Screen 1

Selec Flavor:
(Radio Button) Chocolate
(Radio Button) Strawberry
(Radio Button) Vanilla

Select Scoops:
(Radio Button) Three Scoops
(Radio Button) Two Scoops
(Radio Button) One Scoop

Select Toppings
(Radio Button) Nuts
(Radio Button) Whipped Cream
(Radio Button) Cherries

(Button) Order Now

Screen 2

(Label) Display Price

(Button) Exit

```
Start
```

```
import tinkertk
```

class Sundae
- self
- flavor
- scoops
- toppings

```
def __init__()
```

```
def calculate_price()
```

```
def show_price()
```

```
def exit_program()
```

```
def __init__()
```

Set each class variable equal to self, self.flavor = flavor

```
def calculate_price()
```

Set base variable to 0

How many sccops did user choose

1 → base_price = 2.20

2 → base_price = 3

3 → base_price = 4

addidtional_toppings_price = 0.50 * number_of_toppings

return total_price

```
def calculate_price()
```

Create new instance of Sundae class

Grabs input variables generated from the radio buttons

Calls calculate_price(), assigns price to variable

```
def exit_program()
```

Applies the .destroy argument to the GUI window.

```
import tkinter as tk

class Sundae:
    function __init__ (self, flavor, scoops, toppings)
        self.flavor = flavor
        self.scoops = scoops
        self.toppings = toppings

    function calculate_price(self)
        base_price = 0
        if self.scoops is equal to 3
            base_price equals 4
        elif self.scoops is equal to 2
            base_price equals 3
        elif self.scoops is equal to 1
            base_price equals 2.20

        additional_toppings_price = 0.50(number of toppings chosen)
        total_price = base_price + additional_toppings_price

        return total_price

function show_price()
    sundae = Sundae(flavor variable, scoops variable, topping variable if true)
    price = sundae.calculate_price()
    price_label = output(price)
    options_frame.pack_forget()
    price_frame.pack()

function exit_program()
    window.destroy()

window = tk.TK(create main window)
window.title(Set title of program)

window.geometry (Set window resolution)

options_frame = tk.Frame(window)
options_frame.pack()

Create and pack the flavor selection:
    flavor_var = tk.Stringvar(holds the selected flavor)
    flavor_var = Default value
    flavor_label = tk.label (Select Flavor)
    flavor_label.pack()
    flavor_buttons = [
        tk.Radiobutton(update flavor to chocolate)
        tk.Radiobutton(update flavor to strawberry)
        tk.Radiobutton(update flavor to vanilla)
for button in flavor_buttons:
 button.pack()

Create and pack the scoop selection
    scoops_var = tk.IntVar()
    scoops_var = Default Value
    scoops_label = tl.label (Select Scoops)
    scoops_label_pack()
    scoops_buttons = [
        tk.Radiobutton(update scoops to 3)
        tk.Radiobutton(update scoops to 2)
        tk.Radiobutton(update scoops to 1)
for button in scoop_buttons:
 button.pack()

Create the toppings selection:
 topping_var = empty array
 toppings_label = tk.label (Select Toppings)
 toppings_label.pack()
 toppings = [Nuts, Whipped Cream, Cherries]
 Iterate over the toppings list:
  Create a Boolean variable for each topping and set to false
  Add the topping and its Boolean variable to the array
  checkbox = tk.Checkbutton for each topping
  checkbox.pack()
```
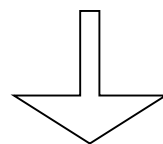
```
order_button = tk.Button ("Order Now", call show_price function)
order_button.pack()

price_frame= tk.frame(window)

price_label = tk.label(price_frame, "Price: $0.00")
price_label.pack()

exit_button = tk.button(price_frame, "Exit", call exit_program function)

window.mainloop()
```