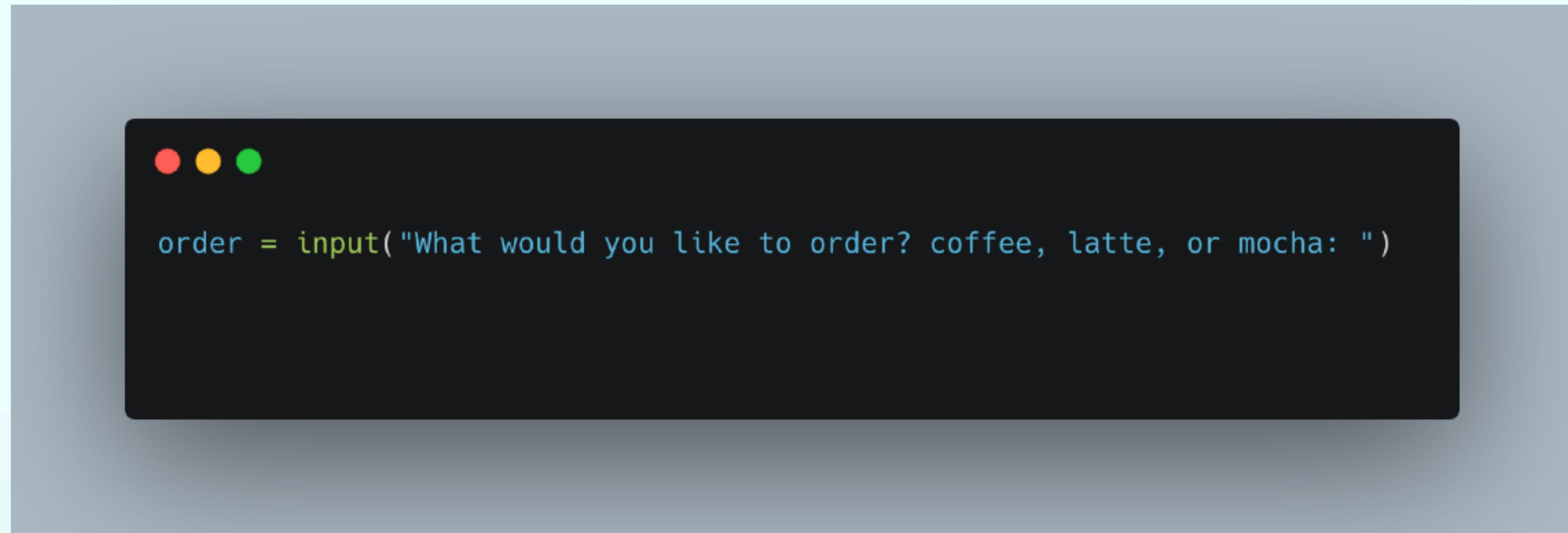


Asking for the Customer Order

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.

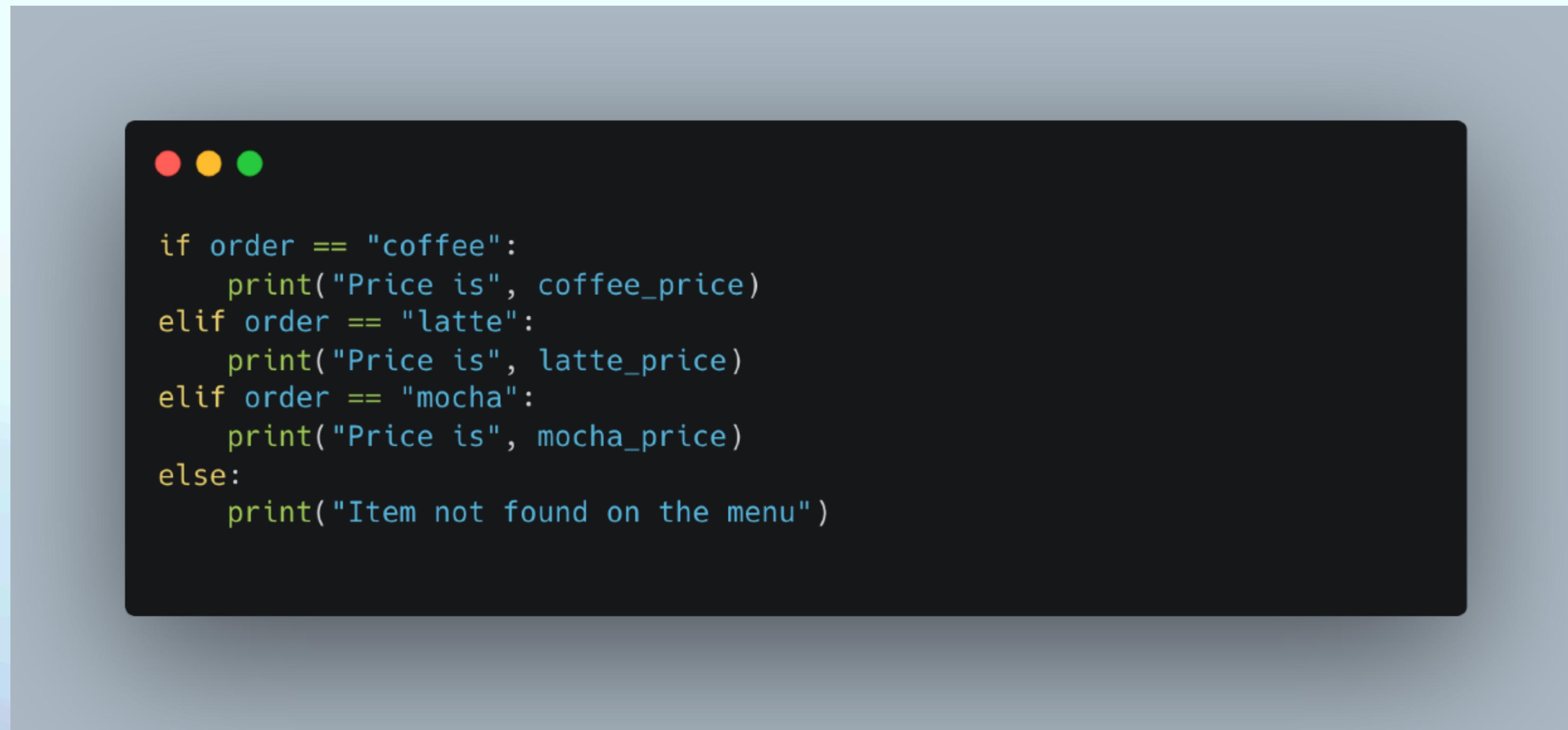
A screenshot of a Mac OS X terminal window. The window has a dark gray background and three colored window control buttons (red, yellow, green) at the top left. Inside the window, there is a single line of Python code: "order = input("What would you like to order? coffee, latte, or mocha: ")". The text is white and uses a standard monospaced font.

```
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.

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")
```