ashDrawer rderItem NotifyPropertyChanged +Name:string <<get>> +Entrees():IEnumerable<IOrderItem> +PropertyChanged:PropertyChangedEve +Name:string <<get>> +Size:Size<<get, set>> +Sides():IEnumerable<IOrderItem> ntHandler <<event>> +PropertyChanged:PropertyChangedEventHandler +Price:double <<get>> +Price:double <<get>> +Drinks():IEnumerable<IOrderItem> -orderPrice: double +Calories:uint <<get>> +Calories:uint <<get>> +FullMenu():IEnumerable<IOrderItem> +OrderPrice: double <<get>> +SpecialInstructions:List<string> <<get>> +SpecialInstructions:List<string> << get>> <u>+Search(IEnumerable<IOrderItem></u>, string):IEnumerable<IOrderItem> +Pennies: int <<get, set>> +FilterByCategory(IEnumerable<IOrderItem>, +Nickels: int <<get, set>> etino Apple Juice +Dimes: int <<get, set>> +Quarters: int << get, set>> +Name: string <<get>> {override} rhax):IEnumerable<IOrderItem> _ _ _ +HalfDollars: int <<get, set>> +PropertyChanged:PropertyChangedEventHandl #FilterByPrice(IEnumerable<IOrderItem>, double? min, double? +Dollars: int <<get, set>> er <<event>> kwindBuffet.Data.Entre <u>rhax):IEnumerable<IOrderItem></u> +Ones: int <<get, set>> ,-----' -ice: bool = false +Twos: int <<get, set>> -size: Size = Size.Small +Fives: int <<get, set>> riarheartBurger +Size:Size <<get, set>> {override} +Tens: int <<get, set>> +lce: bool <<get, set>> +Twenties: int <<get, set>> +Name: string <<get>> {override} +Price: double <<get>> {override} +Fifties: int <<get, set>> -bun: bool = true +Calories: uint <<get>> {override} -ketchup: bool = true +Hundreds: int <<get, set>> +Name:string <<get>> +SpecialInstructions: List<string> <<get>> +Name:string <<get>> +Total: double <<get>> -mustard: bool = true +Size:Size<<get, set>> {override} +Price:double <<get>> -customerPennies: int -pickle: bool = true +Price:double <<get>> +Calories:uint <<get>> +ToString(): string {override} +CustomerPennies: int <<get, set>> -cheese: bool = true +Calories:uint <<get>> ____memberName__ __ _ _ _ _ _ _ _ +PropertyChanged:PropertyChangedEventHandler -customerNickels: int +SpecialInstructions:List<string> << get>> andlehearthCoffee +SpecialInstructions:List<string> << get>> +CustomerNickels: int <<get, set>> <<event>> -customerDimes: int +Bun: bool <<get, set>> ______ +Name: string <<get>> {override} ______ +CustomerDimes: int << get, set>> +Ketchup: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandle -customerQuarters: int +Mustard: bool <<get, set>> ragonbornWaffleFries GardenOrcOmelette r <<event>> +CustomerQuarters: int <<get, set>> +Pickle: bool <<get, set>> -ice: bool = false -customerHalfDollars: int +Cheese: bool << get, set>> +Name: string <<get>> {override} -decaf: bool = false +Name: string <<get>> {override} +CustomerHalfDollars: int <<get, set>> +Price: double <<get>> {override} +PropertyChanged:PropertyChangedEventHandler -nextOrderNumber: uint = 1 -roomForCream: bool = false -broccoli: bool = true -customerDollars: int +Calories: uint <<get>> {override} <<event>> -salesTaxRate: double = 0.12 -size: Size = Size.Small -mushrooms: bool = true +CustomerDollars: int <<get, set>> +SpecialInstructions: List<string> << get>> {override} -size: Size = Size.Small +SalesTaxRate: double <<get, set>> +Size:Size<<get, set>> {override} -tomato: bool = true -customerOnes: int +Size:Size<<get, set>> {override} +ToString(): string {override} -subtotal: double = 0 +lce: bool <<get, set>> -cheddar: bool = true +CustomerOnes: int <<get, set>> +Price: double <<get>> {override} +Subtotal: double <<get>> +Decaf: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandler -customerTwos: int +Calories: uint <<get>> {override} -tax: double DoubleDraugr +RoomForCream: bool <<get, set>> <<event>> +SpecialInstructions: List<string> <<get>> {override} +CustomerTwos: int <<get, set>> +Tax: double <<get>> +Price: double <<get>> {override} +Broccoli: bool <<get, set>> -customerFives: int +ToString(): string {override} -total: double +Name: string <<get>> {override} +Calories: uint <<get>> {override} +Mushrooms: bool <<get, set>> +CustomerFives: int <<get, set>> +Total: double <<get>> -bun: bool = true +SpecialInstructions: List<string> <<get>> +Tomato: bool <<get, set>> -customerTens: int -calories: uint -ketchup: bool = true {override} +Cheddar: bool <<get, set>> +CustomerTens: int <<get, set>> +Calories:uint <<get>> -memberName +Price: double <<get>> {override} riedMiraak +ToString(): string {override} -customerTwenties: int -number: uint -mustard: bool = true +Calories: uint <<get>> {override} +CustomerTwenties: int <<get, set>> +Number: uint <<get>> +SpecialInstructions: List<string> << get>> {override} -pickle: bool = true MarkarthMilk -customerFifties: int +Name: string <<get>> {override} +Order -cheese: bool = true +PropertyChanged:PropertyChangedEventHandler +CustomerFifties: int <<get, set>> +ToString(): string {override} -tomato: bool = true +Name: string <<get>> {override} -customerHundreds: int <<event>> ______ — -lettuce: bool =true — — — — — — — — — — ↑ — - ↑ +PropertyChanged:PropertyChangedEventHandle -size: Size = Size.Small +CustomerHundreds: int <<get, set>> -mayo: bool = true r <<event>> +CustomerTotal: double <<get>> +Size:Size<<get, set>> {override} hillyPoacher +PropertyChanged:PropertyChangedEventHandler -ice: bool = false +Price: double <<get>> {override} -changePennies: int <<event>> . -size: Size = Size.Small +Calories: uint <<get>> {override} +ChangePennies: int <<get, set>> +PropertyChanged:PropertyChangedEve +Name: string <<get>> {override} +Bun: bool <<get, set>> +Size:Size<<get, set>> {override} -changeNickels: int ntHandler<<event>> +SpecialInstructions: List<string> << get>> {override} -sirloin: bool = true +Ketchup: bool <<get, set>> +lce: bool <<get, set>> +ChangeNickels: int <<get, set>> +Name: string <<get>> +ToString(): string {override} -onion: bool = true +Mustard: bool <<get, set>> +Price: double <<get>> {override} -change Dimes: int -entree: Entree = null -roll : bool = true +Pickle: bool <<get, set>> +Calories: uint <<get>> {override} +Entree: Entree <<get, set>> +ChangeDimes: int <<get, set>> +PropertyChanged:PropertyChangedEventHandler +Cheese: bool <<get, set>> +SpecialInstructions: List<string> <<get>> -changeQuarters: int _ _ -side: Side = null /ladOtarGrits <<event>> +Tomato: bool <<get, set>> +ChangeQuarters: int <<get, set>> +Side: Side <<get, set>> +Sirloin: bool <<get, set>> +Lettuce: bool <<get, set>> -changeHalfDollars: int -drink: Drink = null +ToString(): string {override} +Onion: bool <<get, set>> +Name: string <<get>> {override} +Mayo: bool <<get, set>> ____ +Drink: Drink <<get, set>> +ChangeHalfDollars: int <<get, set>> +PropertyChanged:PropertyChangedEventHandler +Roll: bool <<get, set>> +Price: double << get>> {override} ailorSoda +Price: double <<get>> -changeDollars: int +Price: double <<get>> {override} <<event>> +Calories: uint <<get>> {override} +ChangeDollars: int <<get, set>> +Calories: uint <<get>> -size: Size = Size.Small +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +Name: string <<get>> {override} -changeOnes: int +SpecialInstructions: List<string> +Size:Size<<get, set>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override} +ChangeOnes: int <<get, set>> +PropertyChanged:PropertyChangedEventHandle <<get>> +Price: double <<get>> {override} +ToString(): string {override} r <<event>> -changeTwos: int +Calories: uint <<get>> {override} almorTriple --ice: bool = true +ChangeTwos: int <<get, set>> +SpecialInstructions: List<string> << get>> {override} okehouseSkeleton -size: Size = Size.Small -changeFives: int +ToString(): string {override} +Name: string <<get>> {override} +Size:Size<<get, set>> {override} +ChangeFives: int << get, set>> +Name: string <<get>> {override} -bun: bool = true -flavor: SodaFlavor = SodaFlavor.Cherry -changeTens: int -sausageLink: bool = true -ketchup: bool = true +ChangeTens: int <<get, set>> +lce: bool <<get, set>> okunSalad -egg: bool = true akwindBuffet.Data.Enum -mustard: bool = true +Flavor: SodaFlavor << get, set >> -changeTwenties: int -hashBrowns: bool = true -pickle: bool = true +Price: double <<get>> {override} +ChangeTwenties: int <<get, set>> pancake: bool = true -cheese: bool = true +Calories: uint <<get>> {override} -changeFifties: int +PropertyChanged:PropertyChangedEventHandler +PropertyChanged:PropertyChangedEventHandler -tomato: bool = true +ChangeFifties: int <<get, set>> +SpecialInstructions: List<string> <<get>> <<event>> <<event>> -lettuce: bool = true -changeHundreds: int -size: Size = Size.Small {override} +SausageLink: bool <<get, set>> -mayo: bool = true +ChangeHundreds: int <<get, set>> +Size:Size<<get, set>> {override} +ToString(): string {override} +Egg: bool <<get, set>> -bacon: bool = true +TotalChange: double <<get>> +Price: double <<get>> {override} Small +HashBrowns: bool <<get, set>> -egg: bool = true +AmountDue: double <<get>> +Calories: uint <<get>> {override} /arriorWater Medium +Pancake: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandler +SpecialInstructions: List<string> << get>> {override} +CashDrawer(price: double) Large +Price: double <<get>> {override} <<event>> +Name: string <<get>> {override} -MakeChange(): double +ToString(): string {override} +Calories: uint <<get>> {override} +Bun: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandle -amountDue(): double +SpecialInstructions: List<string> << get>> {override} +Ketchup: bool <<get, set>> +FinalizeCashOrder(): bool r <<event>> ____+ToString():string-{override}__ _ _ _ _ _ _ +Mustard: bool << get, set>> -ice: bool = true <<Enumeration>> +Pickle: bool <<get, set>> -lemon: bool = false +Cheese: bool << get, set>> SodaFlavor -size: Size = Size.Small hugsTBone +Tomato: bool <<get, set>> +Size:Size<<get, set>> {override} +Lettuce: bool <<get, set>> Blackberry +lce: bool <<get, set>> +Name: string <<get>> {override} +Mayo: bool <<get, set>> Cherry +Lemon: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandler +Bacon: bool <<get, set>> Grapefruit ι___ +Price: double <<get>> {override} <<event>> +Egg: bool <<get, set>> Lemon +Calories: uint <<get>> {override} +Price: double <<get>> {override} +Price: double <<get>>> {override} Peach +SpecialInstructions: List<string> <<get>> +Calories: uint <<get>> {override} +Calories: uint <<get>> {override} Watermelon {override} +SpecialInstructions: List<string> <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override} +ToString(): string {override} +ToString(): string {override}