# importing packages  
from tkinter import \*  
import tkinter as tk  
from tkinter import messagebox  
from PIL import Image, ImageTk  
  
  
  
# formating window and loading image  
class Window(Frame):  
 def \_\_init\_\_(self, master=None): #formating window  
 Frame.\_\_init\_\_(self, master)  
 self.master = master  
 self.pack(fill=BOTH, expand=1)  
  
 image1 = Image.open("TurkeySub.png") # loading image and rendering  
 render = ImageTk.PhotoImage(image1)  
 img = Label(self, image=render)  
 img.image = render  
 img.place(x=0, y=0) # placement of image  
  
 image2 = Image.open("HamSub.png") # loading image and rendering  
 render = ImageTk.PhotoImage(image2)  
 img = Label(self, image=render)  
 img.image = render  
 img.place(x=400, y=540) # placement of image  
  
  
# creating root window  
root = Tk()  
app = Window(root)  
root.title("Sub Biz") # name of window and shop  
root.geometry("800x800") # size of window and pic  
  
# Labels for types of subs and extras and entry boxes  
label1 = Label(app, text="$4.99 Meat: Turkey, Ham, Beef") # meat types  
label1.place(x=10, y=540) # positioning of text  
entry1 = Entry(root) # creating entry box  
entry1.place(x=255,y=540) # position of entry box  
  
label2 = Label(app, text="$1.99 Cheese: American, Provolone, Cheddar") # cheese types  
label2.place(x=10, y=570) # positioning of text  
entry2 = Entry(root) # creating entry box  
entry2.place(x=255,y=570) # position of entry box  
  
label3 = Label(app, text="$0.99 Extras: Lettuce, Tomato, Mayo") # types of extras on sub  
label3.place(x=10, y=600) # positioning of text  
entry3 = Entry(root) # creating entry box  
entry3.place(x=255,y=600) # position of entry box  
  
  
  
  
#function to calculate price  
def calc():  
  
 t1=entry1.get() #taking contents from 1st entry  
 t2=entry2.get() #taking contents from 2nd entry  
 t3=entry3.get() #taking contents from 3rd entry  
  
 meat=t1.split(sep = ',') #seperating each item  
 cheese=t2.split(sep = ',') #seperating each item  
 extras=t3.split(sep = ',') #seperating each item  
  
 len1 = len(meat) # finding the length  
 len2 = len(cheese) # finding the length  
 len3 = len(extras) # finding the length  
  
  
 priceOfMeat = len1 \* 4.99 #finding the price of meat  
 priceOfCheese = len2 \* 1.99 #finding the price of cheese  
 priceOfExtras = len3 \* 0.99 #finding the price of extras  
  
  
 s = 'Price of Meat: {}, Price of Cheese: {}, Price of Extras: {}'.format(priceOfMeat, priceOfCheese, priceOfExtras)  
 messagebox.showinfo('Price of Sub', s) #creating and displaying message box  
 return priceOfMeat, priceOfCheese, priceOfExtras #returning the price of food  
  
#function to find total price without tip  
def total():  
  
 meat, cheese, extras = calc() #collecting the prices  
 total = meat + cheese + extras # finding total price  
 s = 'Total price: ${:5.2f}'.format(total)  
 child\_w = Toplevel(root) # creating another window  
 child\_w.geometry("350x350") # size of child window  
 child\_w.grid\_location(x=300, y=300) # location of child window  
 child\_w.title("Total Price") # title of the window  
  
 label\_child = Label(child\_w, text=s) #creating label widget  
 label\_child.place(x=20, y=50) #positioning the label  
 label4 = Label(child\_w, text="You Have Ordered The Perfect Sub With:")  
 label4.place(x=20, y=100) #positioning the label  
 s1 = entry1.get(), entry2.get(), entry3.get() #getting info user has put in  
 label5 = Label(child\_w, text=s1, font=('Helvetica 15'))  
 label5.place(x=20, y=150) #positioning the label  
  
#function to find total price with tip  
def totalWithTip():  
  
 meat, cheese, extras = calc() #collecting the prices  
 total = meat + cheese + extras + 1.00 # finding total price with tip  
 s = 'Total Price With $1.00 Tip Added: ${:5.2f}'.format(total)  
 child\_w = Toplevel(root) # creating another window  
 child\_w.geometry("350x350") # size of child window  
 child\_w.grid\_location(x=300, y=300) # location of child window  
 child\_w.title("Total Price With Tip") # title of the window  
  
 label\_child = Label(child\_w, text=s) #creating label widget  
 label\_child.place(x=20, y=50) #positioning the label  
 label4 = Label(child\_w, text="You Have Ordered The Perfect Sub With:")  
 label4.place(x=20, y=100) #positioning the label  
 s1 = entry1.get(), entry2.get(), entry3.get() #getting info user has put in  
 label5 = Label(child\_w, text=s1, font=('Helvetica 15'))  
 label5.place(x=20, y=150) #positioning the label  
  
# creating buttons for totals and exit  
button1 = tk.Button(root,text="Total Without Tip",command=total ) # button for just total  
button1.place(x=10, y=630) # creating button place  
  
button2 = tk.Button(root,text="Add $1 Tip With Total",command=totalWithTip) # button with tip included  
button2.place(x=10, y=660) # creating button place  
  
button3 = tk.Button(root,text="Exit",command=root.destroy ) # exit button  
button3.place(x=10, y=690) # creating button place  
  
  
# starting the main window  
root.mainloop()