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| Object | Event Trigger | Event Processing |
| Calculate Button | When button is pressed, Background processing is started. | Calls Calculate sub class. |
| Clear Button | When button is pressed, Text boxes are reset to blank | Clears all text and answer boxes to default values. |
| Gourmet Cheese | When button is pressed, little processing is applied | Proc is set to one, item is set to the appropriate button that was pressed. |
| Pinwheel Wraps | When button is pressed, little processing is applied | Proc is set to two, item is set to the appropriate button that was pressed. |
| Veggie | When button is pressed, little processing is applied | Proc is set to three, item is set to the appropriate button that was pressed. |
| Sausage and Cheese | When button is pressed, little processing is applied | Proc is set to four, item is set to the appropriate button that was pressed. |
| Fruit | When button is pressed, little processing is applied | Proc is set to five, item is set to the appropriate button that was pressed. |
| Pre-Pay | When button is pressed, little processing is applied | Output is set to Pre-Pay being used to pay. |
| Pay upon Pickup | When button is pressed, little processing is applied | Output is set to Pay upon pickup being used to pay. |

Jaden Torres

Assignment P3