Userstory												
Classes	Methods	Scenario	Outputs									
Userstory												
As a member of the public,	I'd like to add a specific type of bagel to my basket	So I can order a bagel before work										
public,	or bager to my basics	DUIDIC WOIN										
Classes	Methods	Scenario	Outputs									
		Add specific bagel to	basket includes specific									
Basket	AddBagel(string, quantity)	basket	bagel									
Userstory												
As a member of the	I'd like to remove a bagel from my basket											
public,	from my basket	So I can change my order										
Classes	Methods	Scenario remove bagel that isn't in	Outputs Return message not									
Basket	RemoveBagel(string, int)	basket	possible									
		remove bagel from basket	basket - removed item									
Userstory	I'd like to know if I try to											
As a member of the	remove an item that doesn't	So that I can maintain my										
public,	exist in my basket.	sanity										
Userstory												
Sociatory	I'd like to know when my											
As a member of the	I'd like to know when my basket is full when I try	So that I can not overfill my										
As a member of the public,	adding an item beyond my basket capacity	small bagel basket										
Classes			Outputs									
Basket	check basket capacity	add product while basket is full	return message basket is full									
22.00	and a control control of		measage outsite is full									
Userstory												
As a Bob's Bagels manager	I'd like to change the capacity of baskets	So that I can expand my										
manager	OI Daskets	Dusiliess										
Classes	Methods	Scenario	Outputs									
		there is more in the basket										
Basket	change basket capacity	than the new capacity	return message									
Userstory												
	I want customers to only be able to order things that we											
As a Bob's Bagels manager	able to order things that we stock in our inventory.	So we don't get any weird requests,										
Classes		Scenario	Outputs									
	only add product in inventory	add item thats not in	output message (item) could not be added	d								
	, ,,		add to basket with message (item) added									
		add item thats in inventory	(item) added									
Userstory												
Userstory	I'd like to know the total cost	So I know how much										
As a customer,	of items in my basket.	money I need,										
Classes	Methods total(quantity * price for every	Scenario	Outputs									
Basket	item and add them together)											
Userstory	Hel Blocks because the second											
	I'd like to know the cost of a bagel before I add it to my basket.	So I know what the										
As a customer,	basket. I'd like to know the cost of	damage will be,										
	each filling before I add it to											
As a customer,	my bagel order.	So I don't over-spend,										
Classes	Methods	Scenario	Outpute									
Classes		user added everything they	Outputs									
	show product including price	wanted and quit the										
userinferface?	show product including price (have a userinterface)	interface to see and add products										
Userstory												
As a customer,	I'd like to be able to choose fillings for my bagel.	So I can shake things up a bit.										
	.g, bugut											
Classes		Scenario	Outputs									
	allow bagel + filling to be											
	added to the basket											
TODO	conto po investos sels.	class inventory with 4										
TODO	create an inventory object	members/attributes?										
TODO	create an inventory object	class inventory with 4 members/attributes? Public class Inventory { SKU, Price, Name, Variant										