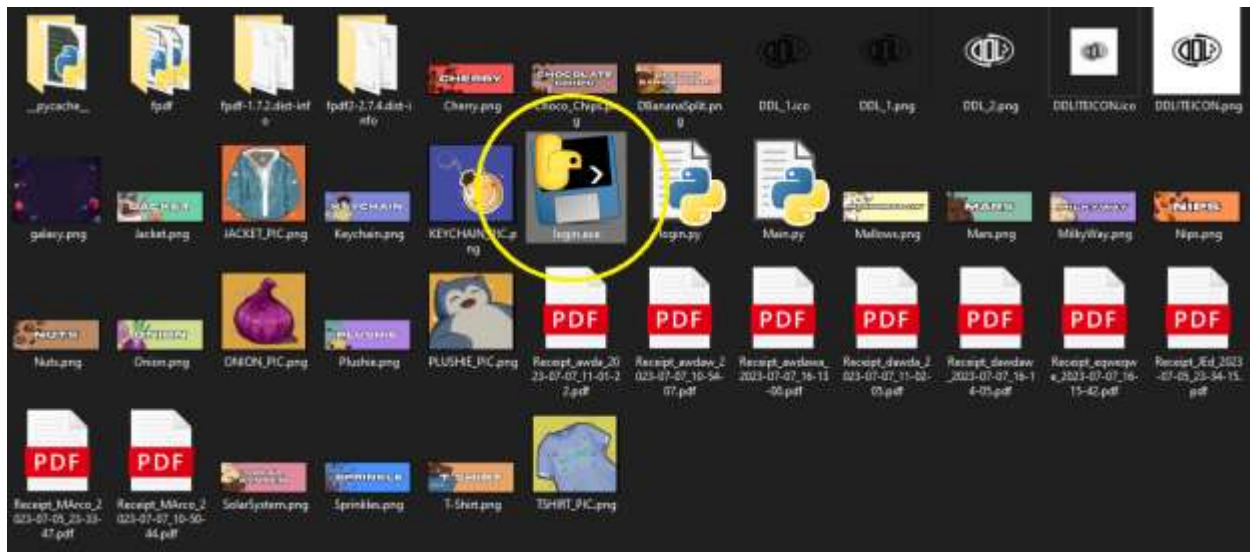


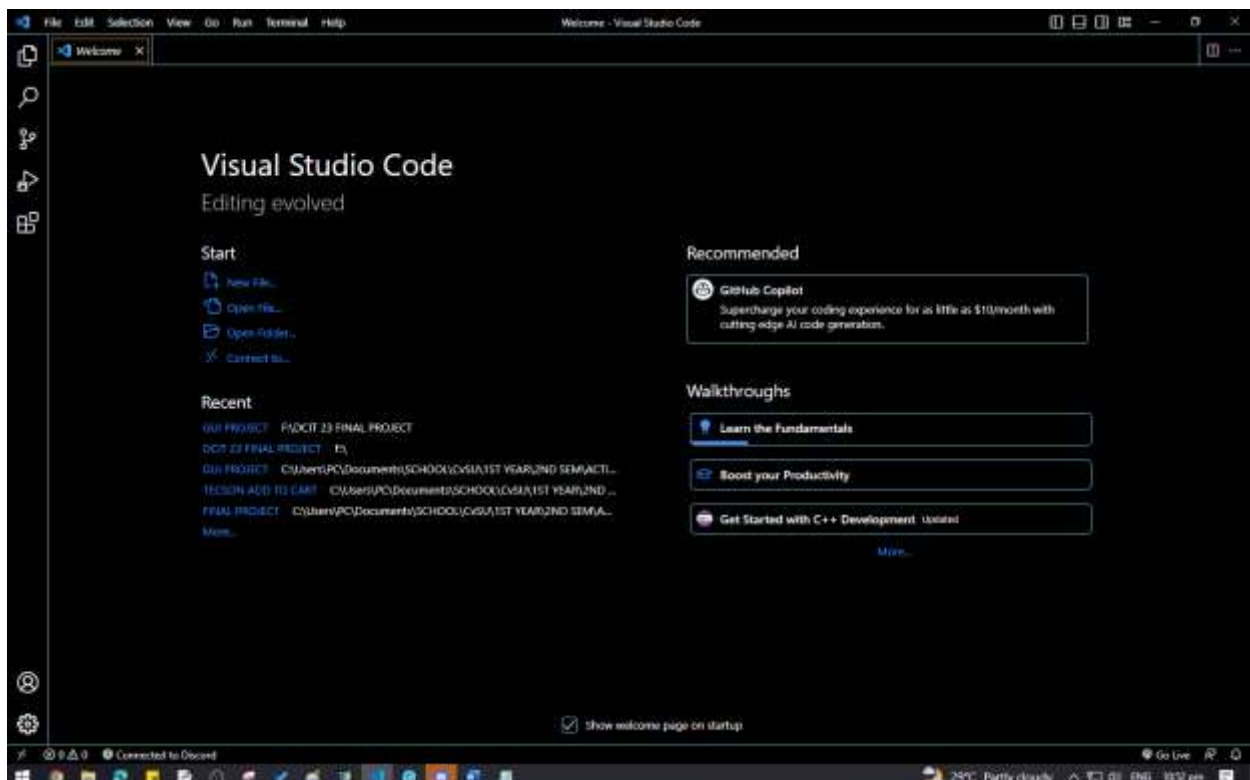
Accessing the program through executable file (.exe) [RECOMMENDED]

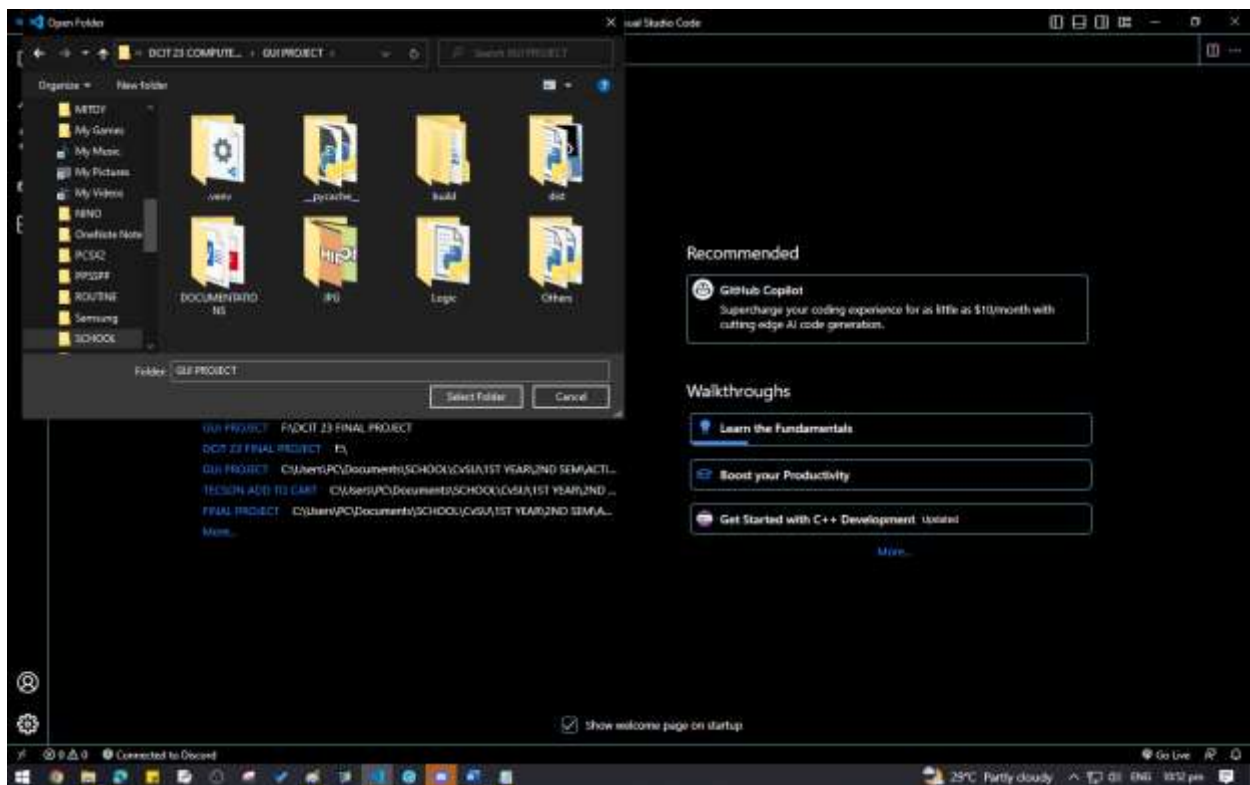
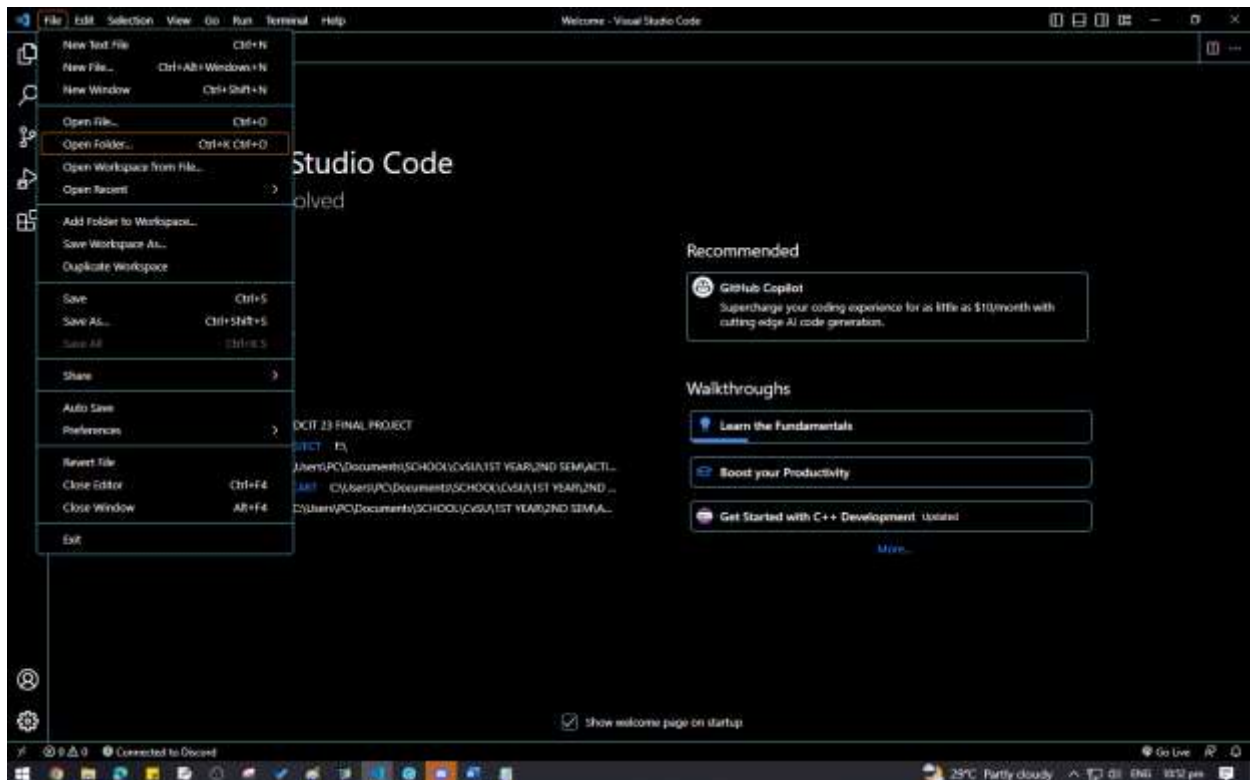
GUI Project > dist > login.exe



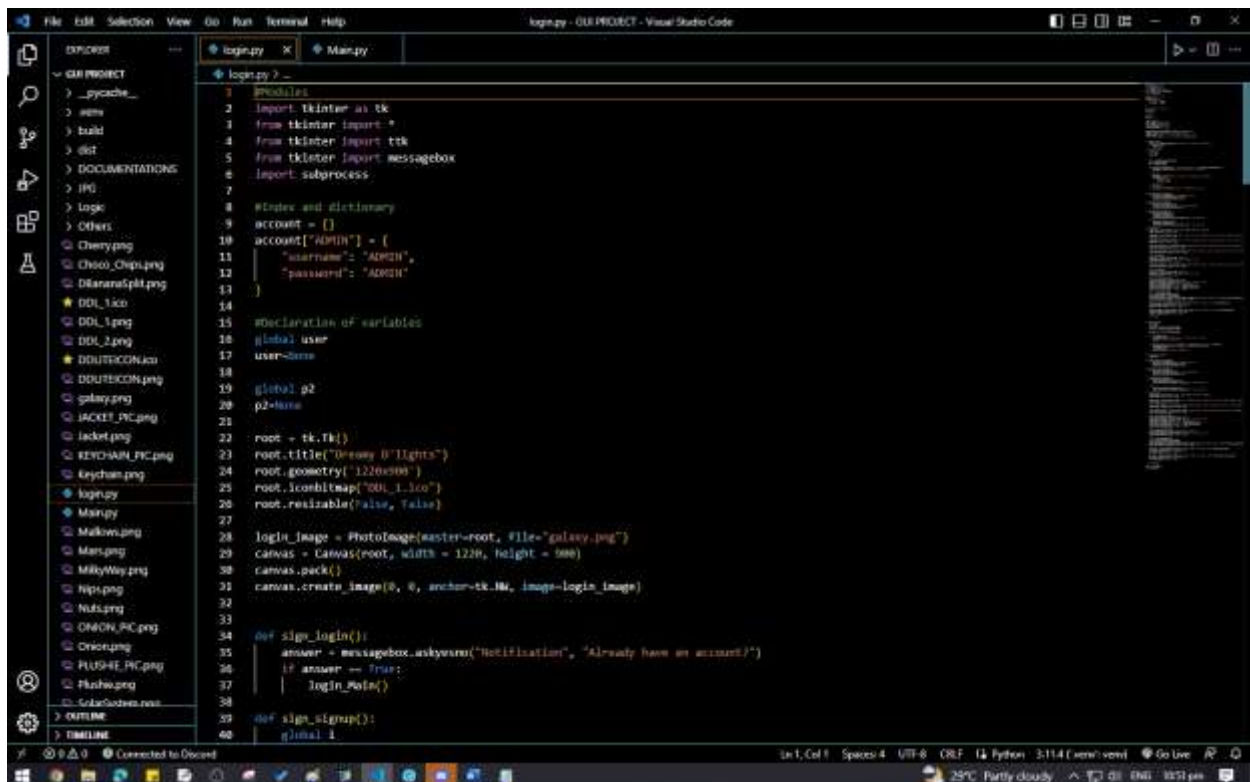
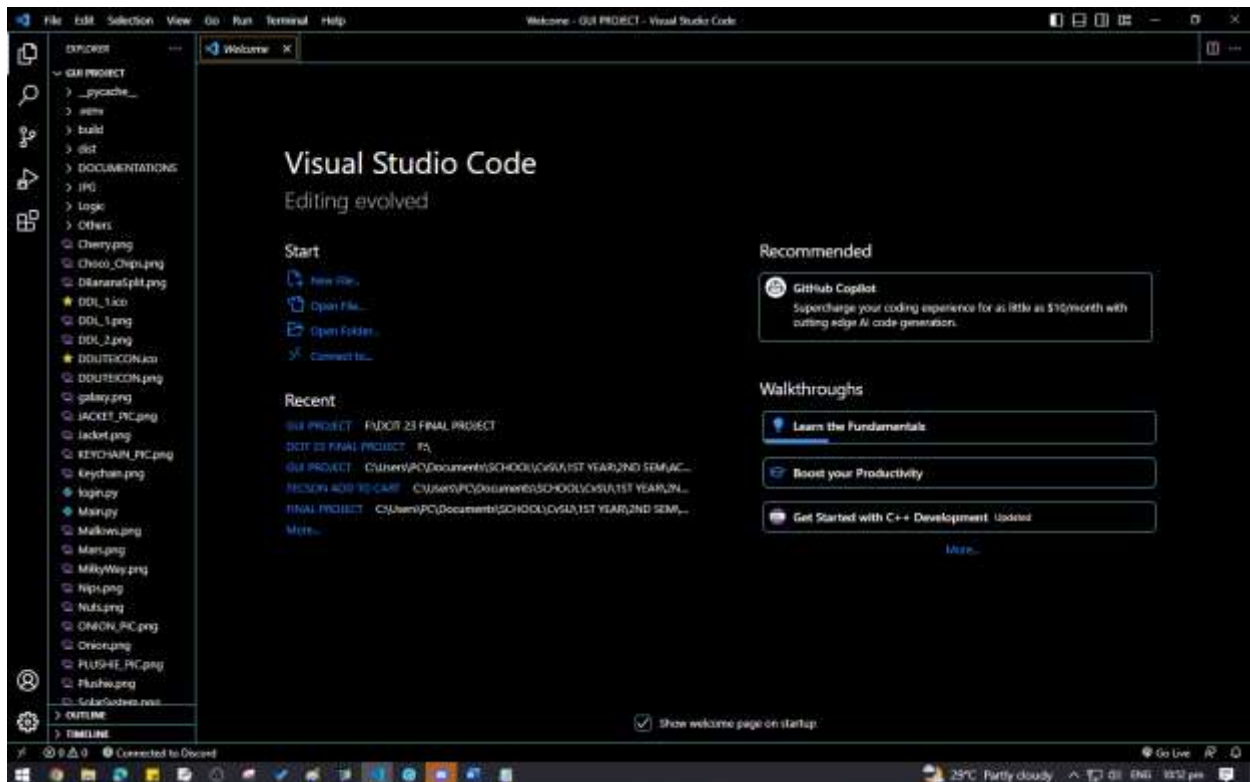
Accessing the program through Visual Studio Code (.py) [DEVELOPER'S CHOICE]

Run VSCode > File > Open folder > Locate GUI Project > Select Folder

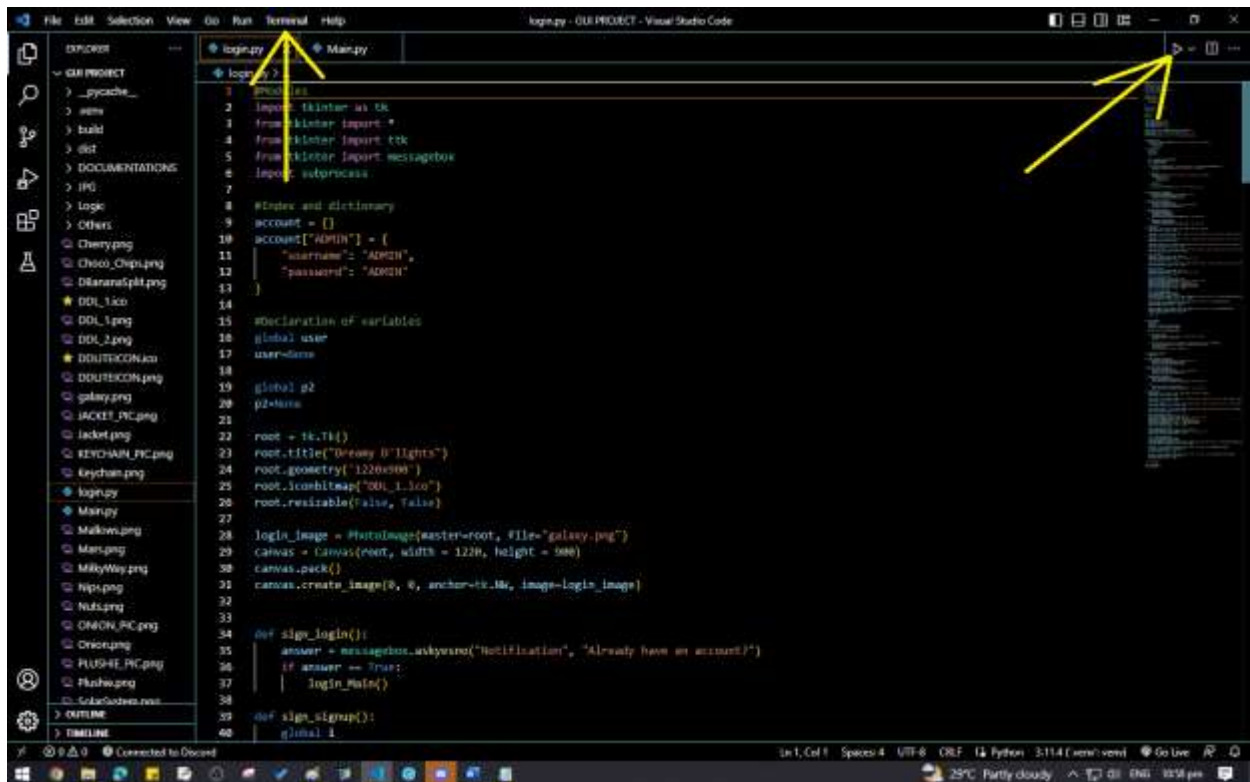




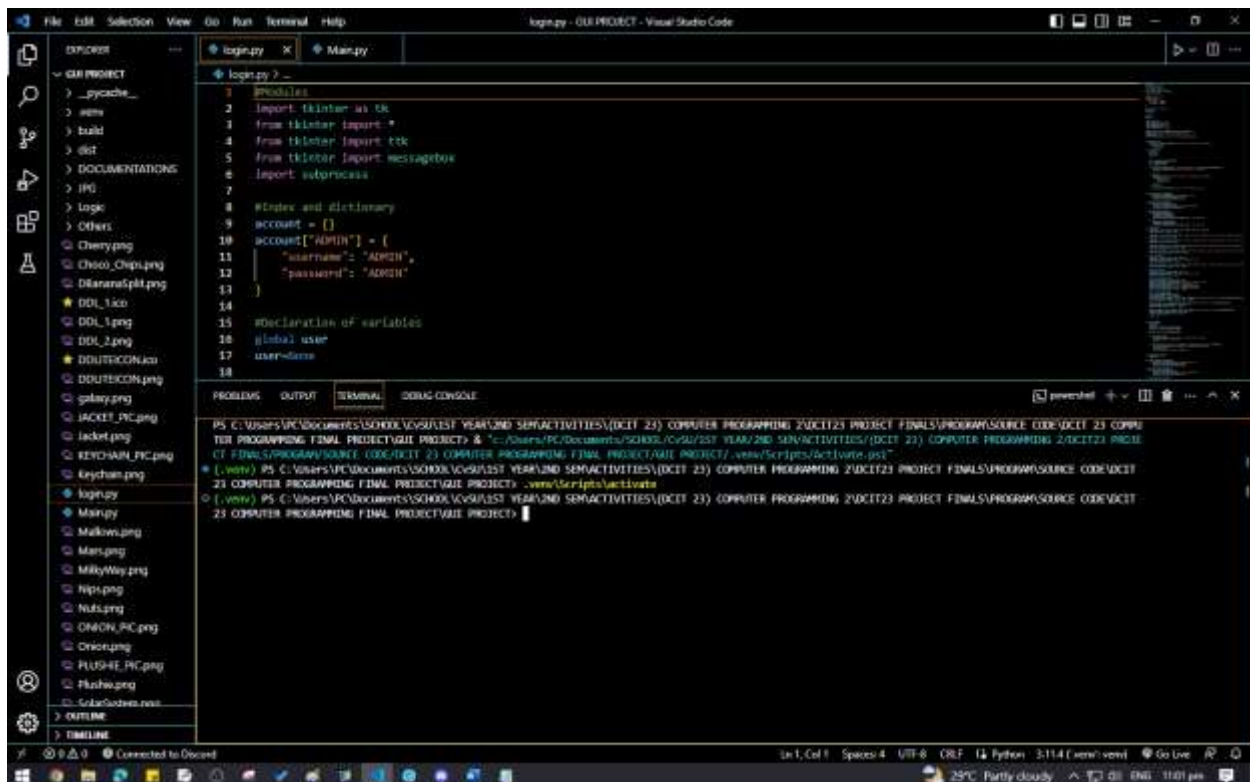
Double click login.py and Main.py



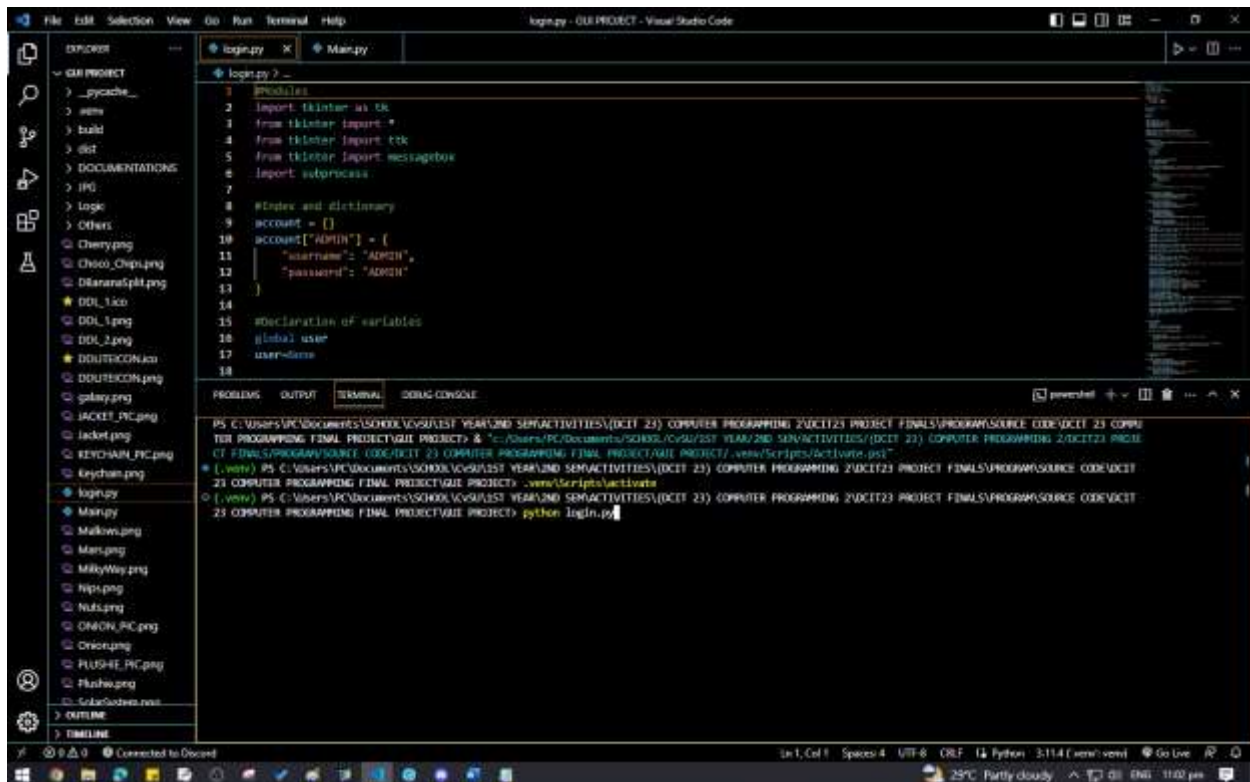
Click run button Terminal



Activate virtual environment for libraries and modules: .venv\Scripts\activate



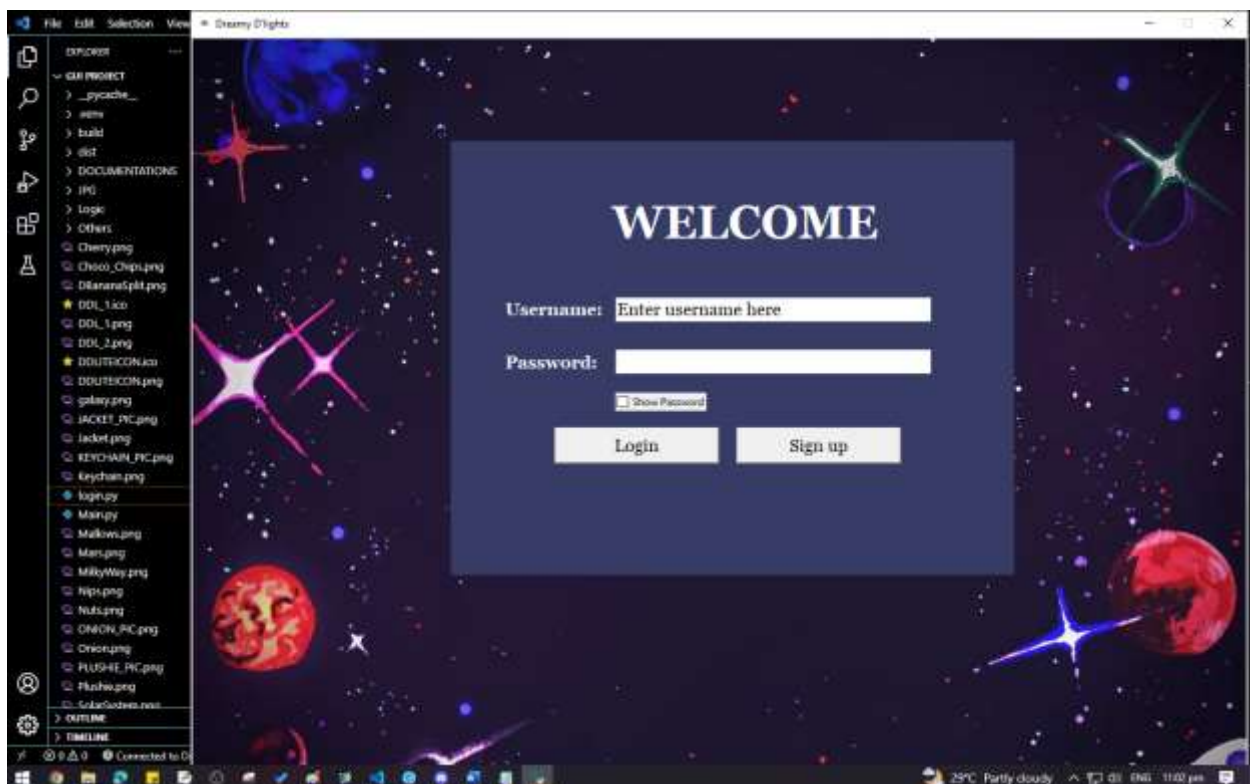
Type `python login.py` then press Enter or click the run button.



The screenshot shows the Visual Studio Code editor with the `login.py` file open. The file contains the following code:

```
1 #Modules
2 import tkinter as tk
3 from tkinter import *
4 from tkinter import ttk
5 from tkinter import messagebox
6 import subprocess
7
8 #Index and dictionary
9 account = {}
10 account["ADMIN"] = {
11     "username": "ADMIN",
12     "password": "ADMIN"
13 }
14
15 #Declaration of variables
16 global user
17 user=None
18
```

The terminal output shows the command `python login.py` being executed successfully.



Note: Because of the third-party libraries such as **Pillow** and **FPDF**, we don't recommend running the .py file on IDLE. We made a virtual environment solely for the purpose of accessing the project workspace/folder without the need of installing the required libraries. If you wish to install the said libraries you can install it through **Windows Command Prompt** or simply in the terminal of **Visual Studio Code**:

For Pillow:

`pip install pillow`

or

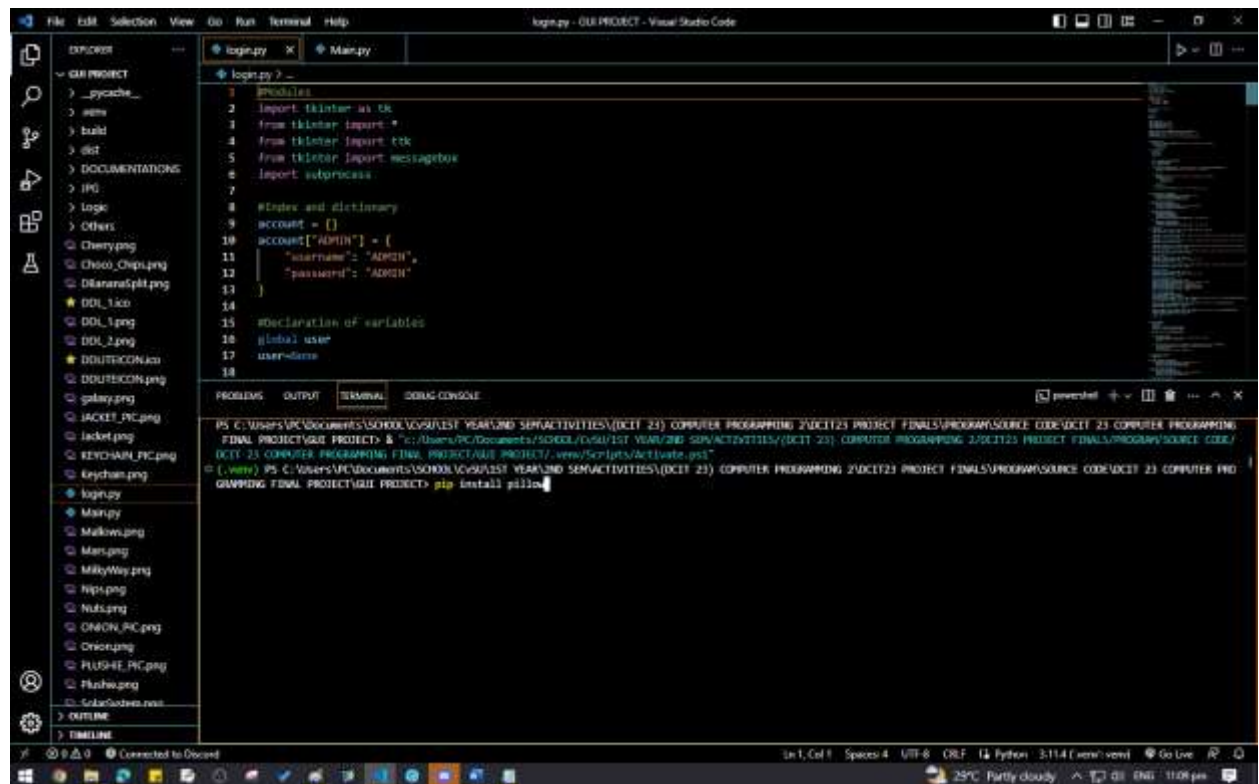
`python3 -m pip install --upgrade pip`

`python3 -m pip install --upgrade Pillow`

For FPDF:

`pip install fpdf`

`pip install fpdf2`



alternative project folder link:

<https://drive.google.com/drive/folders/1mWYwGniUG8k2DtPlknL7KI5nrUw8B8cg?usp=sharing>

RAR file password: CaviteStateUniversity_BSIT-1D

Github:

https://github.com/Mordical62645/ICE-CREAM-MENU-TRANSACTION/blob/main/DDLite_GUI.py