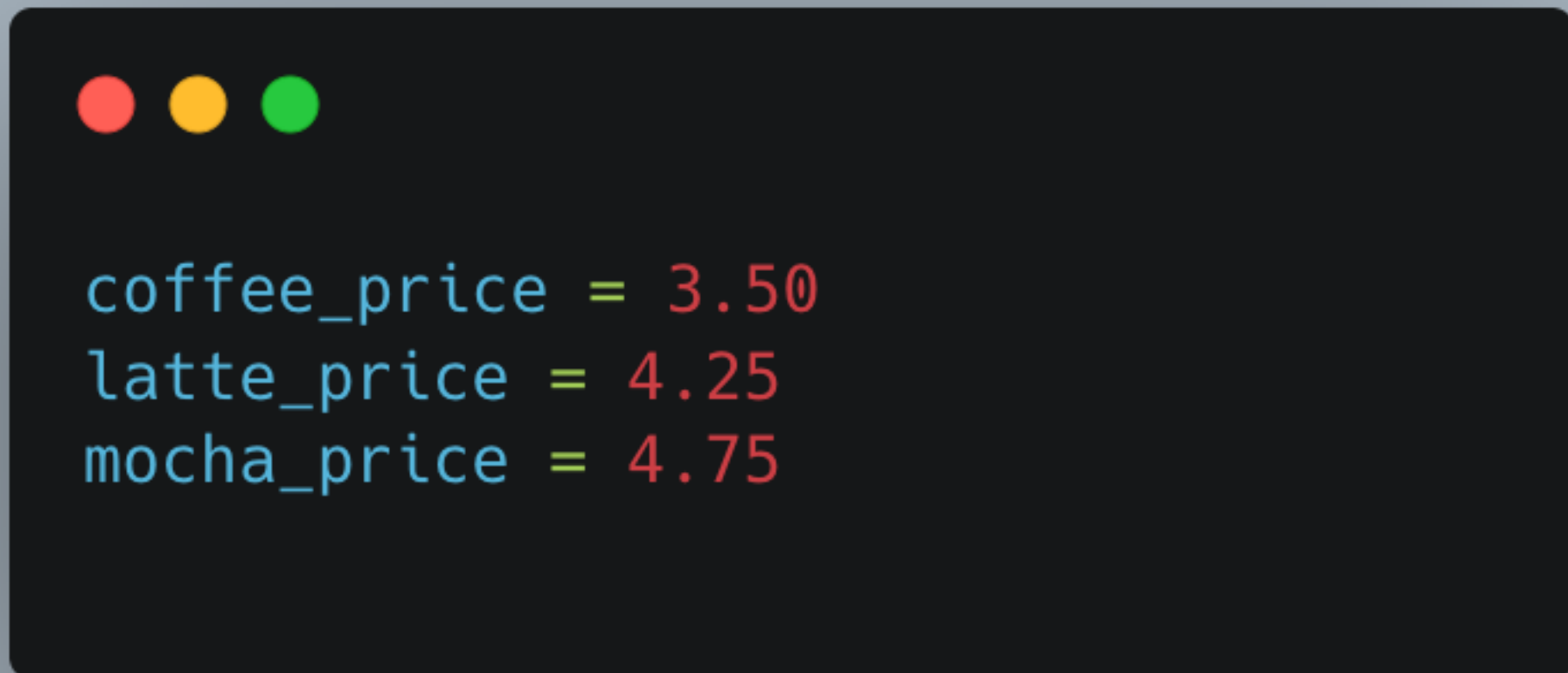


Beginning With Our Menu Logic

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
```

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.



```
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.