Per-item Decrement() {

For MealArray (start to finish) {

If MealArray (current) = Food ItemSelected {

MealArray (current)--;

} } };

Add User () {

AddUserForm.Show;

Collect data into variables to push to SQL USER TABLE;

INSERT INTO SQL USER TABLE;

AddUserForm.Close

};

Clear Meal/List () {

FoodInMeal/List[] = New String FoodInMeal/List[];

};

Eat Meal () {

MealArray.Clear;

} };

Print Shopping List () {

For FoodArray(start to finish) {

Print FoodArray(current);

}

ListArray.Clear;

} };

Display Food to Browse Food Screen(Current Starting Position) {

Retrieve data from SQL Food Inventory Table into the run-time food array;

Display specified 5 items to form;

};

Move Forward/Back in Browse Food Screen () {

Get current array starting position;

Increment by 5;

Pass new starting position to Display Food to Browse Food Screen();

};

Food Item Entry Screen (UPC Code from Keyboard/Scanner) {

Deactivate Real-Time scanning;

If Food Item is in Food Inventory Database;

Display Food Item Details to Screen;

Else If Food Item is in UPC Database;

Display Food Item Details to Screen;

Else

Display food is not available;

Deactivate Increase Quantity Button;

Activate Add Not Recognized Food Item button;

};

Select In-Stock Inventory ( SortType ) {

SELECT \* FROM FOOD INVENTORY DATABASE WHERE QUANTITY > 0 SORTED BY SortType;

Build Linked-List to facilitate scrolling;

Display SQL Query Results (Linked-List) to Browse Food Screen;

};

Select Depleted Inventory ( SortType ) {

SELECT \* FROM FOOD INVENTORY DATABASE WHERE QUANTITY >= 0 SORTED BY SortType;

Build Linked-List to facilitate scrolling;

Display SQL Query Results (Linked-List) to Browse Food Screen;

};