Computer Programming Using Kivy 1.7.2 - **GUI 4** - Using Variables in a GUI

GOAL: Make a window with a “Buy Applesauce” button that gives you more applesauce.

Making a new copy of kivy-boxlayout.py (so you don’t have to retype the code for making a Kivy App):

* Open NINJA
* File, Open, then choose your *kivy-boxlayout.py* (or File, New, then paste the code from GUI 1 instructions)
* Make sure that the program runs  and looks exactly like the code in the GUI 1 instructions. You can use a later program if you know how to make it like the program below.
* File, Save As, Computer, H:, then name it ***gui4store.py***

Customizing the name of the App and text of the button:

* **Both** times MyApp is mentioned, change it to **FunMartApp**
* Change the button’s text from 'OK' to 'Buy Applesauce'

Creating an event, and programming the event to increase variable and change the label text

* Make the circled changes to your program:

