

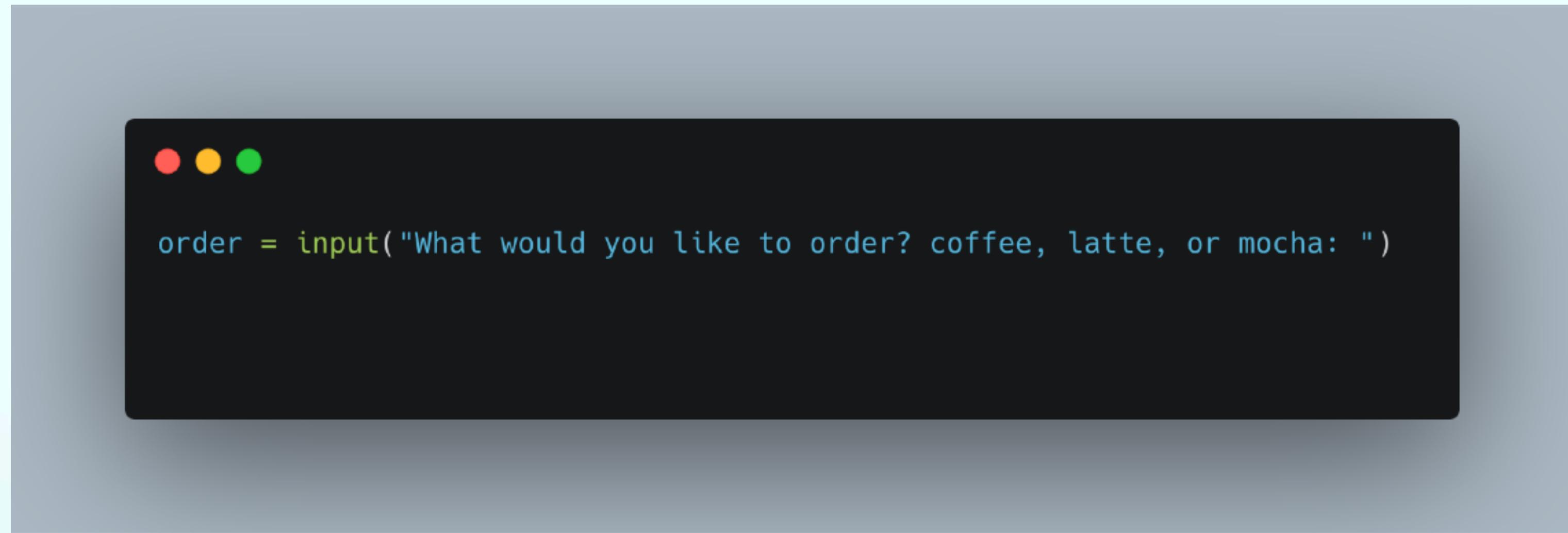
Beginning With Our Menu Logic

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.



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.

A screenshot of a macOS terminal window. The window has a dark theme with three colored window control buttons (red, yellow, green) at the top. The main area contains the following Python code:

```
order = input("What would you like to order? coffee, latte, or mocha: ")
```

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