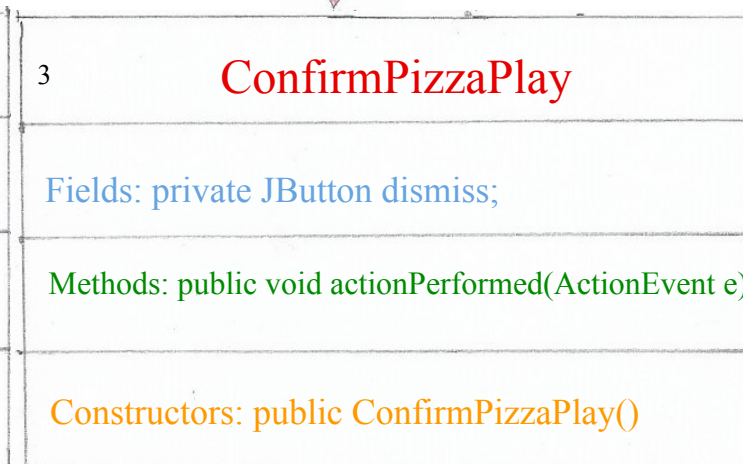
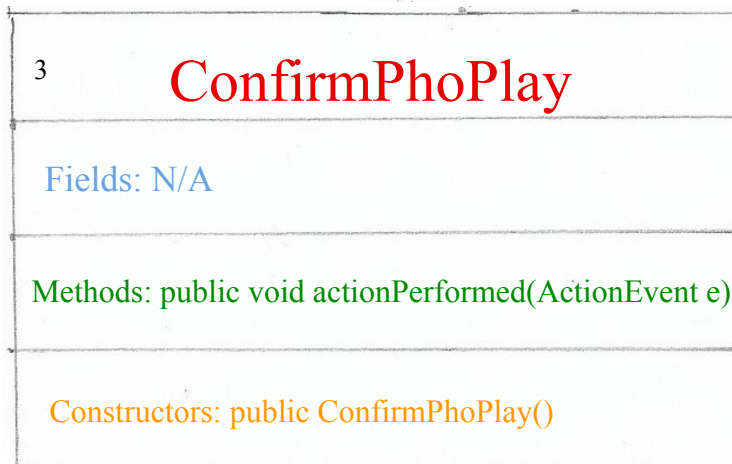
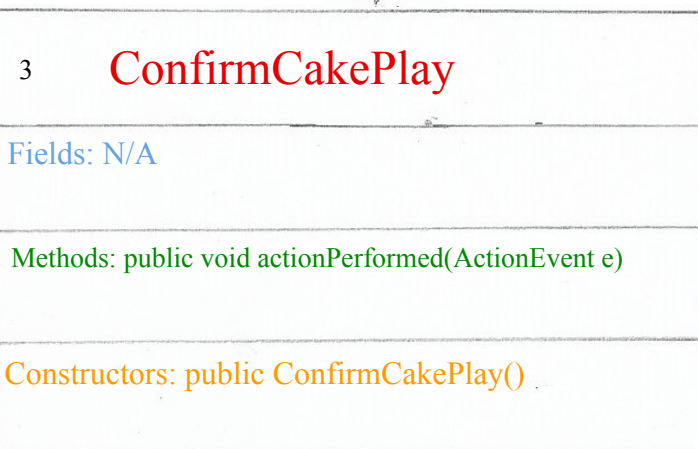
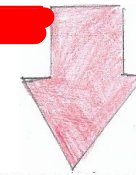
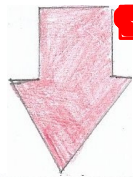
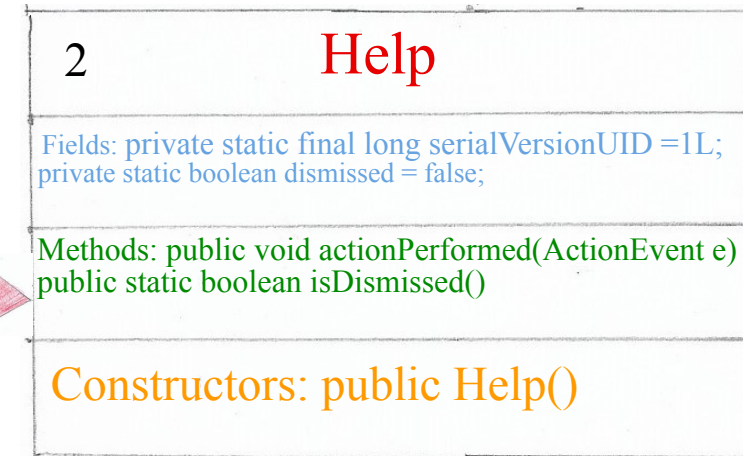
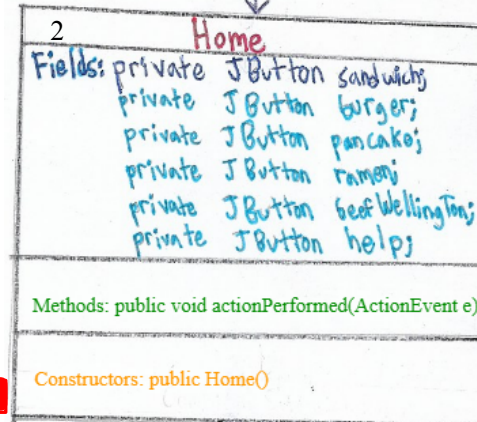
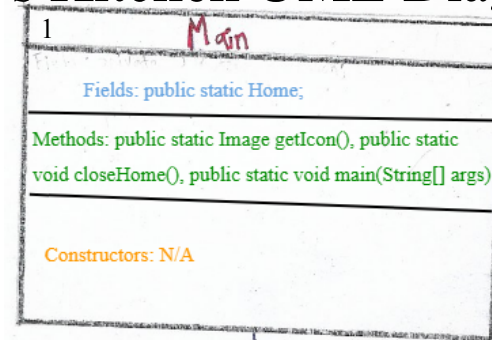
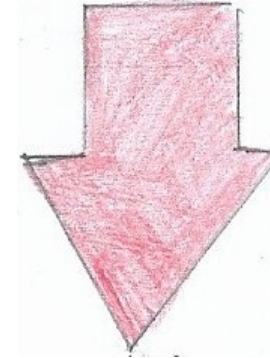
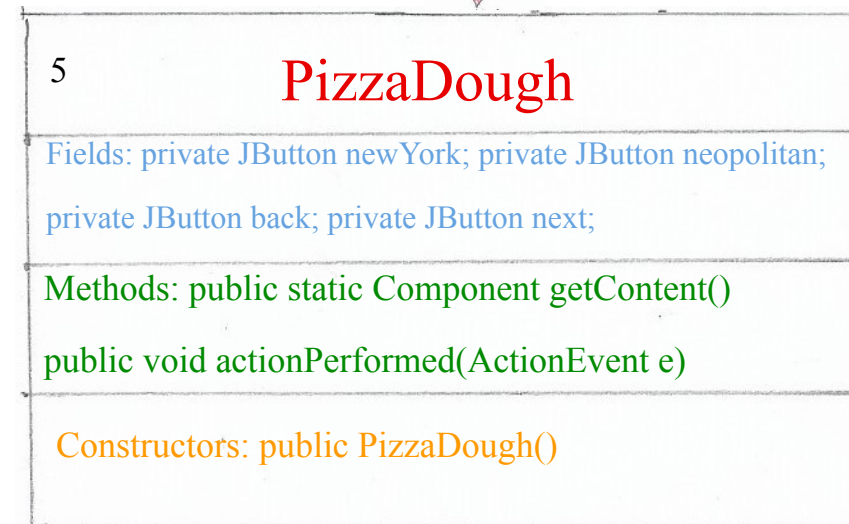
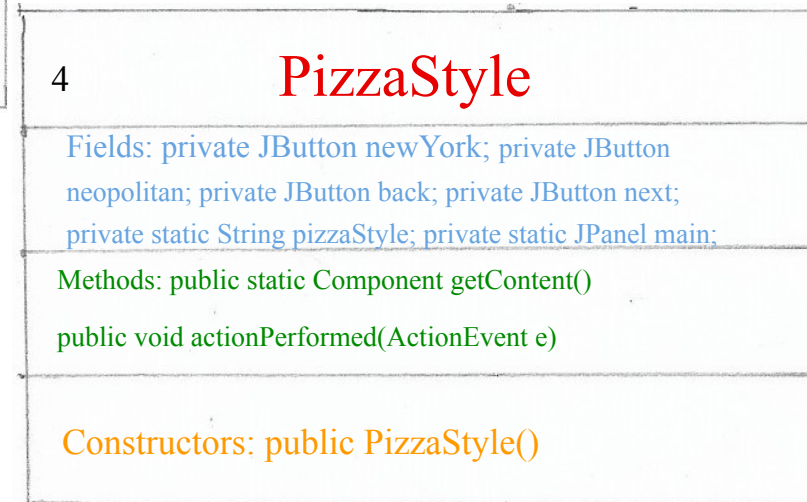
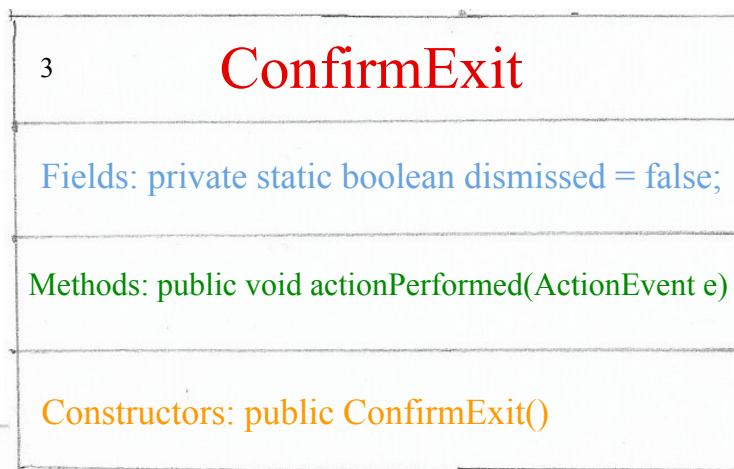
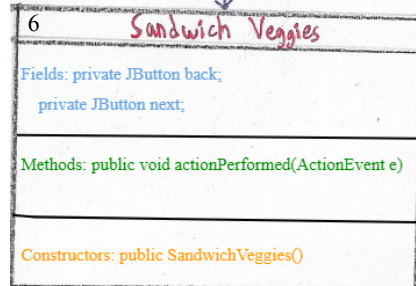
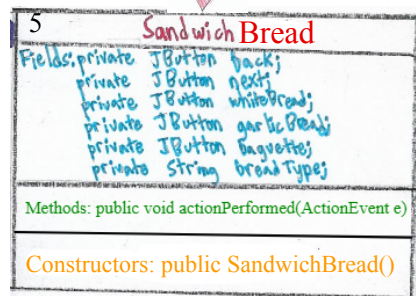
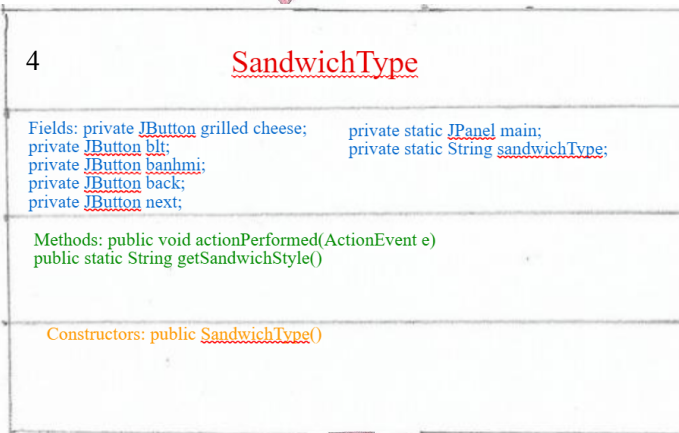
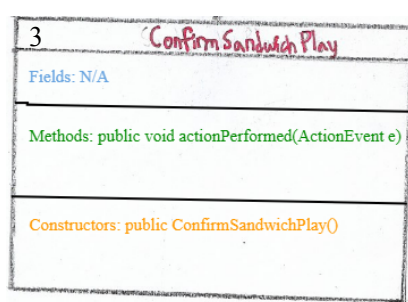
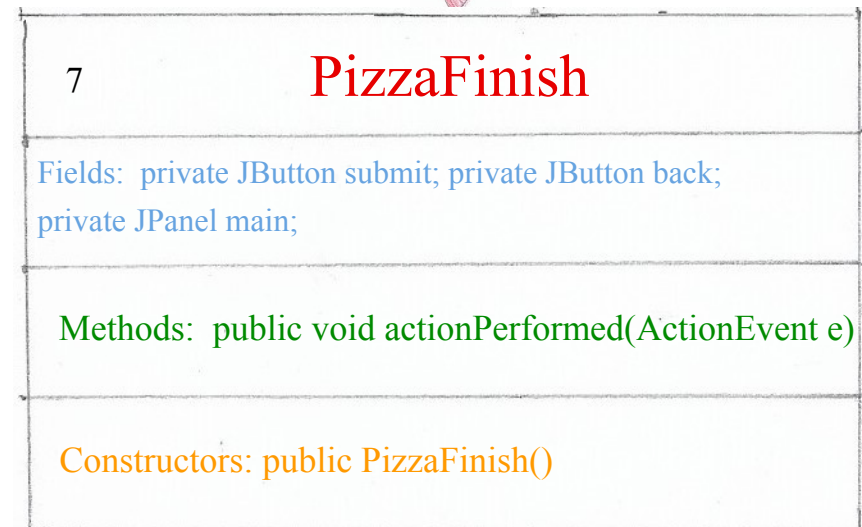
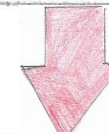
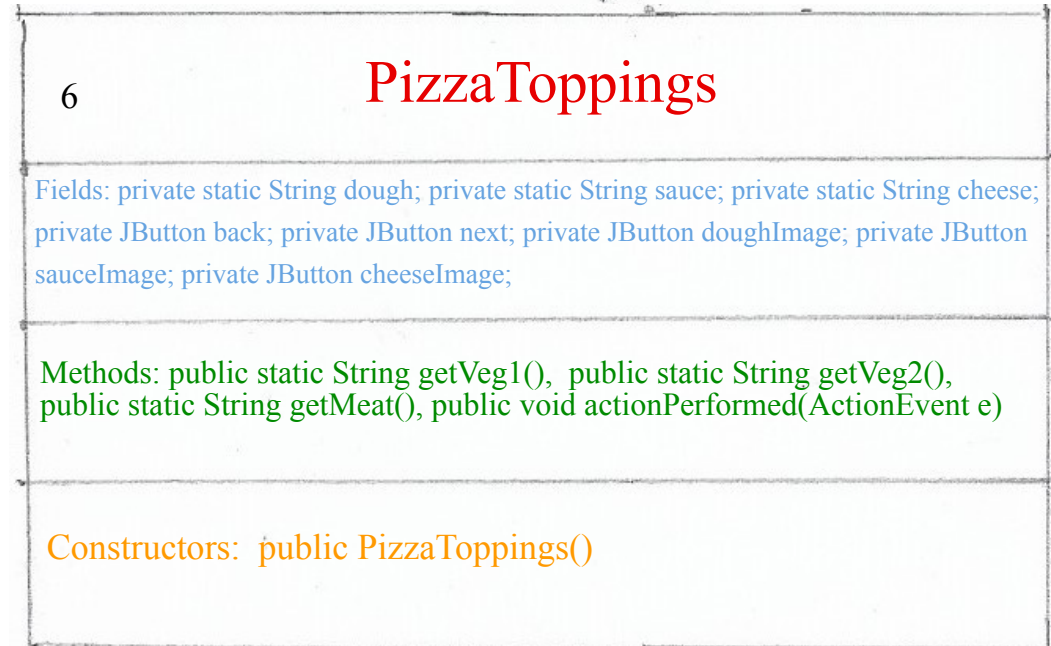
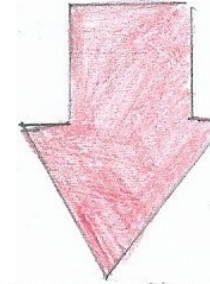
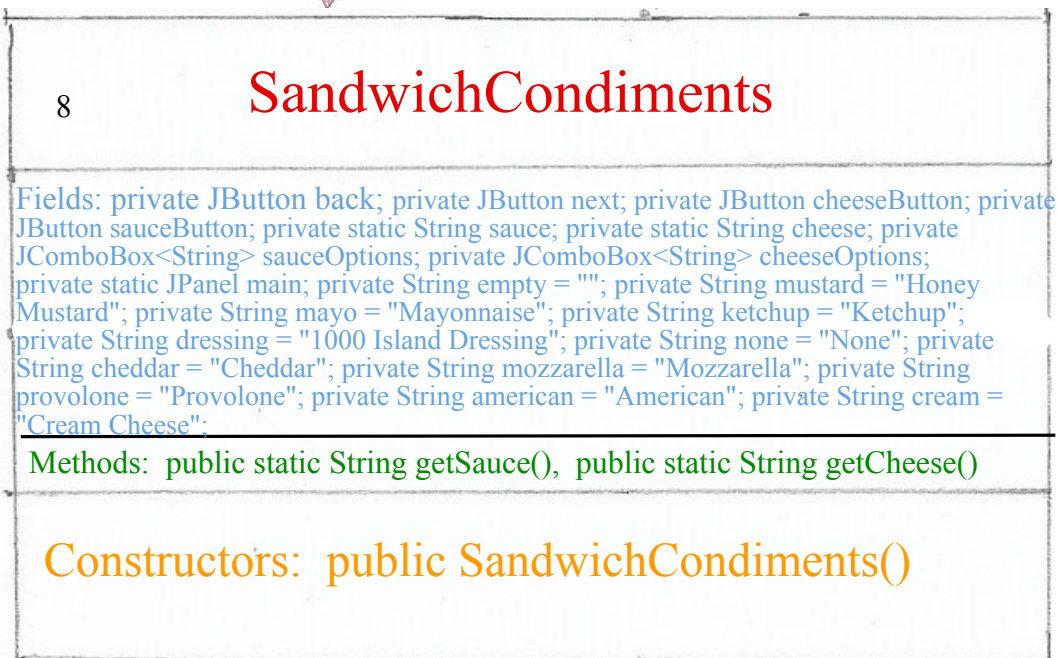
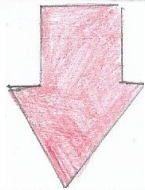
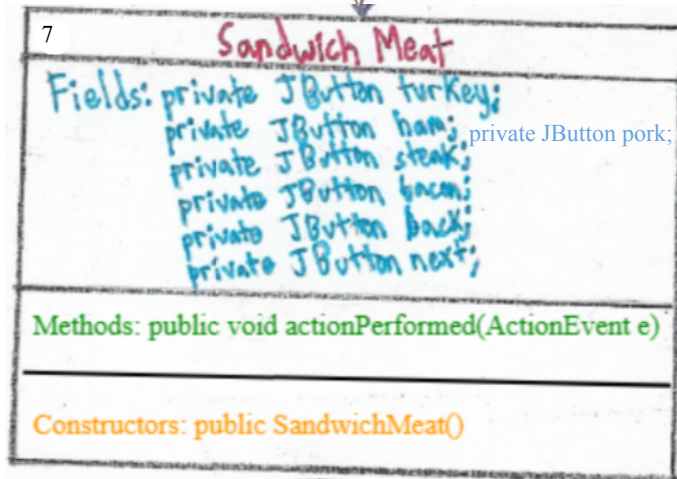
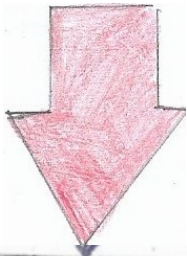


\*\*\*\*\*Note: Numbers in the headers of the class clarifies class hierachy.

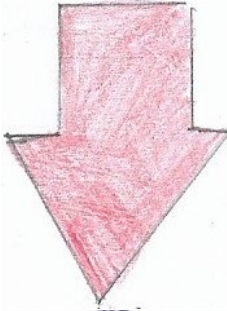
# Bob's Kitchen UML Diagram







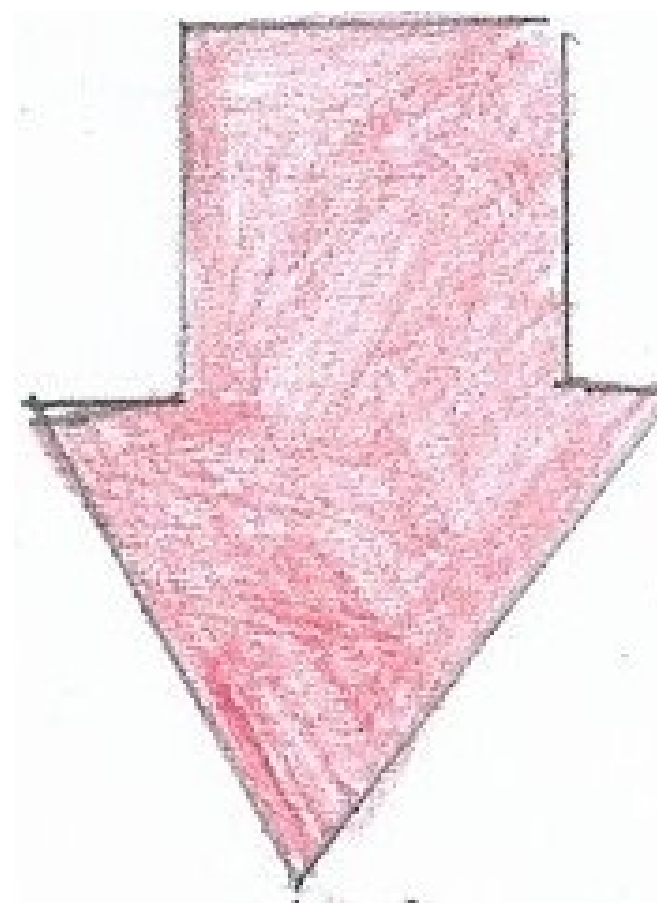


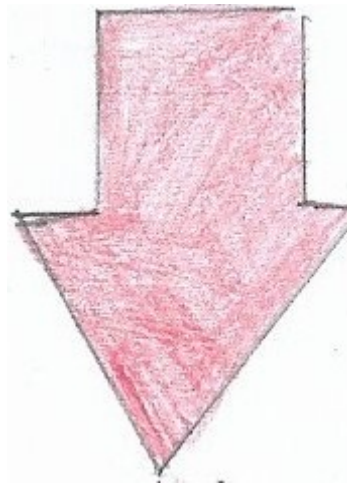


8	<b>SandwichFinish</b>
Fields: private JButton submit; private JButton back;	
Methods: public void actionPerformed(ActionEvent e)	
Constructors: public SandwichFinish()	



8	<b>Scorer</b>
Fields: private static int score;	
Methods: public static int getScore(), public static void grilledCheeseScore (), public static void banhMiScore (), public static void bltScore (), public static void neopolitanScore (), public static void newYorkScore, public static int getScore()	
Constructors: N/A	





10

## Score window

Fields: private JButton home;  
private JButton star1;  
private JPanel main;

Methods: public void actionPerformed(ActionEvent e)  
public void refresh()

Constructors: public ScoreWindow()