## MainWindow +OrderList:List<IOrderItem> <u>Drink</u> Side +CrashedSaucer\_Click(sender:object, <u>Entree</u> e:EventArgs) Name:string Name:string +FlyingSaucer\_Click(sender:object, Description:string Name:string Description:string e:EventArgs) Price:decimal Description:string Price:decimal +LivestockMutilation Click(sender:objec Calories:uint Price:decimal Calories:uint t, e:EventArgs) SpecialInstructions:List<string> SpecialInstructions:List<string> Calories:uint +NothingToSeeHere Click(sender:object Size:Size SpecialInstructions:List<string> Size:Size , e:EventArgs) +OuterOmlette Click(sender:object, e:EventArgs) +SpaceScramble\_Click(sender:object, e:EventArgs) +CropCircleOats\_Click(sender:object, Drinks Entrees e:EventArgs) +EviceratedEggs\_Click(sender:object, e:EventArgs) Sides Entrees Drinks +GlowingHaystack\_Click(sender:object, e:EventArgs) Name:string Name:string Name:string +MissingLinks\_Click(sender:object, Description:string Description:string Description:string e:EventArgs) Price:decimal Price:decimal Price:decimal +TakenBacon Click(sender:object, Calories:uint Calories:uint Calories:uint e:EventArgs) SpecialInstructions:List<string> SpecialInstructions:List<string> SpecialInstructions:List<string> +YoureToast Click(sender:object, Size:Size Size:Size e:EventArgs) +LiquifiedVegitation Click(sender:object , e:EventArgs) +SaucerFuel Click(sender:object, e:EventArgs) +Water Click(sender:object, e:EventArgs) **Z**1------EggStyle JuiceFlavor <<Enumeration>> SyrupFlavor Scrambled, Size IOrderItem Orange, Poached, Cranberry, Maple, HardBoiled, ▶ Price:decimal Small, Grape, Cherry, SunnySideUp, Medium, Apple, Calories:uint Blueberry, OverEasy, SpecialInstructions:List<string> Tomato Large Blackberry, OverMedium, -memberName Strawberry OverWell