Name: **window**	The main window of the application. This is needed to draw buttons on the screen.		
Type: MainWindow	Units: N/A	Range: N/A	Resolution: N/A

Name: **lastButtonPressed**	The last T9LetterButton that was selected on the keyboard.		
Type: T9LetterButton	Units: N/A	Range: N/A	Resolution: N/A

Name: **consoleText**	The message that the user is typing on the screen. This is updated whenever a button is clicked.		
Type: String	Units: N/A	Range: Any characters	Resolution: N/A

Name: **isLowerCase**	A boolean that is set to true if the next letter should be in capitals.		
Type: bool	Units: N/A	Range: True or False	Resolution: N/A

Name: **letterButtons**	A list that contains all the T9LetterButtons contained in the T9Keyboard.		
Type: List<T9LetterButtons>	Units: N/A	Range: N/A	Resolution: N/A

Name: **justShifted**	A boolean that helps keep track of when the shift button was clicked.		
Type: bool	Units: N/A	Range: True or False	Resolution: N/A

Name: **locked**	A boolean that is set to true if the keyboard is locked.		
Type: bool	Units: N/A	Range: True or False	Resolution: N/A

Name: `T9Keyboard`	Constructs a T9 keyboard based on the inputs given.
Output: A T9 keyboard is displayed in the given window.	
Input: `MainWindow window:` The window the keyboard should be rendered in.	

Name: `toUpperClick`	Sets the content for all `T9LetterButtons` from uppercase to lowercase or from lowercase to uppercase.
Output: Changes the letters the button on the keyboard displays.	

Input:
    `object sender:` The object that called `toUpperClick`.
    `RoutedEventArgs e:` A required input for a event handler.	

Name: `toUpperCase`	A helper function for `toUpperClick`. Sets all `T9LetterButtons` to uppercase.
Output: Changes the letters the buttons on the keyboard displays to uppercase.	
Input: None. (Uses `letterButtons` and `consoleText` in `T9Keyboard` object).	

Name: `toLowerCase`	A helper function for `toUpperClick`. Sets all `T9LetterButtons` to lowercase.
Output: Changes the letters the buttons on the keyboard displays to lowercase.	
Input: None. (Uses `letterButtons` in `T9Keyboard` object).	

Name: `T9LetterClickEvent`	Concatenates a letter to `consoleText` based on the number of times the `T9LetterButton` has been clicked.
Output: Displays the updated `consoleText` in the console.	

Input:
    `object sender:` The object that called `T9LetterClickEvent`.
    `RoutedEventArgs e:` A required input for a event handler.	

Name: `backSpaceAction`	A helper function for `backSpaceClick`. Deletes the last character from `consoleText`.
Output: None.	
Input: None. (Uses `consoleText` in `T9Keyboard` object).	

Name: `nextLetterEvent`	Resets the number of times a `T9LetterButton` has been clicked when a different button is clicked.
Output: None.	

Input:
    `object sender:` The object that called `nextLetterEvent`.
    `RoutedEventArgs e:` A required input for a event handler.	

Name: `backSpaceClick`	Deletes the last character of `consoleText`.
Output: Displays the updated `consoleText` in the console.	

Input:
    `object sender:` The object that called `backSpaceClick`.
    `RoutedEventArgs e:` A required input for a event handler.	

Name: `spaceClick`	Concatentates a space to the end of `consoleText`.
Output: Displays the updated `consoleText` in the console.	

Input:
    `object sender:` The object that called `spaceClick`.
    `RoutedEventArgs e:` A required input for a event handler.	

Name: `lockClick`	Disables all buttons in the `T9Keyboard` except itself.
Output: Highlights the Lock Button to show that it is enabled.	

Input:
    `object sender:` The object that called `lockClick`.
    `RoutedEventArgs e:` A required input for a event handler.	