SDEV 140

Final Project

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User Manual

**Overview**

This program allows users to enter their name and a guess for a hidden prize location (1–5). Winners are selected randomly, and results can be viewed in a secondary window.

**Installation**

1. Ensure Python and tkinter are installed.
2. Save both module files in the same directory.
3. Run door\_prize\_main.py to launch.

**How to Use**

* Open the application.
* Enter your name in the name field.
* Enter a guess (an integer from 1 to 10).
* Click **Enter** to submit.
* Click **Results** to view entries and winners.
* Use **Quit** to close the application.

**Troubleshooting**

* “Name can’t be blank” — enter a valid name.
* “Invalid guess” — input must be a whole number between 1 and 10.
* App not launching — check that both .py files are in the same folder.