CIS30A Project Documentation (Pseudocode)

1. Start the UI
   - Creates main window with title "Pizza Order"
   - Add labels/entries for customer name
   - Add button for and checklist for selecting and adding items to order
   - Add calendar widget for delivery date
   - Add button for saving/placing order

2. Loading the menu
   - Create dictionary for the menu items, mapping items with their prices
   - Fill the listbox UI with the menu options

3. Order management
   While true:
           - User should click "Add to Order":
           Try:
           The selected item should be the one selected by the list box
           If the selected item is in the menu:
           Add that item to the current order
           Show that in the UI
           If nothing is selected
           Show an error telling user to select an item first

           - User can click "Delivery" checkbox:
           If checked:
           Change the order type to delivery for the output file
           add $4.99 fee
           If not checked:
           Normal order and no fee added

           - When user clicks "Save Order":
           If the name entry is empty or items list empty:
           Show an error telling the user to fill all info out
           If not:
           Write the following information to the file:
           Customer name
           Delivery date
           List of items selected
           The total price of the menu items selected
           Send a message to the user saying that their order has been placed
           Now the program can be exited, and the UI window can be closed