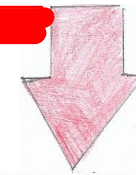
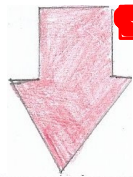
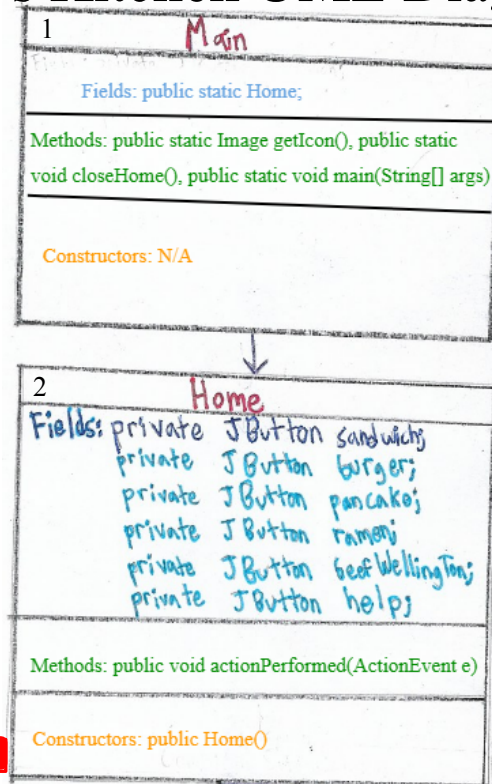


\*\*\*\*\*Note: Numbers in the headers of the class clarifies class hierachy.

# Bob's Kitchen UML Diagram



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 ConfirmWellingtonPlay

Fields: N/A

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmWellingtonPlay()

3

### Confirm Sandwich Play

Fields: N/A

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmSandwichPlay()

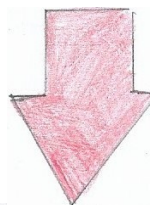
3

### ConfirmExit

Fields: private static boolean dismissed = false;

Methods: public void actionPerformed(ActionEvent e)

Constructors: public ConfirmExit()



### 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()

