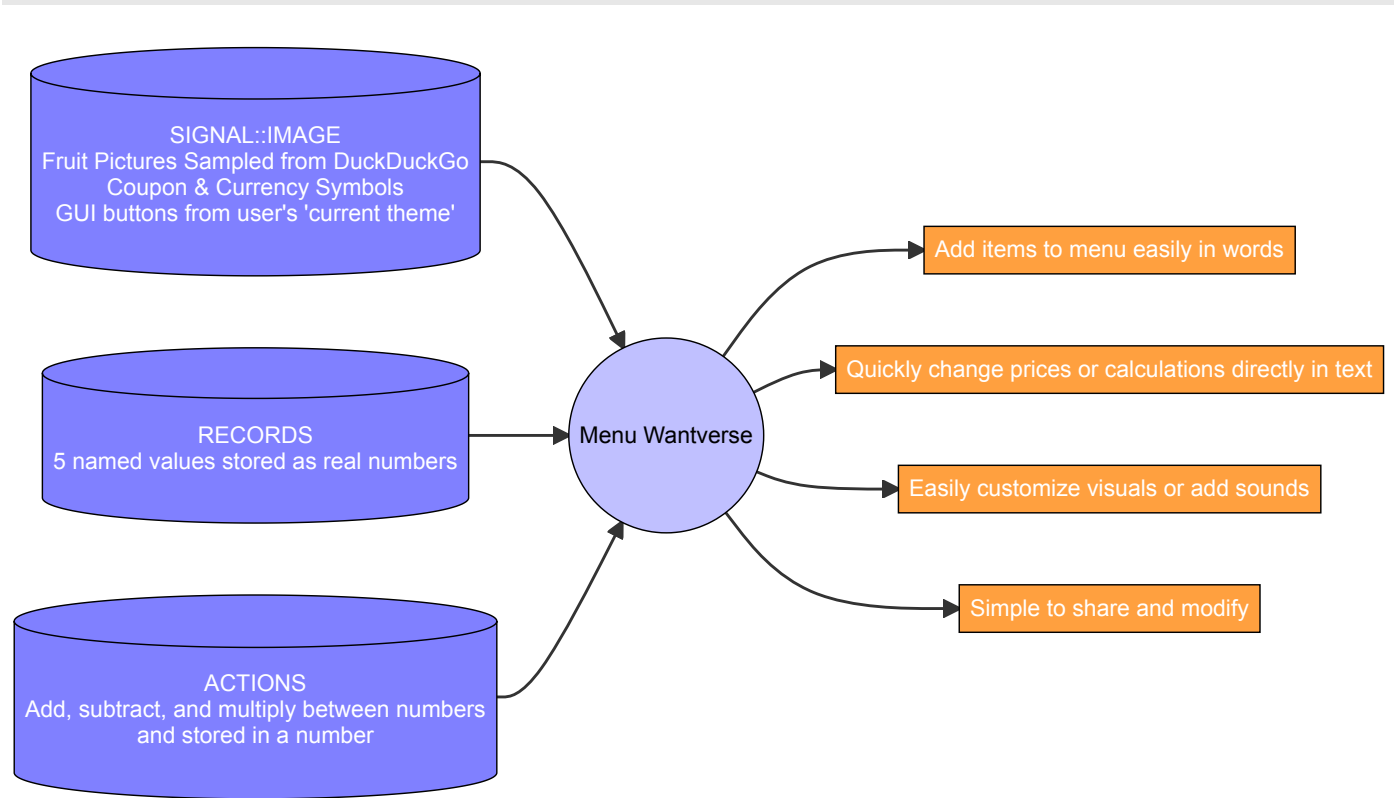# E00: MENU shows what happens when expressing the standard Wantware menu example

Covers what is made and what can be done

We made a "Menu" Aptiv in Wantware with these words:

```
1) Make APTIV #3 called SNACKSTORE.
2) Add number called Bill set it to 0.
3) Another number named Apple, set it to 3. On press increase Bill by Apple.
4) Next button called Pineapple, set to 7. When used, grow Bill by Pear.
5) Final button called Coupon, value 2. When bought, reduce Bill by Coupon.
6) One last thing, add an item called TAX. Set to 5 percent and When bought, multiply Bill by TAX
```

SIGNAL::IMAGE
Fruit Pictures Sampled from DuckDuckGo
Coupon & Currency Symbols
GUI buttons from user's 'current theme'

RECORDS
5 named values stored as real numbers

ACTIONS
Add, subtract, and multiply between numbers
and stored in a number

Menu Wantverse

Add items to menu easily in words

Quickly change prices or calculations directly in text

Easily customize visuals or add sounds

Simple to share and modify