



Grocery List Maker 1996

FLOPPY Fluffware Software License Agreement

This AGREEMENT governs your use of the FLOPPY Fluffware Software products enclosed with it including any manuals, disks, computer programs and materials associated with the software. BY USING THIS PRODUCT YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED DISKS TO FLOPPY Fluffware Software FOR A COMPLETE REFUND.

GRANT OF LICENSE

This agreement allows you to use one copy of the SOFTWARE which is licensed as a single product. The SOFTWARE is in use on a computer when it is loaded into the temporary memory or installed in the permanent memory of that computer. This product cannot be used on a network.

COPYRIGHT and RESTRICTIONS

The SOFTWARE is owned by FLOPPY Fluffware Software and is protected by copyright laws and retains any rights not expressly granted.

LIMITED WARRANTY

FLOPPY Fluffware Software will replace, within 30 days from purchase, any defective original software that can not be loaded onto the users computer because of defective or unreadable diskettes providing that the original diskettes have not been abused by the purchaser. The original diskettes must be returned to us for replacement. We will also refund the purchase price upon return of the complete undamaged original product if the software is purchased in error and the purchaser's computer system cannot support the software.

LIMITATION of LIABILITIES

In no event will FLOPPY Fluffware Software be liable for any indirect, special, incidental, economic or consequential damages arising from the inability to use the SOFTWARE, even if FLOPPY Fluffware Software has been advised of the possibility of such damages. In no event will FLOPPY Fluffware Software's liability exceed the amount paid for the SOFTWARE. Because some jurisdictions do not allow the exclusion of liability for consequential or incidental damages, the above may not apply to you.

A Quick Overview

Welcome to **FLOPPY Fluffware Software's** world of grocery shopping made easier. It is our intent that this product will help you organize your weekly shopping trip so that it will be easier to identify and plan your grocery needs. We hope that by using this software you can accurately plan your shopping trip so that you have a complete understanding of the cost and quantities of the items necessary to feed your household.

This software will be the tool to help you build a database that categorizes the items that you purchase frequently. From these categories, you can point and click your way to creating a grocery list that contains the items, makers, quantities and prices of the things you need to purchase. The graphical interface allows you to quickly and easily add, delete, or change the items inside of each category. The sales tax rate function allows you to designate a tax percentage to be applied to the items that you identify as items that will be taxed. You can review the online list that shows the items you intend to purchase. With a click of a button you can send your list to the printer to be printed. Pull down menus allow you to access online help.

System Requirements

The system requirements for **GROCERY LIST MAKER 1996** are as follows -

- An *IBM compatible computer 386 or above that is running **WINDOWS 95
- VGA or above resolution
- 10 megabytes of free disk space
- Printer capable of reproducing the 8 point ARIAL font
- A 3 ½ “ floppy disk drive necessary to install the software
- A mouse

* IBM is a registered trademark of International Business Machines

** WINDOWS 95 is a registered trademark of Microsoft Corporation

Software Installation

Please follow these steps to set up **Grocery List Maker 1996** on your computer -

- Insert the disk marked as DISK #1 into your floppy disk drive (**referenced from here on in as drive A:**)
- Using the mouse CLICK (**future references to CLICK designates a mouse click**) the **START** button on the **TASKBAR**
- CLICK **RUN** from the menu...the **RUN** dialog box appears
- CLICK **BROWSE**
- CLICK the **UP ONE LEVEL** button until the 3 ½” floppy drive icon appears in the **BROWSE** dialog box
- CLICK once on the 3 ½ “ floppy drive icon until it is highlighted
- CLICK **OPEN**
- CLICK Setup.exe once to highlight it (this supplies the **File Name**)
- CLICK **OPEN** (this returns you to the **RUN** box)
- CLICK **OK** in the **RUN** box
- Setup begins
- The **GLM1996 Setup Box** appears ... CLICK **OK**
- The **GLM1996 Setup Box** changes ... CLICK the button with the computer to install **Grocery List Maker 1996**
- If everything is OK ...the Setup Message “Please insert the disk labeled: ‘DISK #2’ into drive A:” will appear
- Remove ‘DISK 1’ and insert ‘DISK 2’
- CLICK **OK**
- Eventually...“Please insert the disk labeled: ‘DISK #3’ into drive A:” will appear
- Remove ‘DISK 2’ and insert ‘DISK 3’
- CLICK **OK**
- Eventually...“Please insert the disk labeled: ‘DISK #4’ into drive A:” will appear
- Remove ‘DISK 3’ and insert ‘DISK 4’
- CLICK **OK**
- “Setup is updating your system” appears
- “GLM1996 setup was completed successfully” appears
- CLICK **OK**

The **Grocery List Maker 1996** software has now been installed on your computer.

Accessing GLM1996

The program has been installed as part of the REGISTERED programs known to your computer operating system. This allows you to access the software from the programs folder under the **START** button of the **TASKBAR**. You can **CLICK** on the **GLM1996** program to start **Grocery List Maker 1996**. A shortcut can be added to your **DESKTOP** by creating a shortcut to the **GLM1996.EXE** file in the **GLM1996** sub folder under the **PROGRAM FILES** folder. The **GLM1996** folder will also contain the **GLM1996** database (GLMDB.mdb) and the UNINSTALL log (ST4UNST.LOG) **do not** remove or tamper with these files.

UNINSTALLING GLM1996

To UNINSTALL **Grocery List Maker 1996** follow these steps -

- Click on the **START** button on the **TASKBAR**
- **CLICK** on **CONTROL PANEL** from the **SETTINGS** menu
- Double **CLICK** on the **ADD/REMOVE Programs** button
- Under the **INSTALL/UNINSTALL** tab **CLICK** on **GLM1996** to highlight it
- **CLICK** on the **ADD/REMOVE** button
- The **Application Removal Box** appears and asks “Are you sure you want to completely remove **GLM1996** and all of its components ?”
- **CLICK** the **YES** button
- The **Application Removal Box** says “Program installation removed”
- **CLICK OK**
- Close **ADD/REMOVE Programs**
- Close **CONTROL PANEL**

This is the only way to remove the **Grocery List Maker 1996** application from the operating system **REGISTRY**. **Do not** try to delete the **GLM1996** folder.

Running the Application

Once the **GLM1996** application has been activated the **FLOPPY Fluffware Software** logo is presented for 3 seconds. The **Grocery List Maker 1996** introduction screen is then presented to the user. A neat icon is included on DISK #4 if you want to add GLM1996 as a shortcut to your DESKTOP and then point it to the IntroCart.ICO on the diskette.

Update Master List

This is the graphical interface from which all activities are applied to the **Grocery List Maker 1996** data base. Available controls are -

Menus

Help
Sales Tax Rates

Information Input Boxes

Category
Item
Maker
Size
Price

Total Item Cost Boxes

Unit Cost
Quantity
Total Cost before tax
Tax Cost
Total Cost

Print Control Box

Add to Print List checkbox
Clear Print List checkbox
Taxable checkbox
Coupon checkbox
View List button
Print List button

Category Activators

Beverages
Bread/Pastries
Canned Goods
Cleaning Supplies
Condiments
Dairy Products
Frozen Foods
Meat Products
Miscellaneous
Paper Products
Prepared Foods
Produce
Snacks
Toiletries

Record Control Buttons

Previous record
Next record
Add record
Delete record
Close session

Quantity Box

Option buttons for 1 through 9 items

Using the Graphical Interface

Action

Click on *Help* menu

Click on *Sales Tax Rate*
with a

Click on *Category Picture*

Click on *Previous* button
action
record
Add

Click on *Next* button

category. After
record to data

Click the *Delete* button
if Next

Click the *Add* button

with data
will be added to

Click the *Close* button
screen.

Result

Drop down help menu is presented
to the user.

Input Box is returned with current
tax rate. Can be modified
value between .001 and .999.

First data base record for that
category is returned.

Prior record inside of current
category is returned. No
if current record is first
for the category. After
will add new record to data base.

Next record for current category
is returned. No action if last
record for current
Add will add new
base.

Current record will be deleted.
Next record will be shown
not available Previous record will
be shown.

Caution: Record deletions can
span categories.
Delete with caution..

New record will be added to the
data base. Only records
in the Item field
the data base.

This action will return the user to
GLM1996 introduction

Using the Graphical Interface

Action

Change the *Item* field

Item
add a

Change the *Maker* field

Change the *Size* field

Change the *Price* field

Previous
(0) is supplied by

Check the *Add to Print List* box
grocery list.

Check the *Clear Print List* box
unmarked

fresh

Check the *Taxable* box

the total

Check the *Coupon* check box

Result

Change saved to data base after
Next or *Previous* button clicked.
If Item is blanked or nulled the
original value is returned.

On *Add* a blank or null
negates any attempts to

new record.

The change is applied to the
data base when *Next* or *Previous*
is clicked.

The change is applied to the
data base when *Next* or *Previous*
is clicked.

The change is applied to the
data base when *Next* or
is clicked. Zero

the application whenever no value
is supplied by the user.

The current item's information
will be included in the

The records marked for inclusion
in the grocery list are
and all quantities are reset to 1.

This is the method of preparing
the data base to create a
grocery list.

Sets the marked item as an
item that will have the *Sales Tax*
Rate applied to it's total untaxed
cost and then re-added to

for a total including tax.

Set the item to have the COUPON
flag printed on the grocery list.

Using the Graphical Interface

Action

Click the *View List* button

includes
Quantity, Size,

grand
main

Click the *Print List* button

Size,

Activate a *Quantity Option* button

Result

Creates online grocery list.
Listed information
Category, Item,

Maker, Unit Price, Total Item
Price, COUPON flag, category
subtotals, tax total, and
total cost. Return to the

screen by clicking CLOSE.

Creates printed grocery list.

Listed information includes
Category, Item, Quantity,

Maker, Unit Price, Total Item
Price, COUPON flag, category
subtotals, tax total, and
grand total cost.

The quantity represented by this button is added to the data base quantity field. The quantity box is populated with this number, the **total cost before tax** box is filled with the product of this number and the **Item Price**, the **tax** cost is calculated as the product of the **total cost before tax** and the **sales tax rate**, the **total cost** is then calculated by adding the **tax** total to the **total before tax** together. If the number of items selected is more than one (1) the *Add to Print List* box is automatically checked.

Suggestions

The **Grocery List Maker 1996** is supplied with a starter data base that contains a few items per category. These items come with their prices set to zero. It is our suggestion that the user accumulate a few grocery market sale receipts and spend a few minutes entering new items to the data base. Once a sizable data base has been created (after a few short sessions making additions) a large grocery list can be

created and printed in minutes. Once the data base has been constructed prices will need to be updated periodically.