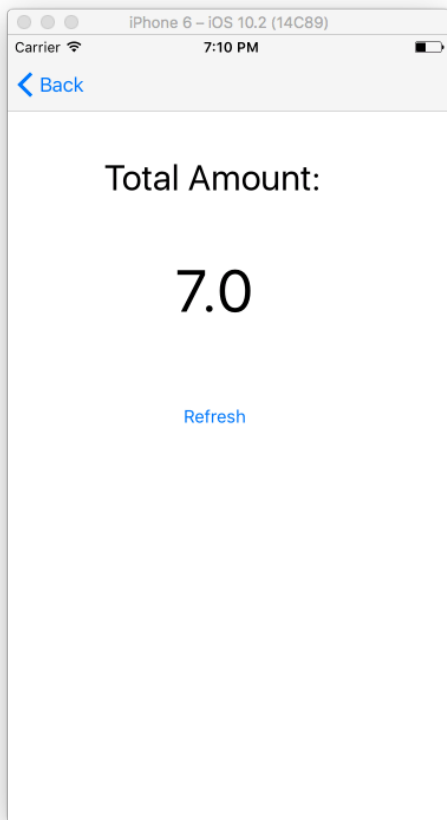
	Item	Price	Qty
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			

Done

	Item	Price	Qty
<input checked="" type="checkbox"/>	Milk	3	1
<input type="checkbox"/>	Eggs	2	2
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>			

Done

Image 7 (Left): This image shows two items on the list. The first one is milk which costs \$3 and the user needs 1. Notice that the switch is not off signaling that this item has not been picked up yet. On the second item, the eggs costs \$2 and the user needs 2 cartons. Notice that the switch is off, signaling that the user had obtained this item and has placed it in their basket or cart.



Calculating total amount:

Image 8 (Left): Once the user hits “Done” on their grocery list, it segues into this screen where it displays the total cost of that list. The “Refresh” button should be pressed in order to assure that the number is most up to date.