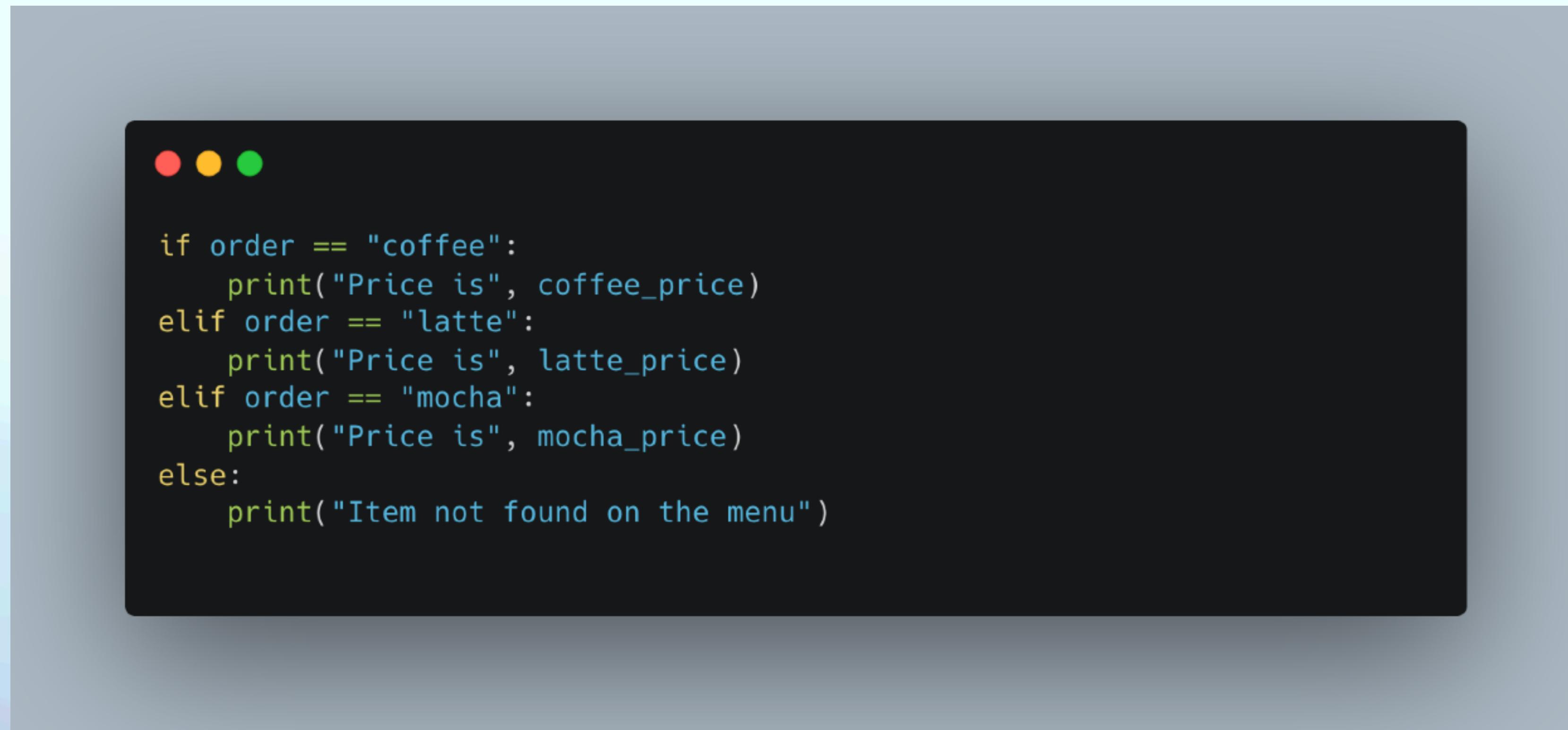


Making Decisions Based on the Order

Once we know what the customer wants, our program must decide what information or price to return. This introduces conditionals, one of the core building blocks of any application. These rules will later become the logic behind GUI buttons.



The image shows a dark-themed code editor window with three circular icons in the top-left corner (red, yellow, green). The main area contains the following Python code:

```
if order == "coffee":  
    print("Price is", coffee_price)  
elif order == "latte":  
    print("Price is", latte_price)  
elif order == "mocha":  
    print("Price is", mocha_price)  
else:  
    print("Item not found on the menu")
```

Workshop in CodeHS