This document will explain the differences and rational behind those differences between the initial and final UML class diagrams. Although there were multiple classes, I did not feel that they were extremely difficult to plan out given the explanation in the directions and the example pictures that we were also given. I did, however, miss a few things when building my initial UML class diagram.

1. OrderCalculator’s -buttonPanel: JPanel ended up being necessary to hold the buttons for the calculate and exit buttons
2. CalculateListener’s +actionPerformed() instead of action() simply to use a name that explained the method a little better, to make it easier to understand when reading the code. This was not necessary, however I felt it made the code easier to read.
3. ExitListener’s +actionPerformed() instead of action() again simply to use a name that explained the method a little better, to make it easier to understand when reading the code. This was again not necessary, however I felt it made the code easier to read.
4. Bread –buttonGroup: ButtonGroup ended up being necessary in order to make the radial buttons mutually exclusive, so that you could only select one of the items and not multiple.
5. Coffee –buttonGroup: ButtonGroup ended up being necessary in order to make the radial buttons mutually exclusive, so that you could only select one of the items and not multiple.
6. Relationship between OrderCalculator and both CalculateListener and ExitListener is that of an inner class not aggregation.