OPERATION MANUAL

- First to get the program working you will need to download the pictures and the program and put them together somewhere.
- After you have downloaded the program, change the file directory for the two pieces
 of code below by going to where you put the pictures and then copying the path and
 pasting it into the part of the code below

Copy path

Select PPM file and and use control+shift+c

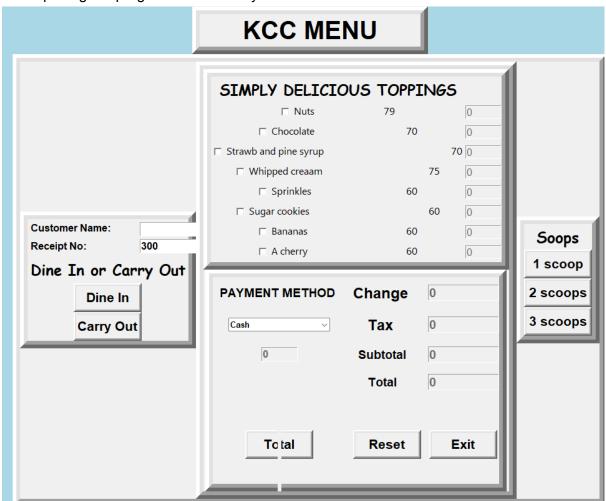
Paste into code

```
canvas = Canvas(root, width = 600, height = 600)
canvas.pack()
img = PhotoImage(file="B:\coding projects\Delicious-ice-cream-cone-clip-art-PNG.ppm")
canvas.create_image(20,20, anchor=NW, image=img)
canvas.place(x=0, y=0)
```

Repeat for the second image.

```
canvas1 = Canvas(root, width = 400, height = 400)
canvas1.pack()
img1 = PhotoImage(file="B:\coding projects\pngtree-hand-drawn-ice-cream-sundae-vector-illustration-png-image_2695373 (1) [MConverter.eu].ppm")
canvas1.create_image(20,20, anchor=NW, image=img1)
canvas1.place(x=1900, y=0)
```

• After opening the program this is what you will see.



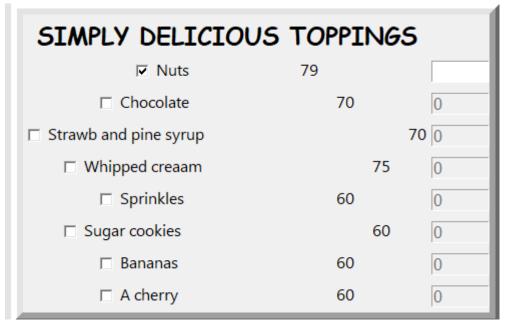
 Enter customer's name and a random customer id will be generated and displayed in the Receipt No field.



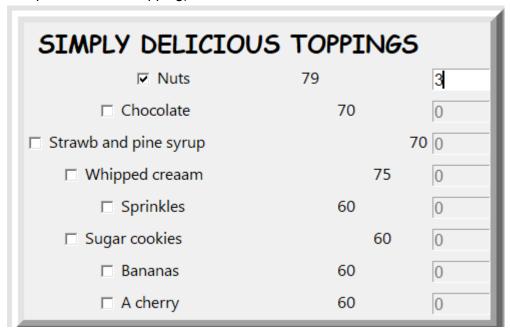
- Click the dine in or carry out button.
- Click the button for one two or three scoops.



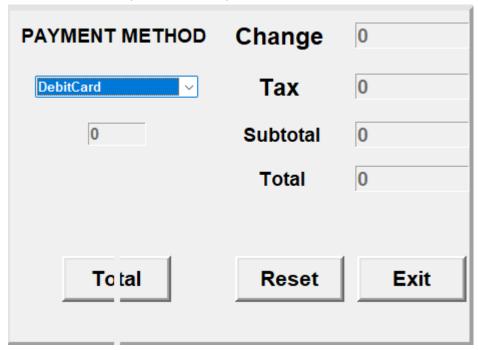
• Check the box for each topping desired.



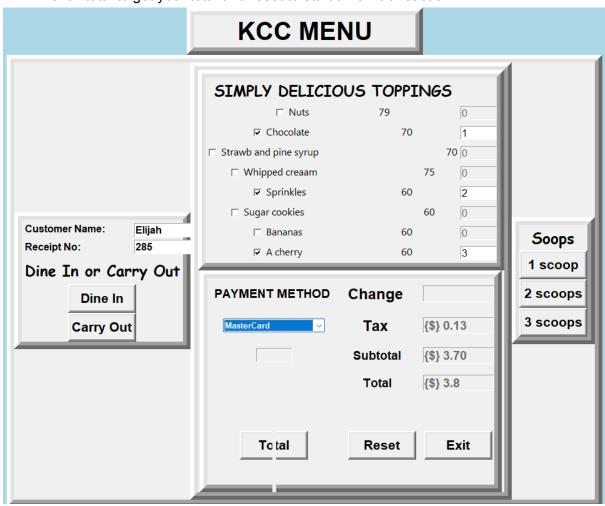
• Then enter how much of each topping you want (the example below is getting three scoops of nuts as a topping).



• Select how you want to pay from the drop down menu



• Click total to get your total and reset to start a new transaction



• Click exit to exit the application. It will ask you if you are sure you want to exit.

