

MenuSelectionComponent.xaml.cs

```
+MenuSelectionComponent()  
-CancelOrder(sender:object,  
e:RoutedEventArgs)  
-FinishOrder(sender:object,  
e:RoutedEventArgs)  
-OpenBriarheartBurgerCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenDoubleDraugrCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenThalmorTripleCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenSmokehouseSkeletonCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenGardenOrcOmeletteCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenThugsTBoneCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenSailorSodaCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenMarkarthMilkCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenAretinoAppleJuiceCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenCandlehearthCoffeeCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenWarriorWaterCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenVokunSaladCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenFriedMiraakCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenMadOtarGritsCustomization  
(sender:object, e:RoutedEventArgs)  
-OpenDragonbornWaffleFriesCustomization  
(sender:object, e:RoutedEventArgs)
```

BleakwindBuffet.PointOfSale.EntreeCustomizations

BriarheartBurgerCustomization.xaml.cs

```
-currentOrder: Order  
+BriarheartBurgerCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

DoubleDraugrCustomization.xaml.cs

```
-currentOrder: Order  
+DoubleDraugrCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

ThalmorTripleCustomization.xaml.cs

```
-currentOrder: Order  
+ThalmorTripleCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

GardenOrcOmeletteCustomization.xaml.cs

```
-currentOrder: Order  
+GardenOrcOmeletteCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

PhillyPoacherCustomization.xaml.cs

```
-currentOrder: Order  
+PhillyPoacherCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

SmokehouseSkeletonCustomization.xaml.cs

```
-currentOrder: Order  
+SmokehouseSkeletonCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

ThugsTBoneCustomization.xaml.cs

```
-currentOrder: Order  
+ThugsTBoneCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

BleakwindBuffet.PointOfSale.SideCustomizations

DragonbornWaffleFriesCustomization.xaml.cs

```
-currentOrder: Order  
+DragonbornWaffleFriesCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

FriedMiraakCustomization.xaml.cs

```
-currentOrder: Order  
+FriedMiraakCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

MadOtarGritsCustomization.xaml.cs

```
-currentOrder: Order  
+MadOtarGritsCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

VokunSaladCustomization.xaml.cs

```
-currentOrder: Order  
+VokunSaladCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

BleakwindBuffet.PointOfSale.DrinkCustomizations

AretinoAppleJuiceCustomization.xaml.cs

```
-currentOrder: Order  
+AretinoAppleJuiceCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

CandlehearthCoffeeCustomization.xaml.cs

```
-currentOrder: Order  
+CandlehearthCoffeeCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

MarkarthMilkCustomization.xaml.cs

```
-currentOrder: Order  
+MarkarthMilkCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

SailorSodaCustomization.xaml.cs

```
-currentOrder: Order  
+SailorSodaCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)  
-BlackberryClicked(sender:object, e:RoutedEventArgs)  
-CherryClicked(sender:object, e:RoutedEventArgs)  
-GrapefruitClicked(sender:object, e:RoutedEventArgs)  
-LemonClicked(sender:object, e:RoutedEventArgs)  
-PeachClicked(sender:object, e:RoutedEventArgs)  
-WatermelonClicked(sender:object, e:RoutedEventArgs)
```

WarriorWaterCustomization.xaml.cs

```
-currentOrder: Order  
+WarriorWaterCustomization(currOrder:Order)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

MainWindow.xaml.cs

```
+MainWindow()  
-CancelOrder(sender:object, e:RoutedEventArgs)  
-FinishOrder(sender:object, e:RoutedEventArgs)  
-CancelItem(sender:object, e:RoutedEventArgs)  
-ChangeItemSelected(sender:object, e:RoutedEventArgs)
```