

Syntax sweets

User’s Manual



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# Intro

Welcome to Syntax Sweets, an ice cream ordering simulation using Python’s tkinter import and with assistance from breezypythongui. This program was created by Gabriel Peraza over the past week or two to be submitted as the Final Project submission for SDEV140 – 50P – Intro to Software Development

# How to Use:

The program is not particularly complicated or difficult to use. Simply type in your name at the start of the program and click the button to begin. If this doesn’t work, it’s likely because there are non-alphabetic characters in your input. Make sure there aren’t any numbers, symbols, or even spaces!

After the program starts, you’ll see three flavors of ice cream present and waiting to be chosen. For this first choice, all three of them cost the same amount, so pick your favorite flavor! Choose wisely, however. You won’t be able to return and choose a different one after your initial selection.

Once an ice cream flavor has been chosen, you will notice a second set of options appear. This time, you’ll be choosing the cone that your ice cream will be going in. It’s a very similar process as the first selection, only this time the prices are different! Pay attention to the price of the chosen item, as you’ll see it again incorporated into the end of the program.

On to the third and final choice! This time, the buttons work a little bit differently. You might have noticed the appearance of one extra button at the bottom to finalize the order. Instead of immediately advancing as the previous two buttons did, you can choose one, all, or none of the options. It’s your choice! Simply select as many or as few options as you want, and then press the button at the bottom to complete your order.

Ta-da! The program has finished, and now you’ll see a receipt generated from the provided answers you gave! From this point you can either close the program or choose to create a new order by clicking on the appropriate button!

# What about the quit button?

Unfortunately, the program does contain a flaw in the quit button. I was unable to figure out how to make the window close and stay closed. No matter what I tried, the window would always close, and then immediately open back up as it was. After an extended period of time attempting to squash this bug, I’ve decided that it’s likely an issue with breezypythongui, as while tkinter is well documented online, it’s difficult to find resources on using breezypythongui.

You now know everything about the ins and outs of Syntax Sweets, from details about its creation to the way the software should be used. Thanks for reading and enjoy the simulator!