Bob's Kitchen UML Diagram \*\*\*\*\*Note: Numbers in the Main headers of the class clarifies Fields: public static Home; class hierachy. Methods: public static Image getIcon(), public static When Document is opened to void closeHome(), public static void main(String[] args) view it properly rotate ur Constructors: N/A screen. Fields: private J Button sandwich Methods: public void actionPerformed(ActionEvent e) Constructors: public Home() ConfirmBurgerPlay ConfirmPancakePlay 3 3 ConfirmRamenPlay 3 Fields: N/A Fields: N/A Fields: N/A Methods: public void actionPerformed(ActionEvent e) Methods: public void actionPerformed(ActionEvent e) Methods: public void actionPerformed(ActionEvent e) Constructors: public ConfirmBurgerPlay() Constructors: public ConfirmPancakePlay() Constructors: public ConfirmRamenPlay()

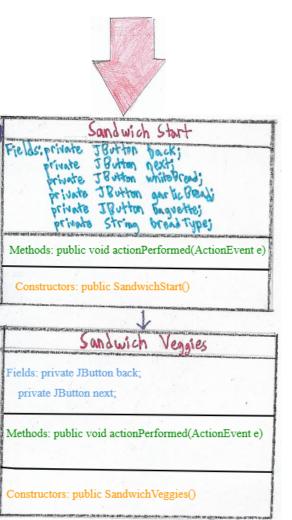
## <sup>3</sup> ConfirmWellingtonPlay

Fields: N/A

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmWellingtonPlay()

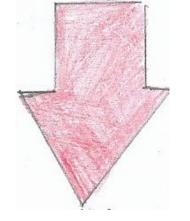




Fields: private static boolean dismissed = false;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmExit()



## Sandwich Meat

Fields: private J Button turkey private J Button ham; private J Button steak; private J Button back; private J Button back; private J Button hack; private J Button next;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public SandwichMeat()

## SandwichFinish

Fields: private JButton submit; private JButton back;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public SandwichFinish()