1. Define a global variable named total\_price and initialize it to 0.

2. Define a function named quantity which takes item\_price as input:

a. Create a new window using Toplevel.

b. Add a label prompting the user to enter the amount of portions.

c. Add an entry widget for the user to input the quantity.

d. Add a button labeled "Next" which, when clicked, calls the cashout function with the entered quantity and item\_price as arguments.

3. Define a function named cashout which takes quantity and price as input:

a. Update the global total\_price variable by calculating the total price using the calculate\_total\_price function.

b. Display a messagebox indicating that the item has been added to the cart.

c. Create a new window using Toplevel.

d. Add a label asking the user if they wish to checkout.

e. Add two buttons: "Yes" and "No". "Yes" calls the yes\_option function with the current window and the entered name as arguments, "No" calls the no\_option function.

4. Define a function named no\_option which takes a window as input:

a. Destroy the current window.

b. Show the main window (PAUcaf).

5. Define a function named yes\_option which takes a window and a name as input:

a. Destroy the current window.

b. Display a messagebox showing the total cost of the food along with the entered name.

c. Reset the total\_price variable to 0.

6. Define a function named calculate\_total\_price which takes quantity and price as input:

a. Calculate the total price based on the given quantity and price, applying discounts based on the total price.

b. Return the calculated total price.

7. Define functions for different menu categories (rice\_pasta, proteins, side\_dishes, soups\_swallows, beverages):

a. Each function creates a new window.

b. Displays menu options as buttons.

c. Each button is associated with the quantity function and passes the corresponding price as an argument.

8. Create the main window (PAUcaf):

a. Title it "Welcome to PAU Cafeteria" and set its geometry.

b. Add a label prompting the user to enter their name.

c. Add an entry widget for the user to input their name.

d. Add labels for menu categories.

e. Add buttons for each menu category, which when clicked, call their respective functions.

9. Start the tkinter event loop using mainloop().