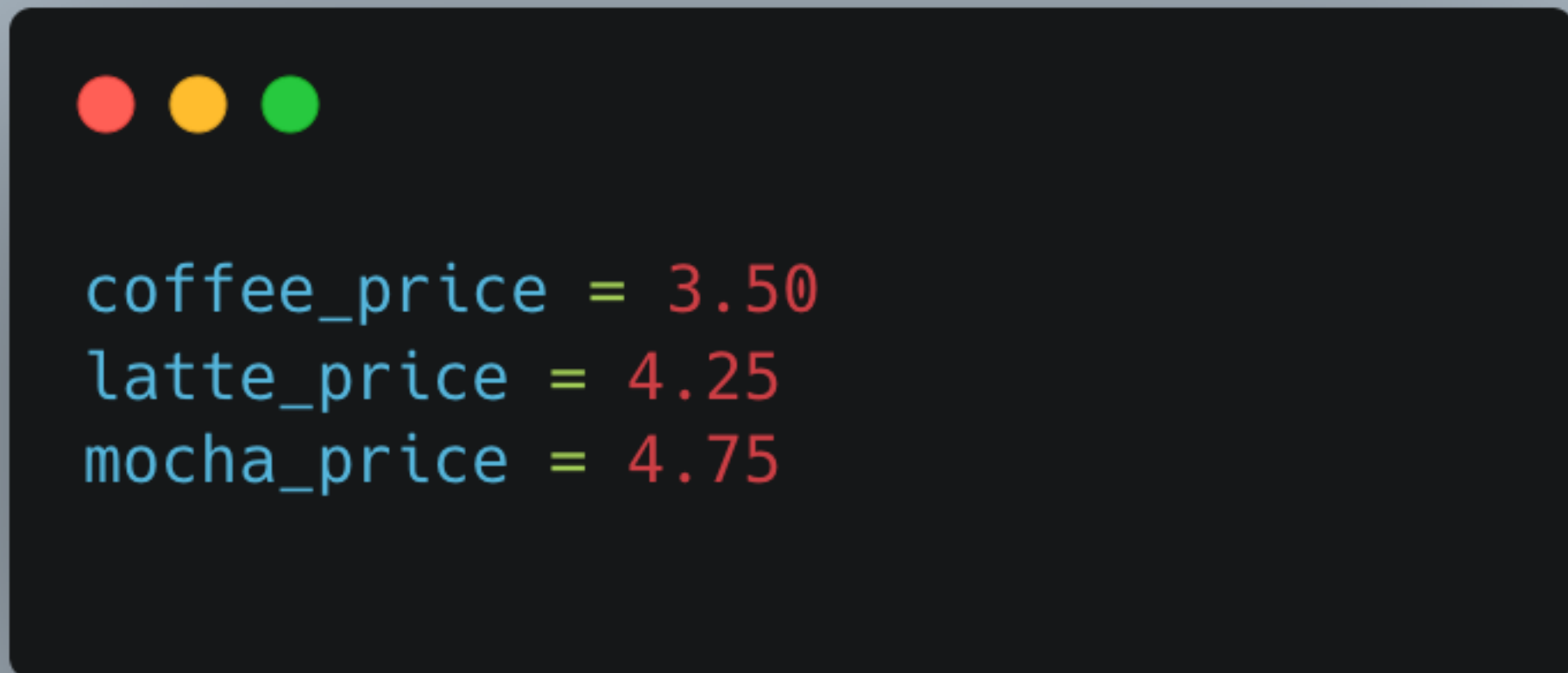


What Our Final Project Will Be

This semester, our club will work toward creating a complete Coffee Shop Ordering System. The final version will use Tkinter to display a user interface that includes a drink selection menu, customization options, a shopping cart, and a checkout window. Every meeting will build one layer of this system. Today we begin by creating the logical foundation: prices, menu choices, and simple order handling.

Beginning With Our Menu Logic

Before a GUI can display buttons, prices, and drink options, we need to define them in code. We begin by creating simple variables that represent the cost of different beverages. This is the foundation of the entire system.



```
coffee_price = 3.50  
latte_price = 4.25  
mocha_price = 4.75
```