Bob's Kitchen UML Diagram

Main

Fields: public static Home;

Methods: public static Image getIcon(), public static void closeHome(), public static void main(String[] args)

Constructors: N/A

Home

Fields: private JButton sandwich;
private JButton burger;
private JButton pancake;
private JButton ramen;
private JButton beefWellington;
private JButton help;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public Home()

Confirm Sandwich Play

Fields: N/A

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmSandwichPlay()

Sandwich Start

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()

Sandwich Veggies

Fields: private JButton back;
private JButton next;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public SandwichVeggies()

Sandwich Meat

Fields: private JButton turkey;
private JButton ham;
private JButton steak;
private JButton bacon;
private JButton back;
private JButton next;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public SandwichMeat()

Sandwich Finish

Fields: private JButton submit; private JButton back;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public SandwichFinish()