## FridgeFriend – Project Progress Report

# What my project is about:

FridgeFriend is a basic inventory management app that I’m building using Python and Tkinter. The idea is to help users keep track of what’s in their fridge so they don’t forget about stuff or let things go to waste. The app has a simple interface with buttons for adding, subtracting, and viewing inventory items.

# What I’ve done so far:

So far, I’ve built the main application window and added a label with a welcome message. I also added three buttons that each call a function when clicked:

* **Add Inventory**
* **Subtract Inventory**
* **View Inventory**

Each function just prints a message to the console for now. It’s more of a placeholder so I can build on it later.

# Problems I’m running into:

Right now, none of the buttons actually do anything beyond printing a message. I haven’t connected the app to any kind of data storage yet (like a list or file), so it’s not tracking real inventory. Also, everything is still happening in one window, and I need to add at least one more window to meet the project requirements. I haven’t added input validation or real navigation yet either.

# What I plan to do next:

* Set up a list or some kind of structure to store inventory items
* Add a second window for adding or subtracting items with entry fields
* Work on input validation to make sure users enter correct info
* Start building out the real functionality of the buttons (not just print)
* Comment on my code more clearly and write a basic user manual
* Eventually test everything with different inputs and keep track of the results