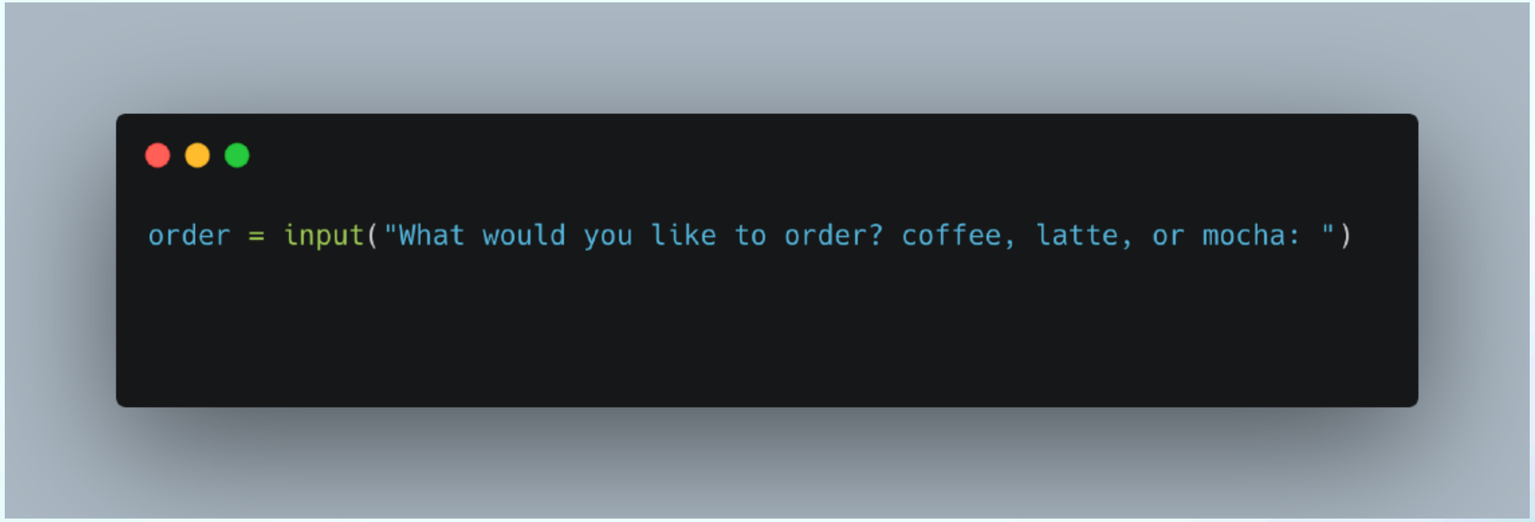
Asking for the Customer Order

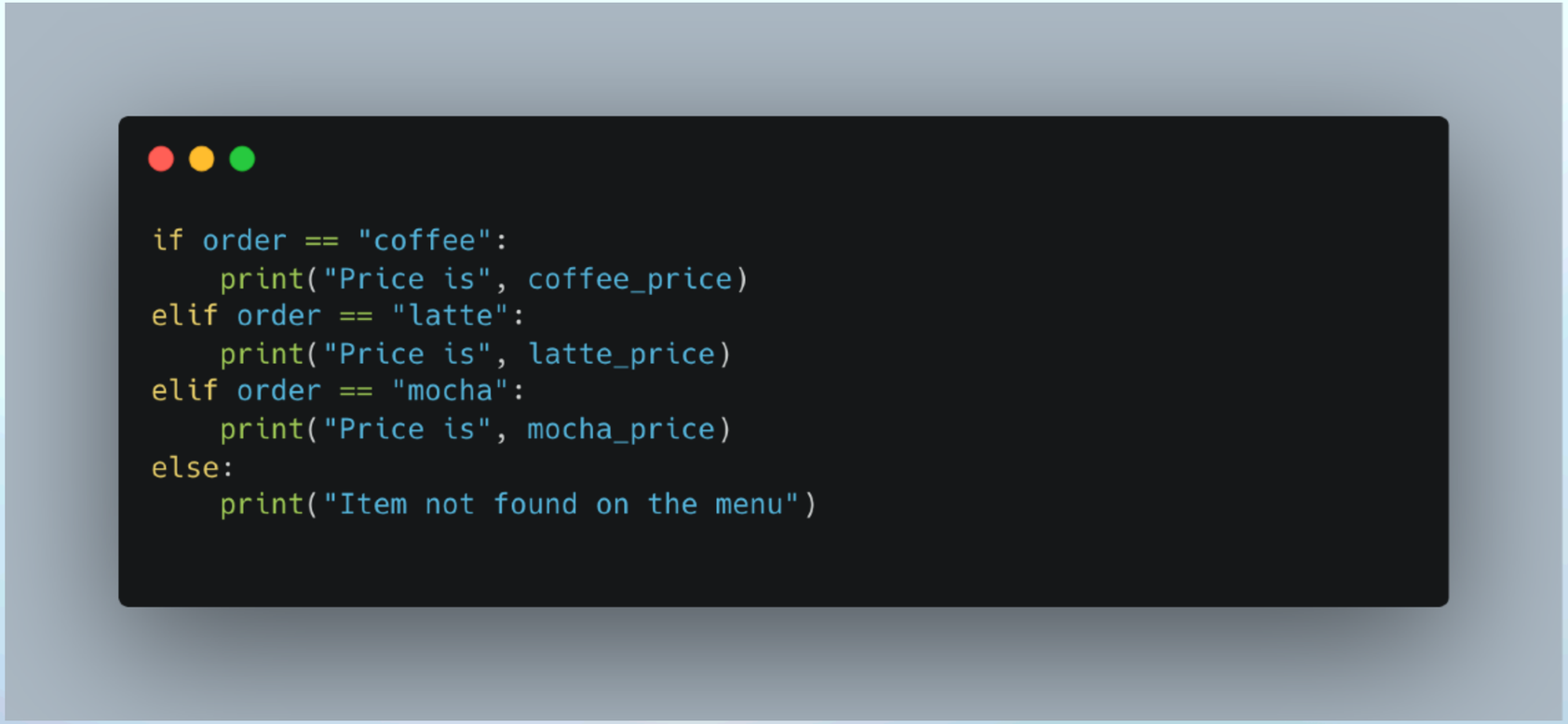
All ordering systems begin with taking input from a user. In Python, we simulate this with the input function. This lets our program interactively ask questions and store the answers for later decisions.



Groups should brainstorm what types of questions their shop will need to ask, including drink type, size, and future customizations.

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.



```
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")
```