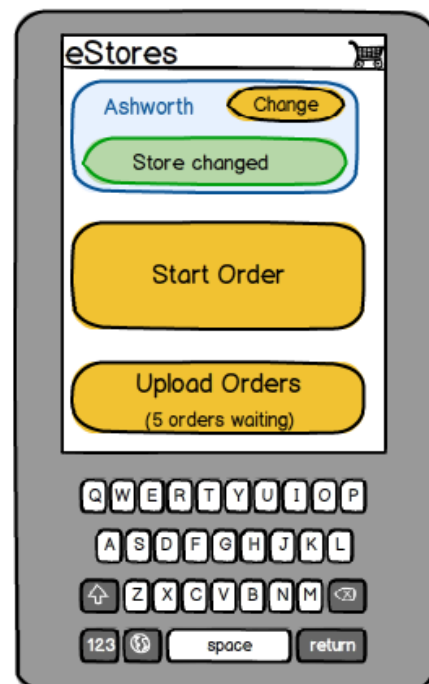
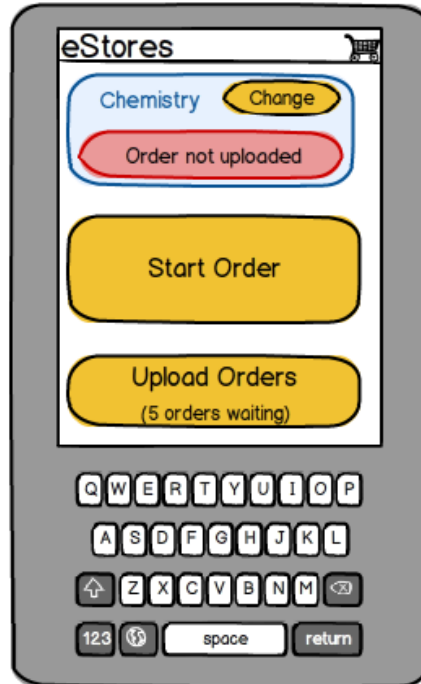
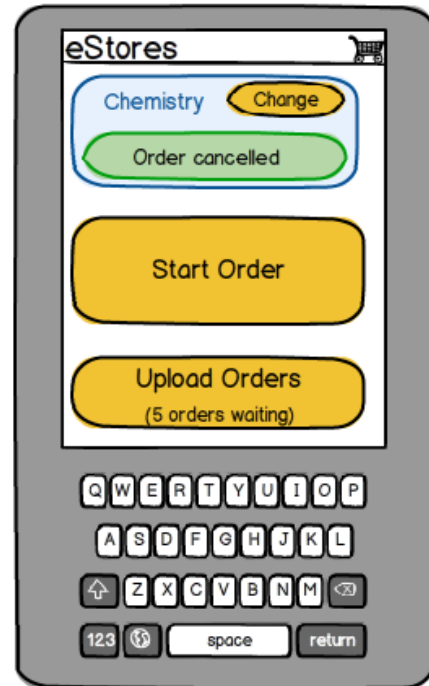
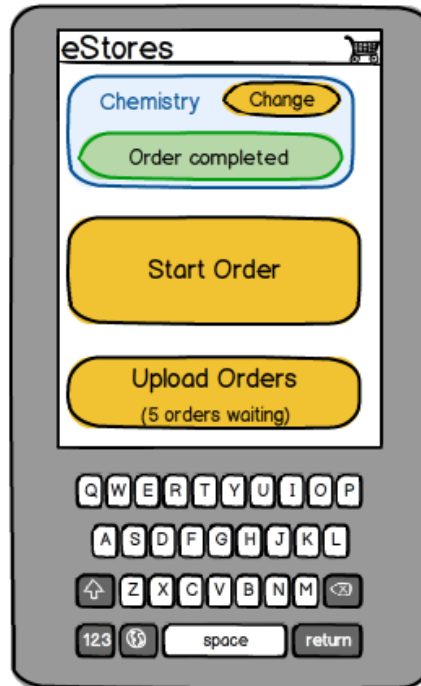
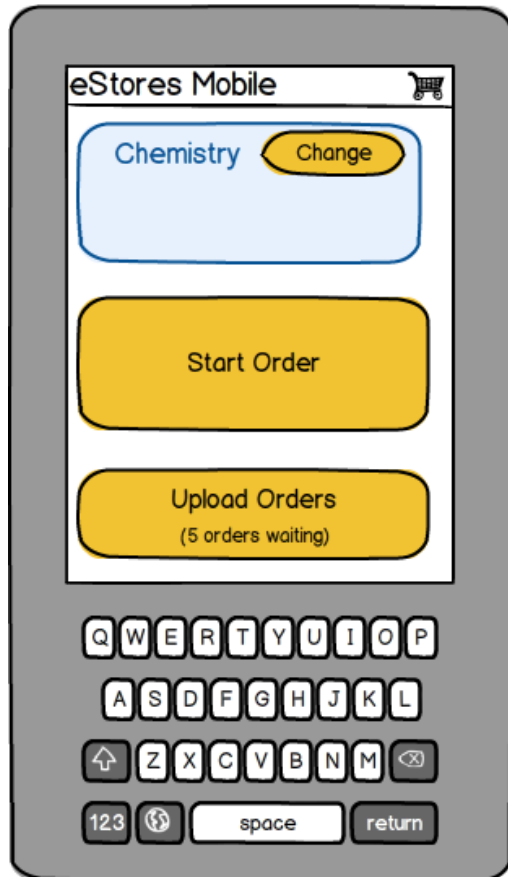
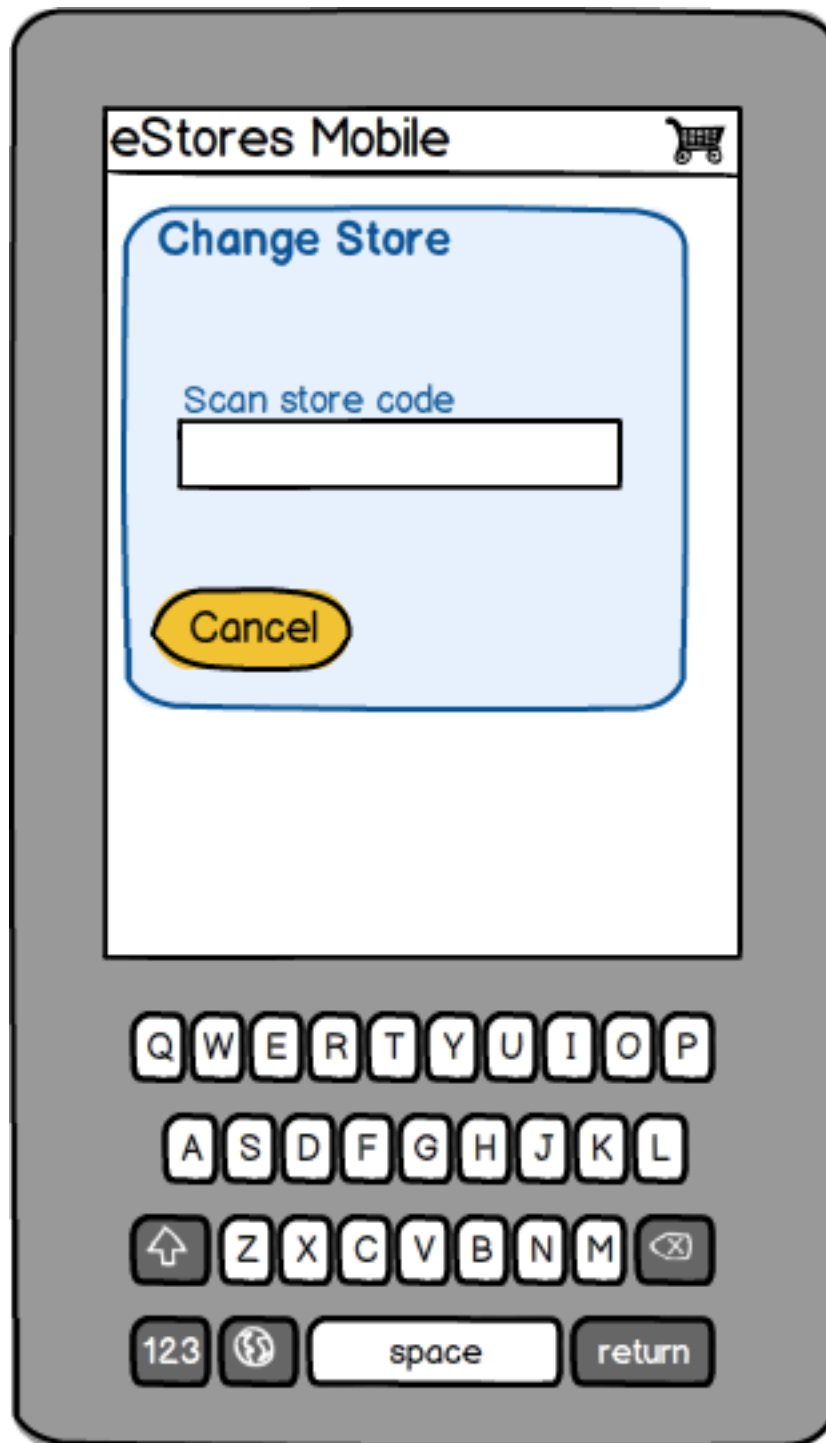


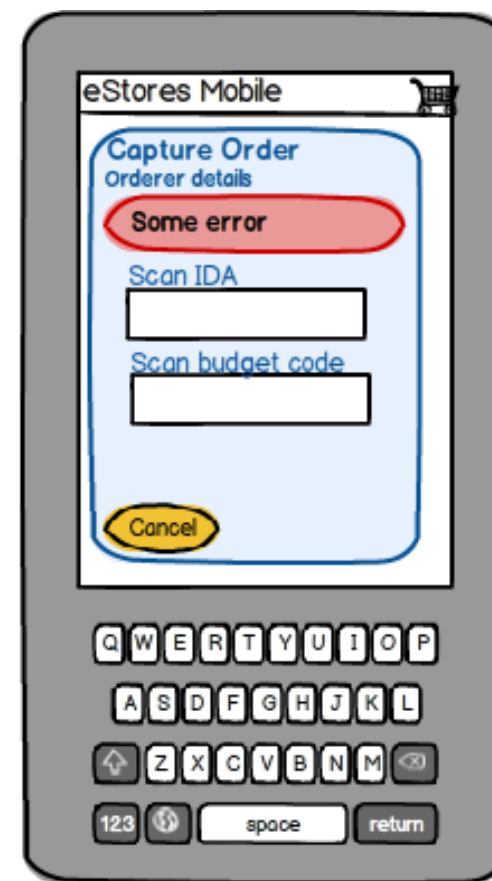
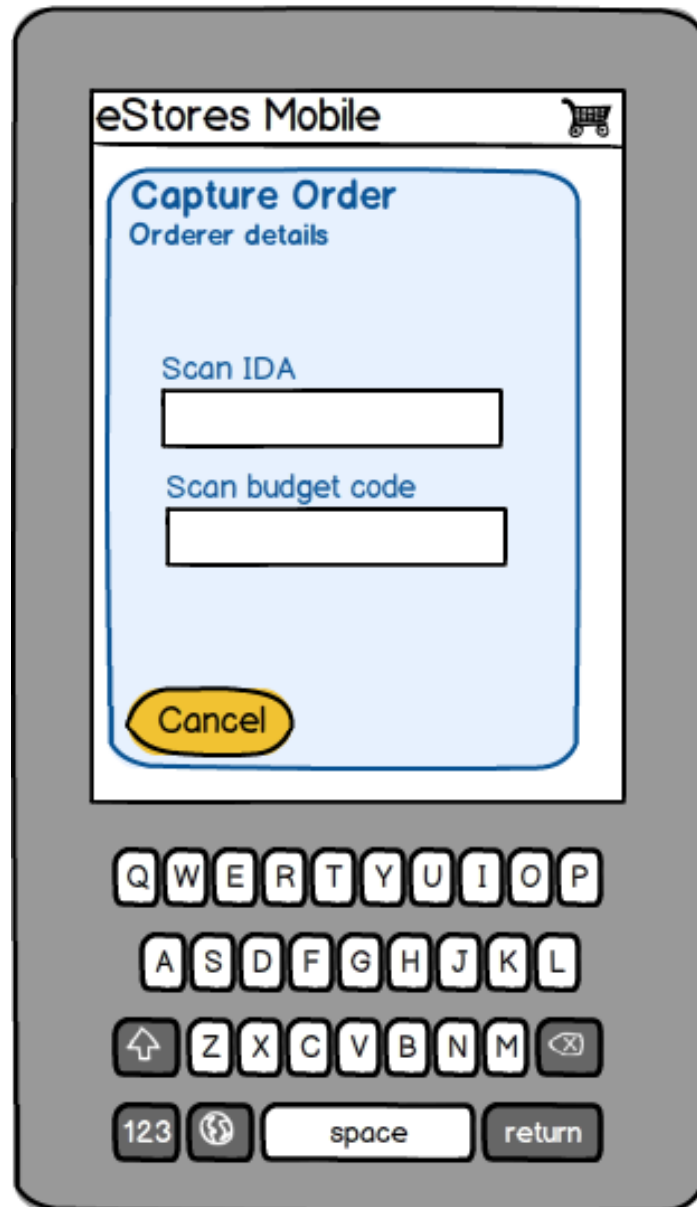
Examples of various feedback messages





Each store has a barcode of their own store cost centre

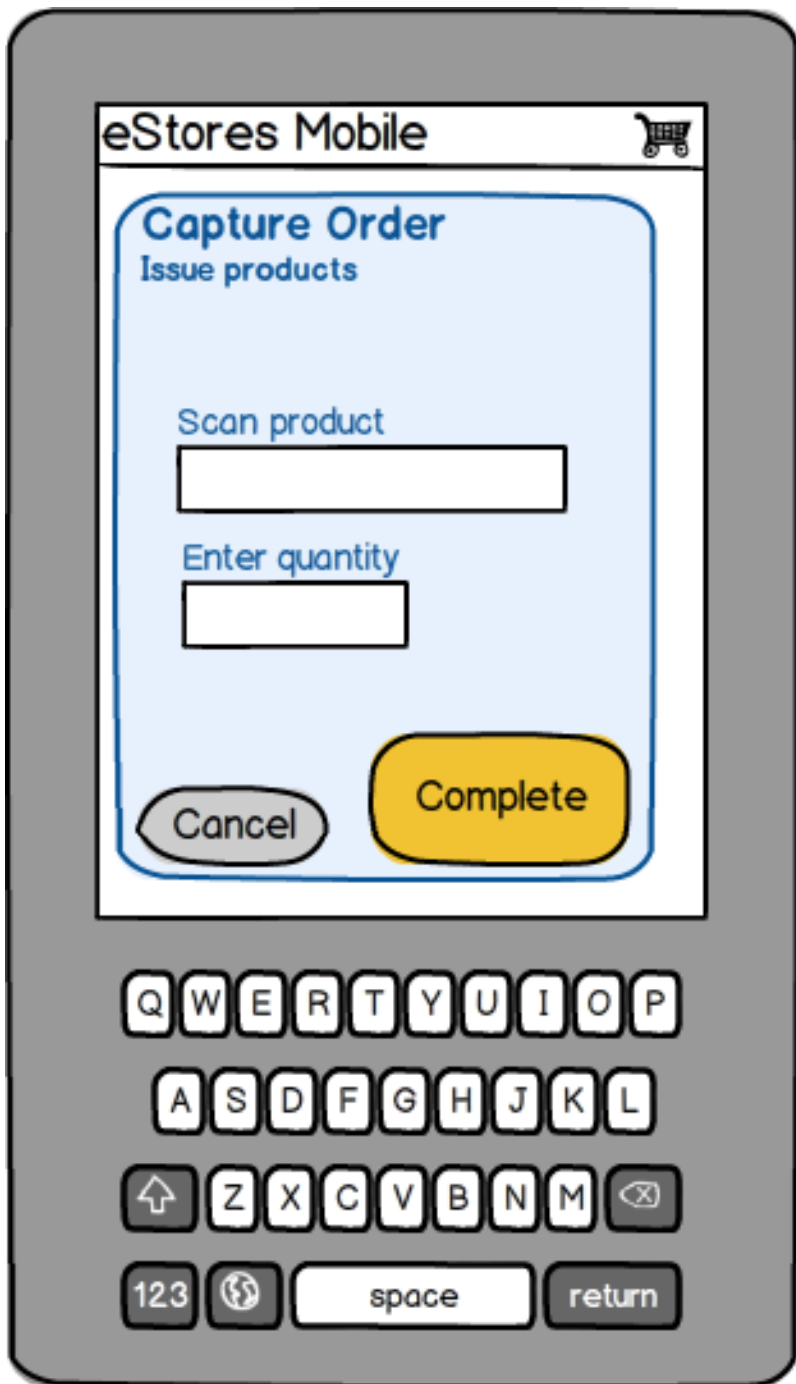
Returns to the home page



Any validation errors are reported on the screen.

NOTE: this is simple validation, e.g. does the budget code look like it could be a budget code. What we are trapping here are basic errors in scanning/data entry.

As we cannot guarantee network access then all of the detailed validation (such as whether the budget codes are still postable) are performed by the eStores web application after the order is transmitted from this handheld device to the application.

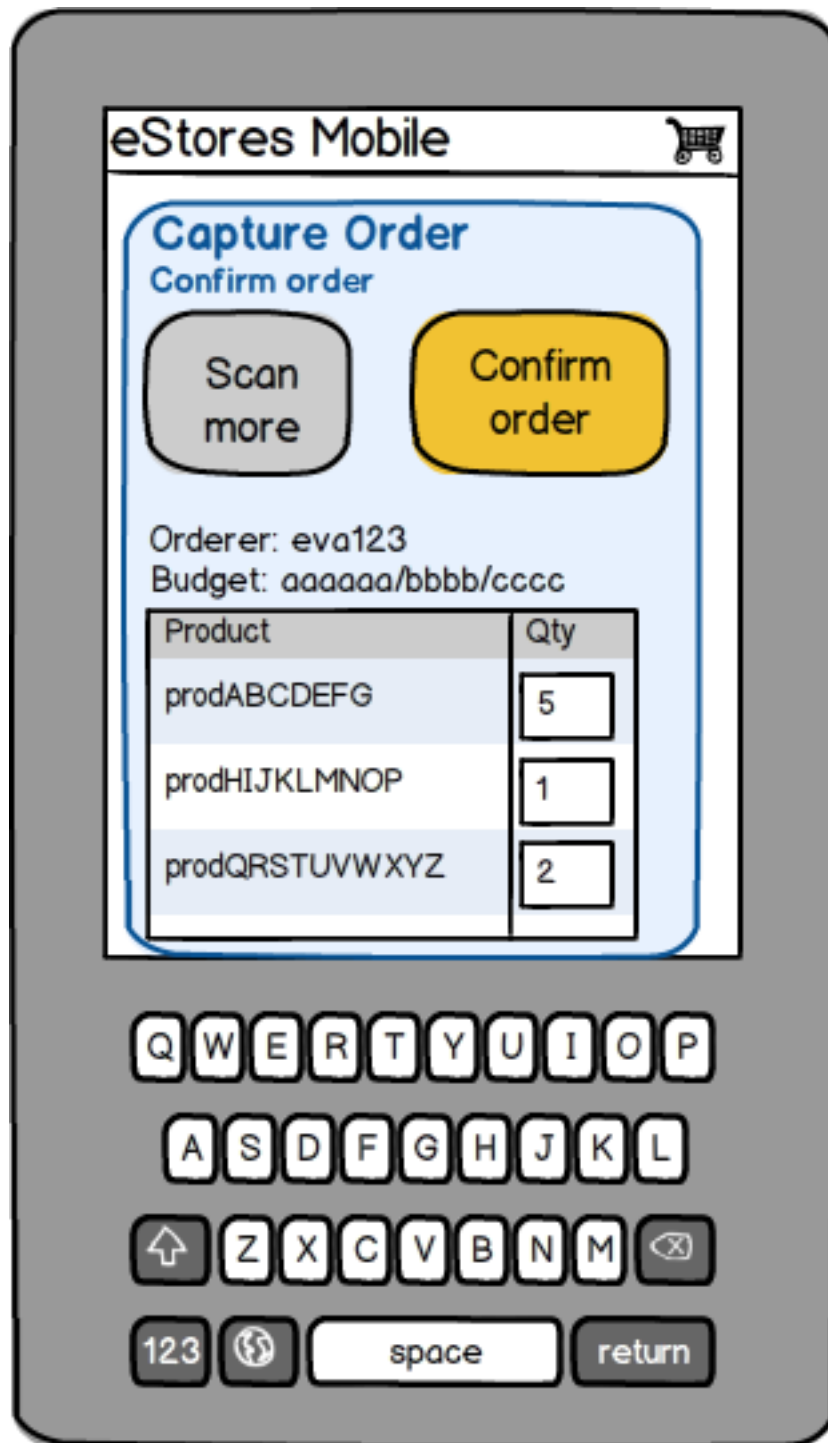


The "return" key on the keypad is pressed after typing in the quantity. That return key will make the screen ready to scan another product

Once all products are scanned then press the "Complete" button on the screen to proceed.



Space for form feedback messages (concept already shown in mockup 03).  
One example would be "item added to order".



This screen is likely to scroll.

Users can choose to amend quantities on this screen prior to tapping the "Confirm order" button.

The quantity amendment would need to be done via interaction with screen (stylus or finger) to put focus on the desired textbox and then using the numeric keypad to change the value.