# Event Plan for Farm Burger Specials Application

A3 Event Plan

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Development Environment: Tkinter (Python)

## Event Plan Table

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| Object | Event Trigger | Event Processing Description |
| Button (Prime Beef) | Click | Displays the Prime Beef burger image, enables Select Meal button, and disables Veggie button. |
| Button (Veggie) | Click | Displays the Veggie burger image, enables Select Meal button, and disables Prime Beef button. |
| Button (Select Meal) | Click | Displays a confirmation message and disables all meal selection buttons. Enables Exit Window button. |
| Button (Exit Window) | Click | Closes the application window. |
| PictureBox (Prime) | Display Trigger | Shows the Prime Beef burger image when selected. |
| PictureBox (Veggie) | Display Trigger | Shows the Veggie burger image when selected. |
| Label (Instructions) | Static Text | Displays instructions for selecting a burger. |
| Label (Confirmation) | Display Trigger | Shows a confirmation message after a meal is selected. |
| Window (Main GUI) | On Load | Initializes all UI components and sets default states. |

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## Additional Notes

- Only one burger image can be displayed at a time.

- After selecting a burger, the other meal selection button is disabled.

- Once a meal is selected, all selection buttons are disabled except for Exit.

- The Exit Window button only becomes active after a meal is selected.