

# FastListGT

FastListGT – Fast & light shopping list program

## Ostoslista

- Apples
- Fruits
- Eggs
- Toiler paper

A

- Apples

B

- Bacon
- Bananas

No writing – scroll  
down for your  
goods

Specify your  
grocery on the  
textbox

If you can't find  
what you're  
looking for,  
choose "other"  
and type it  
yourself

Try it now!!!

Made by Kalle Kareinen & Teemu Hokkanen

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## Introduction

On 15.10.2013 me, Teemu Hokkanen and my colleague Kalle Kareinen teamed up for the Cross platform javascript 24H codecamp. Before the event we already had a hunch what we wanted to do. Teemu didn't like the available shopping list applications, since they were either too slow or too complicated. This is what drove us forward to the project, maybe a little bit too ambitiously. We both knew the basics of html and javascript, and we probably should've taken that into account when we were planning the applicatio.

## Plans

The plan was simple: make a shopping list application, which is very fast and simple. Even though the idea wasn't that innovative we still thought that we could produce something very useful. There was an idea that writing something down on the list should be the last resort or option. You should be able to access everything you need by scrolling down and selecting your item. The only case you'd have to write something would be if the list wouldn't have your wanted item, and even in this case the added item would be updated to the list. This way, after a few runs of the program the user should have almost always everything he or she desires to add to the list.

The application was supposed to have one page for controlling the groceries and another page

Lisää ostos/ostokset

**A**

Ananas

Appelsiini

Astianpesuaine

+

**B**

Banaani

+

**C**

+

**D**

+

**E**

Emmental

Energiajuoma

Valmis  Peruuta

## Execution

We started programming the application 15 October at Lappeenranta University of Technology. CodeCamp started 9am Tuesday morning and luckily we had already planned our group and our application. The programming started about 11 o'clock and we had many problems to solve.

Unfortunately neither of us had programmed anything with JavaScript and we had to read all kinds of manuals and waste a lot of time studying the syntax. We used big chunks of our time for features that were never used in our prototype. If we knew how difficult those things were to implement, at least with our JavaScript skills.

Ostoslistapohja 1

+ Maito

+ Leipä

+ 2x Jogurtti

+ ...

A

Eventually we had to give up with some of our ideas like accordion for letters in our product list and page navigation between product list page and the shopping list page. And as mentioned before, even though we don't have those features we spent a lot of time trying to implement them. When you have less than 24 hours to make an application you should use the time more efficiently.

Perhaps the most annoying part was when we were trying to implement checkboxes for the selected products so the user could check that he or she has picked up that item. We spent at least six hours trying to figure out why the checkboxes worked only with Google Chrome and not even with Visual Studio.

We had to cut many corners to have a program for the presentation. After lots and lots of compromises during the long night we got at least something working and we could go to sleep for couple of hours before the presentations.

## Result

After a long night we had a shopping list application that included 38 different grocery store items sorted alphabetically and the user could simply click item to add it for his or her shopping list instead of writing everything up. Next to the wanted items are specification boxes to add notes for example for what kind cheese or tomatoes are needed and checkbox to mark if item has already been picked.

Checkbox unfortunately doesn't work quite the wanted way at the moment and we had to use just another textbox where the user can add some mark to "check" that item. Other little problem is if the user wants to add something that he can't find from the list. For that problem we added the item 'Other' which the user can specify more accurately himself.

We planned the item list and grocery list to be on different pages but since we had so many problems and wasted time already we decided to have them on a same long page where the user could scroll down and choose one item at a time. That list ended up being really long since we couldn't find a way to have accordion for those elements.

## Summary

Unfortunately we don't have the application we planned to have in the end of this practise. The application isn't as fast as we planned it to be, and we never got to try it on mobile device. The result could be made by someone skilled in a very short amount of time. Still, even though the results might not be that impressive, we still think that our idea of the application was good and we learned a huge amount of new things. Also in general we got a good amount of information about mobile app development, so that in the future we would certainly know where to look for resources and help.

