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Roll No:BCOD21

SCOA MiniProject

Title:

**Tipping Problem**

Tipping Problem solved using fuzzy logic and UI implemented using tkinter. The tipping problem is commonly used to illustrate the power of fuzzy logic principles to generate complex behaviour from a compact, intuitive set of expert rules.

**Input Variables:**

A number of variables play into the decision about how much to tip while dining. Consider two of them:

quality :Quality of the food

service : Quality of the service

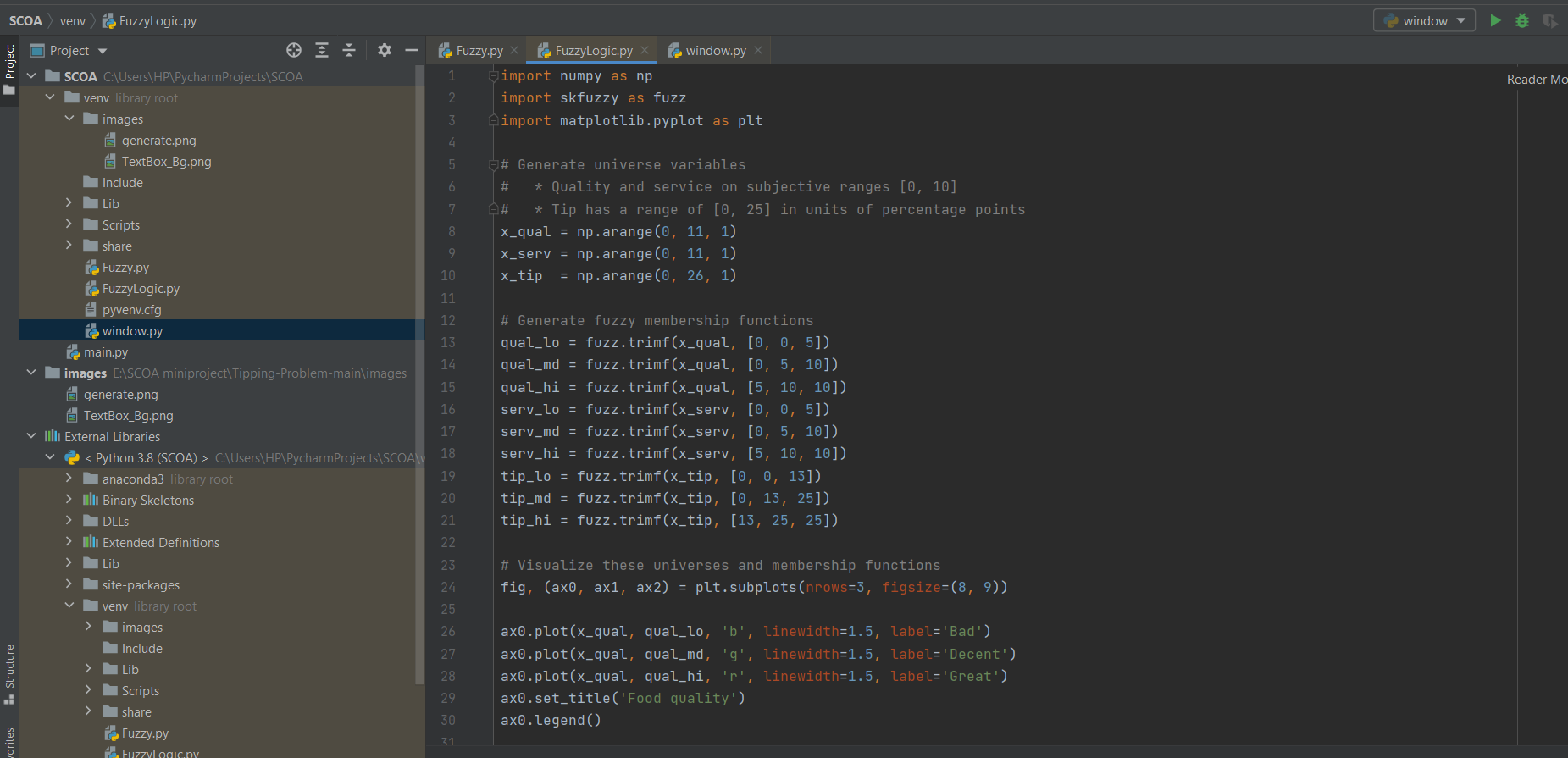
**Output Variables:**

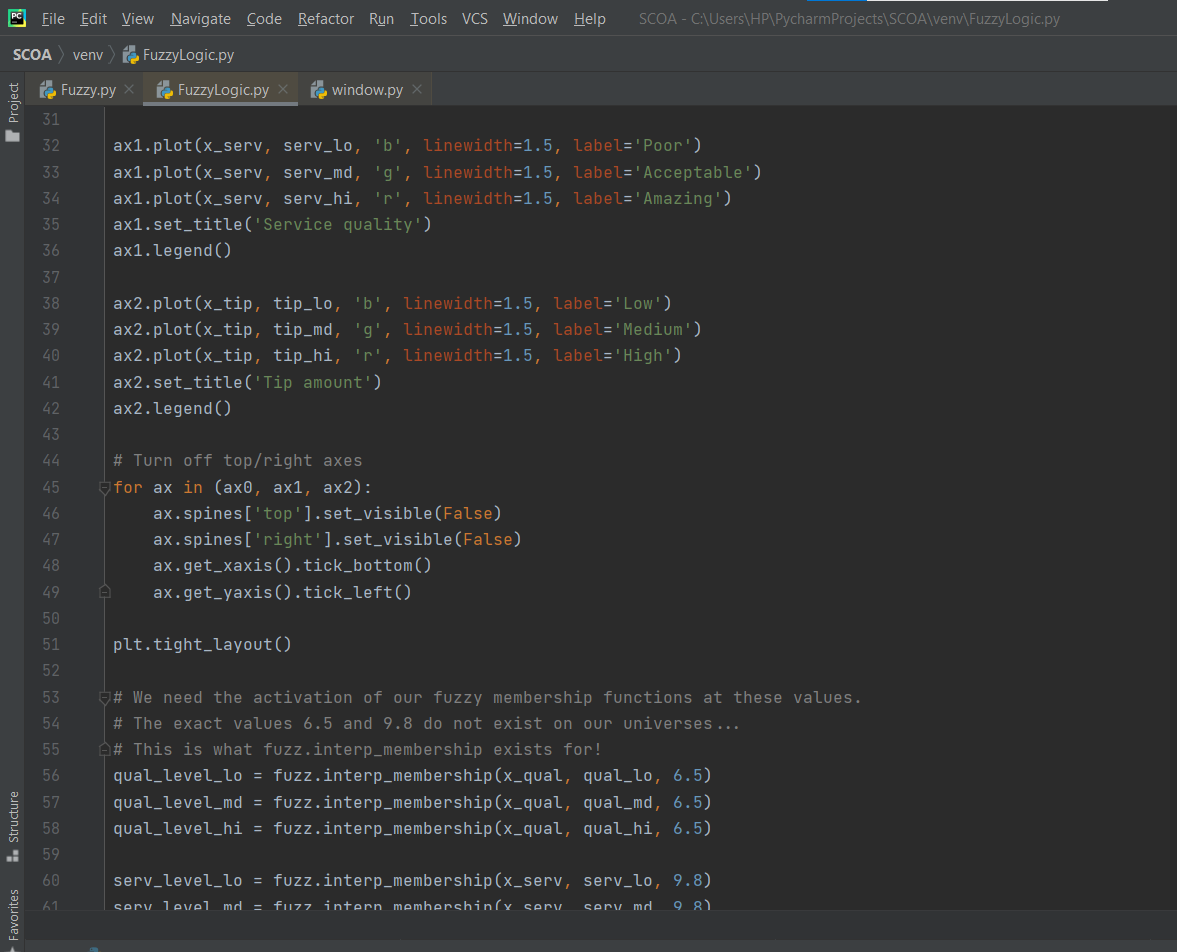
The output variable is simply the tip amount, in percentage points:

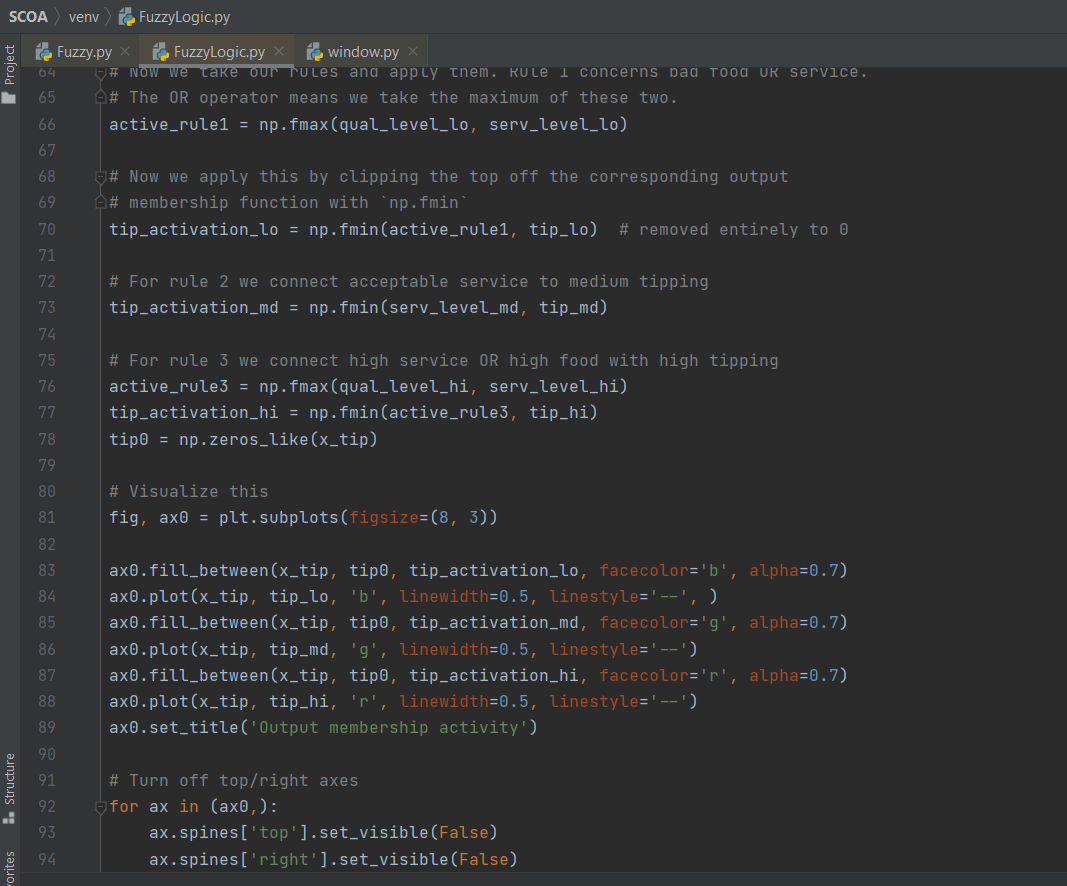
tip : Percent of bill to add as tip

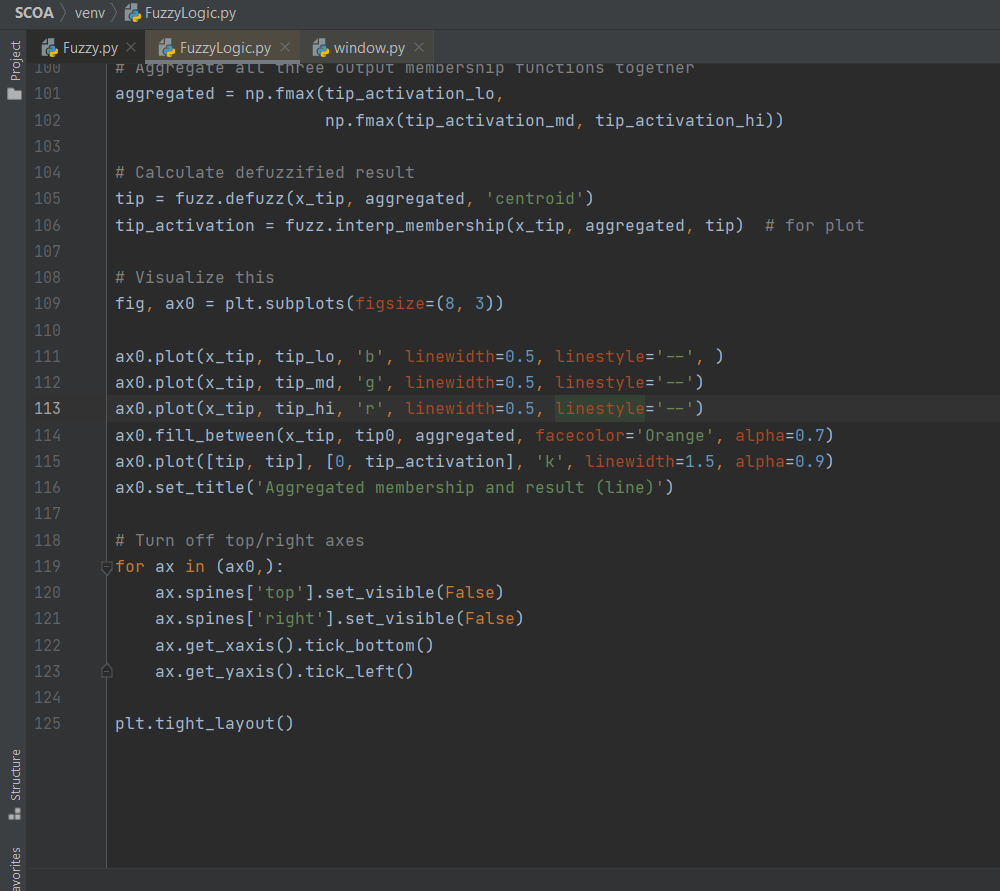
**Code:**

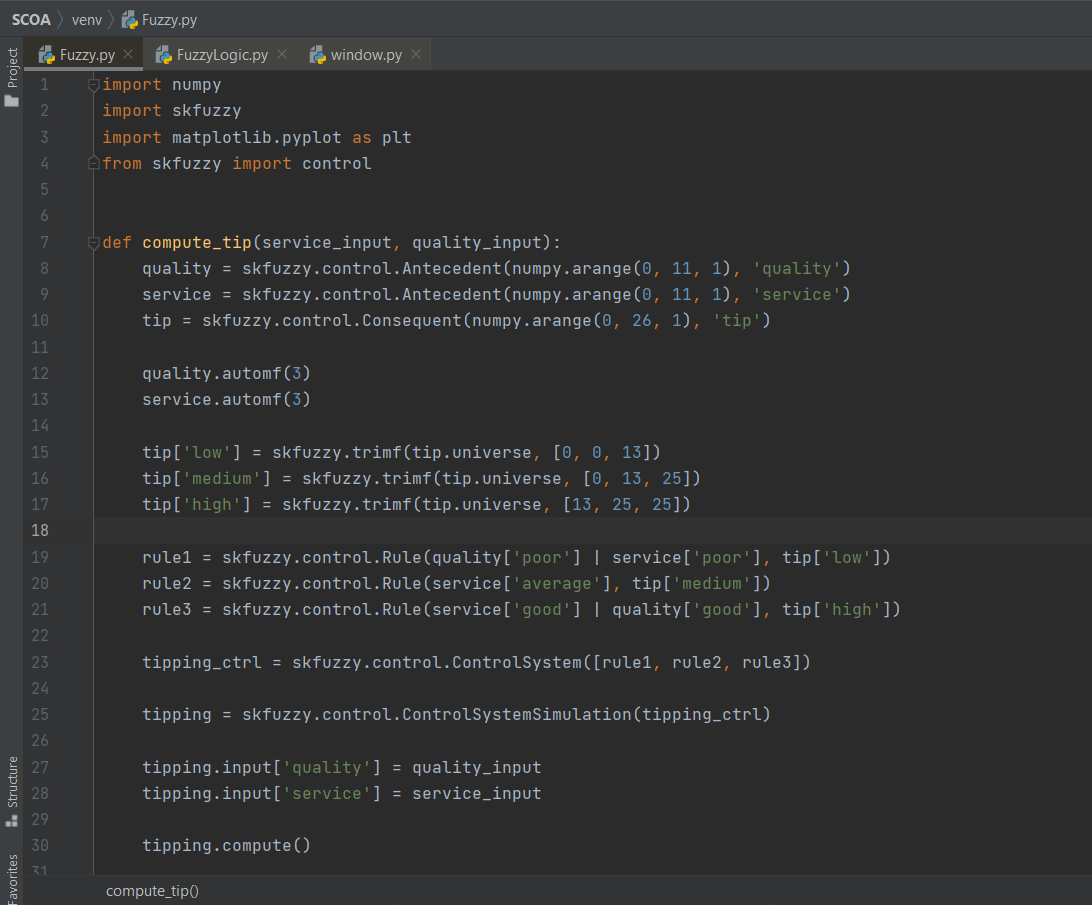
**FuzzyLogic.py**

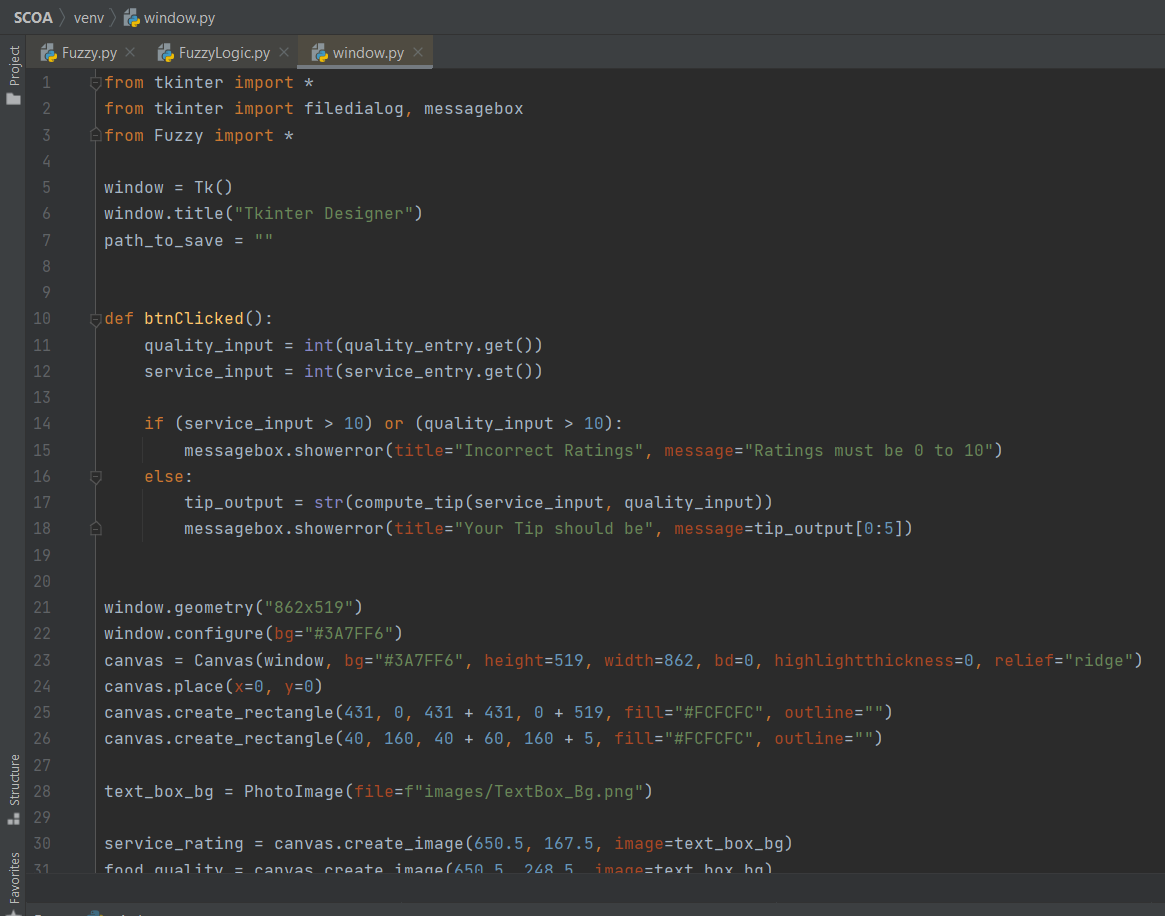


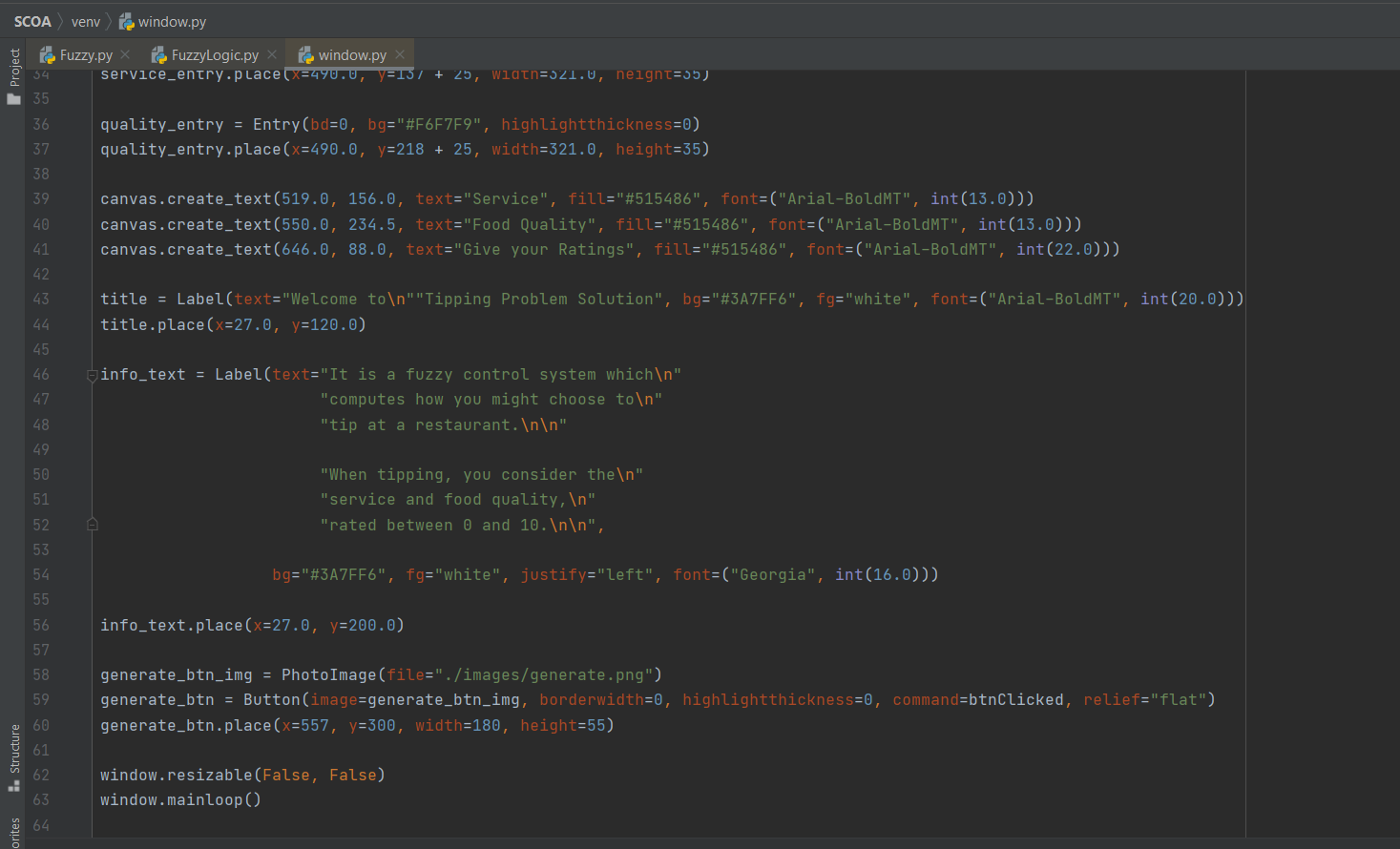












**Conclusion:**Finally we have solved the tipping problem using Fuzzy Logic.