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For the documentation of source code, I just am copying the code into a Word document that shows all my comments in red within it:
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Assignment: Module 8 Final Project

Short Desc: A GUI program takes input from the user and tracks

prizes selected for participation in a library reading program.

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#import tkinter, imaging library, webbrowser, and messagebox

from tkinter import *

from PIL import ImageTk, Image

from tkinter import messagebox

import webbrowser

#Creates a tkinter window object and sets its size and title

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reading = Tk()
reading.geometry("700x500")
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reading.title("Summer reading prize app")

#Creates labels and entry boxes to collect user information

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name_label = Label(reading, text="What is your name?")
name_label.grid(row=0, column=0)
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name_entry = Entry(reading, width=30)
name_entry.grid(row=0, column=1)
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address_label = Label(reading, text="What is your address?")

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address_label.grid(row=1, column=0)
address_entry = Entry(reading, width=30)
address_entry.grid(row=1, column=1)
phone_label = Label(reading, text="What is your phone number?")
phone_label.grid(row=2, column=0)
phone_entry = Entry(reading, width=30)
phone_entry.grid(row=2, column=1)
email_label = Label(reading, text="What is your email address?")
email_label.grid(row=3, column=0)
email_entry = Entry(reading, width=30)
email_entry.grid(row=3, column=1)
# Creates a list of possible prizes and a listbox to display them
my_reading_list = ["ink pen", "magnet", "canvas bag", "button", "bookmark"]
my_reading_list.insert(0, "select a participation prize")
print(my_reading_list)
reading_list = Listbox(reading, bg="yellow", fg="red")
reading_list.grid(row=4, column=1)
#Populates the listbox with the possible prizes
for item in my_reading_list:
  reading_list.insert(END, item)
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#Defines a function to add selected prizes to a label
def add_reading():
  result = ""
  for item in reading_list.curselection():
    result = result + str(reading_list.get(item)) + "\n"
    add_lbl.config(text="Your Prize Selection: " + "\n" + result)
#Creates a label to display the user's selected prizes
add_lbl = Label(reading, text="")
add_lbl.grid(row=5, column=1)
#Creates a button to trigger the add_reading function
add_button = Button(reading, text="Add Prize", command= add_reading)
add_button.grid(row=5, column=0)
#Defines a function to display the user's information upon clicking a checkout
def check():
  text1 = name_entry.get()
  new_lbl = Label(reading, text="Name: " + text1)
  new_lbl.grid(row=5, column=2)
  text2 = address_entry.get()
  new_lbl2 = Label(reading, text="Address: " + text2)
  new_lbl2.grid(row=6, column=2)
  text3 = phone_entry.get()
  new_lb3 = Label(reading, text="Phone Number: " + text3)
  new_lb3.grid(row=7, column=2)
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text4 = email_entry.get()
  new_lb4 = Label(reading, text="Email Address: " + text4)
  new_lb4.grid(row=8, column=2)
#Creates a button to trigger the check function and display user's information
check_button = Button(reading, text="Checkout Prize", command=check)
check_button.grid(row=6, column=0)
#Defines a function to remove selected prizes from the listbox
def deleteme():
  reading_list.delete(0,1)
del_button = Button(reading, text="Delete Prize", command=deleteme)
del_button.grid(row=7, column=0)
#Option menu to select a grand prize drawing
drawingprizes = StringVar()
drawingprizes.set("Choose a grand prize drawing.")
drawingprizes = OptionMenu(reading, drawingprizes, "Indians Tickets", "Colts Tickets", "State Park Pass",
"Museum Pass", "State Fair Pass", "Gas Card")
drawingprizes.grid(row=8, column=0)
#Code for the images in the application
reading_pic = ImageTk.PhotoImage(Image.open("books2.jpg"))
pic_lbl = Label(reading, image=reading_pic, text="books")
pic_lbl.grid(row=1, column=6)
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reading_pic2 = ImageTk.PhotoImage(Image.open("ribbon.png"))
pic_lbl = Label(reading, image=reading_pic2, text="ribbon")
pic_lbl.grid(row=8, column=1)
# Defines a function to access the GitHub Repository in a web browser window
def open_github():
  webbrowser.open_new('repositorylink.html')
button = Button(reading, text="Open GitHub Repository", command=open_github)
button.grid(row=9, column=0)
#Defines a function to exit the application
def exit():
  answer = messagebox.askyesno("Hi", "Are you sure you want to exit?")
  if answer == 1:
    reading.destroy()
  else:
    return
exit_button = Button(reading, text="Exit", command=exit)
exit_button.grid(row=4, column=6)
#Start the main event loop
reading.mainloop()
```