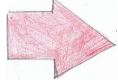
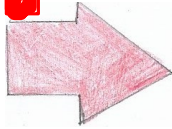
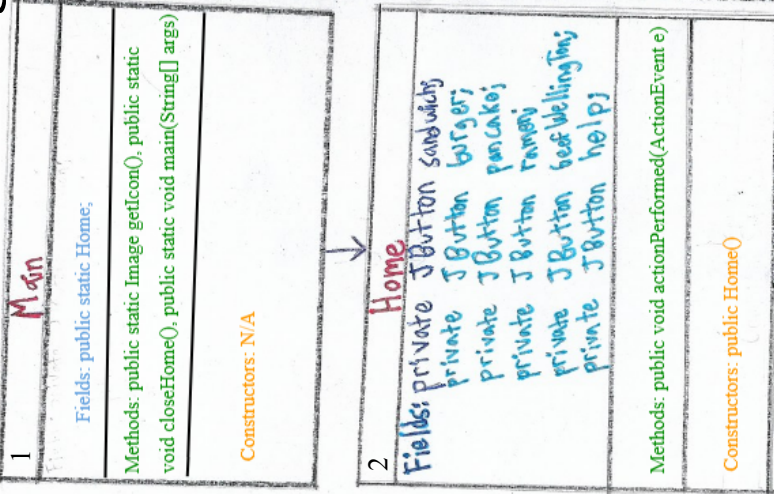


# Bob's Kitchen UML Diagram

\*\*\*\*\*Note: Numbers in the headers of the class clarifies class hierarchy.



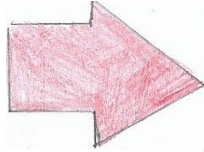
3	ConfirmBurgerPlay
Fields: N/A	
Methods: public void actionPerformed(ActionEvent e)	
Constructors: public ConfirmBurgerPlay()	

3	ConfirmPancakePlay
Fields: N/A	
Methods: public void actionPerformed(ActionEvent e)	
Constructors: public ConfirmPancakePlay()	

3	ConfirmRamenPlay
Fields: N/A	
Methods: public void actionPerformed(ActionEvent e)	
Constructors: public ConfirmRamenPlay()	

3	Confirm WellingtonPlay
	Fields: N/A
	Methods: public void actionPerformed(ActionEvent e)
	Constructors: public ConfirmWellingtonPlay()

3	ConfirmExit
	Fields: private static boolean dismissed = false;
	Methods: public void actionPerformed(ActionEvent e)
	Constructors: public ConfirmExit()



	<b>Sandwich Start</b>
Fields:	private JButton back; private JButton next; private JButton whitebread; private JButton garlicBread; private JButton baguette; private String breadType;
Methods:	public void actionPerformed(ActionEvent e)
Constructors:	public SandwichStart()
	<b>Sandwich Veggies</b>
Fields:	private JButton back; private JButton next;
Methods:	public void actionPerformed(ActionEvent e)
Constructors:	public SandwichVeggies()

