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02/07/2024

Graphical User Interface Dev

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| **Object** | **Event Trigger** | **Event Processing** |
| Prime Beef button | Will trigger the Select Meal button | When clicked by the user, they can then click on the Select Meal button for further details in the GUI. |
| Veggie Button | Will trigger the Select Meal button | When clicked by the user, they can then click on the Select Meal button for further details in the GUI. |
| Select Meal button | Will trigger a message to appear | When clicked by the user, there will be a message that appears, and the user can then enjoy the burger that they ordered. They can then choose to exit the window or not. |
| Exit Window button | Exits the GUI | When clicked on the by the user, the interface will then close, and the user can no longer use the GUI. |