import tkinter as tk

# Create the main window

root = tk.Tk()

# Create a frame for the GUI elements

frame = tk.Frame(root)

frame.pack()

# Create a label and entry widget for the user to enter their name

name\_label = tk.Label(frame, text="Name:")

name\_label.grid(row=0, column=0)

name\_entry = tk.Entry(frame)

name\_entry.grid(row=0, column=1)

# Create a label and menu widget for the user to select their food

food\_label = tk.Label(frame, text="Food:")

food\_label.grid(row=1, column=0)

food\_menu = tk.StringVar(frame)

food\_menu.set("Pizza")

food\_menu\_options = ["Pizza", "Burger", "Pasta"]

food\_menu\_dropdown = tk.OptionMenu(frame, food\_menu, \*food\_menu\_options)

food\_menu\_dropdown.grid(row=1, column=1)

# Create a label and entry widget for the user to enter any special instructions

instructions\_label = tk.Label(frame, text="Instructions:")

instructions\_label.grid(row=2, column=0)

instructions\_entry = tk.Entry(frame)

instructions\_entry.grid(row=2, column=1)

# Create a function to handle the order button being clicked

def handle\_order\_button():

name = name\_entry.get()

food = food\_menu.get()

instructions = instructions\_entry.get()

# Generate the order here

order = f"{name} has ordered a {food} with the following instructions: {instructions}"

print(order)

# Create an order button

order\_button = tk.Button(frame, text="Order", command=handle\_order\_button)

order\_button.grid(row=3, column=0, columnspan=2)

# Start the main loop

root.mainloop()