

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)  
-OpenPhillyPoacherCustomization  
(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)
```

CashPaymentProcessing.xaml.cs

```
-currentOrder: Order  
-currentDrawer: CashDrawer  
+CashPaymentProcessing(currOrder:Order,  
currDrawer:CashDrawer)  
+ReturnToOrder(sender:object, e:RoutedEventArgs)  
+FinishOrder(sender:object, e:RoutedEventArgs)  
+ClickPenniesIncrement(sender:object, e:RoutedEventArgs)  
+ClickPenniesDecrement(sender:object, e:RoutedEventArgs)  
+ClickNickelsIncrement(sender:object, e:RoutedEventArgs)  
+ClickNickelsDecrement(sender:object, e:RoutedEventArgs)  
+ClickDimesIncrement(sender:object, e:RoutedEventArgs)  
+ClickDimesDecrement(sender:object, e:RoutedEventArgs)  
+ClickQuartersIncrement(sender:object, e:RoutedEventArgs)  
+ClickQuartersDecrement(sender:object,  
e:RoutedEventArgs)  
+ClickHalfDollarsIncrement(sender:object,  
e:RoutedEventArgs)  
+ClickHalfDollarsDecrement(sender:object,  
e:RoutedEventArgs)  
+ClickDollarsIncrement(sender:object, e:RoutedEventArgs)  
+ClickDollarsDecrement(sender:object, e:RoutedEventArgs)  
+ClickOnesIncrement(sender:object, e:RoutedEventArgs)  
+ClickOnesDecrement(sender:object, e:RoutedEventArgs)  
+ClickTwosIncrement(sender:object, e:RoutedEventArgs)  
+ClickTwosDecrement(sender:object, e:RoutedEventArgs)  
+ClickFivesIncrement(sender:object, e:RoutedEventArgs)  
+ClickFivesDecrement(sender:object, e:RoutedEventArgs)  
+ClickTensIncrement(sender:object, e:RoutedEventArgs)  
+ClickTensDecrement(sender:object, e:RoutedEventArgs)  
+ClickTwentiesIncrement(sender:object, e:RoutedEventArgs)  
+ClickTwentiesDecrement(sender:object,  
e:RoutedEventArgs)  
+ClickFiftiesIncrement(sender:object, e:RoutedEventArgs)  
+ClickFiftiesDecrement(sender:object, e:RoutedEventArgs)  
+ClickHundredsIncrement(sender:object,  
e:RoutedEventArgs)  
+ClickHundredsDecrement(sender:object,  
e:RoutedEventArgs)  
-PrintReceipt(change:double):void
```

BleakwindBuffet.PointOfSale.EntreeCustomizations

BriarheartBurgerCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+BriarheartBurgerCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

DoubleDraugrCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+DoubleDraugrCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

ThalmorTripleCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+ThalmorTripleCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

GardenOrcOmeletteCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+GardenOrcOmeletteCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

PhillyPoacherCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+PhillyPoacherCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

SmokehouseSkeletonCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+SmokehouseSkeletonCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

ThugsTBoneCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+ThugsTBoneCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)
```

ComboCustomization.xaml.cs

```
-currentOrder: Order  
+ComboCustomization(currOrder:Order)  
+NextItemOrder(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)  
+OpenPhillyPoacherCustomization(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)
```

PaymentOptionsScreen.xaml.cs

```
-currentOrder: Order  
+PaymentOptionsScreen(currOrder:Order)  
+SelectCash(sender:object,  
e:RoutedEventArgs)  
+SelectCreditOrDebit(sender:object,  
e:RoutedEventArgs)  
+ReturnToOrder(sender:object,  
e:RoutedEventArgs)  
-PrintReceipt(): void
```

BleakwindBuffet.PointOfSale.SideCustomizations

DragonbornWaffleFriesCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+DragonbornWaffleFriesCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+FriedMiraakCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+MadOtarGritsCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+VokunSaladCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object, e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object, e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```

MainWindow.xaml.cs

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

BleakwindBuffet.PointOfSale.DrinkCustomizations

AretinoAppleJuiceCustomization.xaml.cs

```
-currentOrder: Order  
-isCombo: bool  
-currentCombo: Combo  
+AretinoAppleJuiceCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+CandlehearthCoffeeCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+MarkarthMilkCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+SailorSodaCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-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  
-isCombo: bool  
-currentCombo: Combo  
+WarriorWaterCustomization(currOrder:Order,  
combo:bool, currCombo:Combo)  
-NextItemOrder(sender:object,  
e:RoutedEventArgs)  
-SmallClicked(sender:object, e:RoutedEventArgs)  
-MediumClicked(sender:object,  
e:RoutedEventArgs)  
-LargeClicked(sender:object, e:RoutedEventArgs)
```