<<enum>>
PaymentType

Cash
Credit

Handler

+Register:CashRegisterModelView <<get>> {static}
+cash:CashGiven <<get,private set>>

+TotalChange:string(total:double)
-ChangeAmounts:int (numberOfChangeAvailable, double valueOfDenomination, StringBuilder changeAmounts, ref double changeToGiveBack, string[] denominationName)

Cash

+ <<event>> PropertyChanged:PropertyChangedEventHandler
+Changetotal:double <<get>>
+Pennies:int <<get,set>>
+Nickels:int <<get,set>>
+Dimes:int <<get,set>>
+Quarters:int <<get,set>>
+HalfDollars:int <<get,set>>
+Dollars:int <<get,set>>
+Ones:int <<get,set>>
+Twos:int <<get,set>>
+Fives:int <<get,set>>
+Tens:int <<get,set>>
+Twenties:int <<get,set>>
+Fifties:int <<get,set>>
+Hundreds:int <<get,set>>

- InvokePropertyChanged(denomination:string)

<<static>>
Menu

+OrderItems:IEnumerable<IOrderItem>() <<static>>
+Entrees:IEnumerable<IOrderItem>() <<static>>
+Drinks:IEnumerable<IOrderItem>() <<static>>
+Sides:IEnumerable<IOrderItem>() <<static>>

ModelView

+ <<event>> PropertyChanged:PropertyChangedEventHandler
- drawer:CashDrawer
+Currentvalue:double <<get>>
+Pennies:int <<get,set>>
+Nickels:int <<get,set>>
+Dimes:int <<get,set>>
+Quarters:int <<get,set>>
+HalfDollars:int <<get,set>>
+Dollars:int <<get,set>>
+Ones:int <<get,set>>
+Twos:int <<get,set>>
+Fives:int <<get,set>>
+Tens:int <<get,set>>
+Twenties:int <<get,set>>
+Fifties:int <<get,set>>
+Hundreds:int <<get,set>>

- InvokePropertyChanged(denomination:string)

CashDrawer

<<enum>>
SodaFlavor

CreamSoda
OrangeSoda
Sarsparilla
BirchBeer
RootBeer

<<enum>>
Size

Small
Medium
Large

<<interface>>
IOrderItem

+ Price: double <<get>>
+ SpecialInstructions: IEnumerable<string> <<get>>

OrderNow

+ Order:Order <<get,private set>>
+TaxRate:double = 0.16 {const}
+AddedTax:double <<get>>
+Total:double <<get>>
+payment:TypeOfPayment <<get,set>>
+amountPaid:double <<get,set>>

+OrderNow(order:Order)

Order

- lastOrderNumber:uint
- items:List<IOrderItem>
+ Items:IEnumerable<IOrderItem> <<get>>
- subtotal:double
- Subtotal:double <<get,set>>
+ OrderNumber: uint <<get,set>>
+ <<event>> PropertyChanged: PropertyChangedEventHandler

+ Add(item:IOrderItem)
+ Remove(item:IOrderItem)

OrderItems

<>
Side

+ PropertyChanged: PropertyChangedEventHandler (event)
- size:Size
+ Size:Size = Size.Small <<get,set>> (virtual)
+ Price:double <<get>> (abstract)
+ Calories:uint <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

<>
Drink

+ PropertyChanged: PropertyChangedEventHandler (event)
- size:Size
+ Size:Size = Size.Small <<get,set>> (virtual)
+ Ingridients: List<string> <<get,set>> (abstract)
+ Ice: bool <<get,set>> (abstract)
+ Price:double <<get>> (abstract)
+ Calories:uint <<get>> (abstract)
+ SpecialInstructions: List<string> <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

<>
Entree

+ PropertyChanged: PropertyChangedEventHandler (event)
+ Calories:uint <<get>> (abstract)
+ Price:double <<get>> (abstract)
+ SpecialInstructions: List<string> <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

<<interface>>
System.ComponentsModel.INotifyPropertyHasChanged

+ <<event>> PropertyChanged: PropertyChangedEventHandler