PackageName

Order
- salesTaxRate: double
-CollectionItemChangedListener:
+PropertyChanged:
PropertyChangedEventHandler
+Order
+Number: <<get>> <<set>>
+SalesTaxRate: double <<get>> <<set>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+Calories: uint <<get>>
+Add: void
+Remove: bool
+Entree: <<get>> <<set>>
+Drink: <<get>> <<set>>
+Side: <<get>> <<set>>
+Count: int
+Contains: bool
+GetEnumerator:
IEnumerator<OrderItem>
+IsReadOnly:bool
+Price: double <<get>>
+SpecialInstruction: List<string> <<get>>

ComboClass
+PropertyChanged:
PropertyChangedEventHandler
+ComboClass
+Entree: <<get>> <<set>>
+Drink: <<get>> <<set>>
+Side: <<get>> <<set>>
+Price: double <<get>>
+SpecialInstruction: List<string> <<get>>

<<Interface>> INotifyPropertyChanged
+PropertyChanged:
PropertyChangedEventHandler(event)

<<Interface>> INotifyPropertyChanged
+PropertyChanged:
PropertyChangedEventHandler(event)

MainWindow
+MainWindow
+swapScreen

ButtonControl
+mw: MainWindow <<get>>
+ButtonControl
-AretinoAppleJuiceClick
-CC_Click
-BriarheartBurgerClick
-DoubleDraugrClick
-GardenOrcOmeletteClick
-PhillyPoacherClick
-SmokehouseSkeleton
-ThalmorTripleClick
-ThugsTBoneClick
-MM_Click
-SSF_Click
-WW_Click
-DragonWaffleFriesClick
-FriedMiraakClick
-MadOtarGritsClick
-VokunSaladClick

OrderControl
+OrderControl

POS.Drinks

CustomAretinoAppleJuice
+CustomAretinoAppleJuice
-DoneClick
-CancelClick

CustomCandleHeartheCoffee
+CustomCandleHeartheCoffee
-DoneClick
-CancelClick

CustomMarkathMilk
+CustomMarkathMilk
-DoneClick
-CancelClick

CustomSailorSoda
+CustomSailorSoda
-DoneClick
-CancelClick

CustomWarriorWater
+CustomWarriorWater
-DoneClick
-CancelClick

POS.Sides

CustomDragonBornWaffleFries
+CustomDragonBornWaffleFries
-CancelClick
-DoneClick

CustomVokunSalad
+CustomVokunSalad
-CancelClick
-DoneClick

FriedMiraak
+FriedMiraak
-CancelClick
-DoneClick

MadOtarGrits
+MadOtarGrits
-CancelClick
-DoneClick

POS.Entrees()

CustomBriarheartBurger
+CustomBriarheartBurger
-Button_Click
-DoneClick

CustomDoubleDraugr
+CustomDoubleDraugr
-Button_Click
-DoneClick

CustomGardenOrcOmelette
+CustomGardenOrcOmelette
-Button_Click
-DoneClick

CustomPhillyPoacher
+CustomPhillyPoacher
-Button_Click
-DoneClick

CustomThalmorTriple
+CustomBThalmorTriple
-Button_Click
-DoneClick

CustomSmokeHouseSkeleton
+CustomBSmokeHouseSkeleton
-Button_Click
-DoneClick

CashRegister

CashRegisterViewModelClass
+PropertyChanged: PropertyChangedEventHandler
#OnPropertyChanged: void
-CR: CashRegister
-O: Order
+ CashRegisterViewModelClass
+Total: Double <<get>>
+CustomerPay: double <<get>>
+AmountOwedDisplayed: double <<get>>
+AmountOwed: double <<get>>
+ChangedOwe: double <<get>>
+Hundreds: int <<get,set>>
-paymentHundreds: int
+PaymentHundreds: int <<get,set>>
+Fifties: int <<get,set>>
-paymentFifties: int
+PaymentFifties: int <<get,set>>
+Twenties: int <<get,set>>
-paymentTwenties: int
+PaymentTwenties: int <<get,set>>
+Tens: int <<get,set>>
-paymentTens: int
+PaymentTens: int <<get,set>>
+Fives: int <<get,set>>
-paymentFives: int
+PaymentFives: int <<get,set>>
+Twos: int <<get,set>>
-paymentTwos: int
+PaymentTwos: int <<get,set>>
+Ones: int <<get,set>>
-paymentOness: int
+PaymentOnes: int <<get,set>>
+Dollars: int <<get,set>>
-paymentDollars: int
+PaymentDollars: int <<get,set>>
+HalfDollars: int <<get,set>>
-paymentHalfDollars: int
+PaymentHalfDollars: int <<get,set>>
+Quarters: int <<get,set>>
-paymentQuarters: int
+PaymentQuarters: int <<get,set>>
+Dimes: int <<get,set>>
-paymentDimes: int
+PaymentDimes: int <<get,set>>
+Nickels: int <<get,set>>
-paymentNickels: int
+PaymentNickels: int <<get,set>>
+Pennies: int <<get,set>>
-paymentPennies: int
+PaymentPenniess: int <<get,set>>
-changeHundreds: int
+ChangeHundreds:int <<get>>
-changeFifties: int
+ChangeFifties:int <<get>>
-changeTwenties: int
+ChangeTwenties:int <<get>>
-changeTens: int
+ChangeTens:int <<get>>
-changeFives: int
+ChangeFives:int <<get>>
-changeTwos: int
+ChangeTwos:int <<get>>
-changeOnes: int
+ChangeOnes:int <<get>>
-changeDollars: int
+ChangeDollars:int <<get>>
-changeHalfDollars: int
+ChangeHalfDollars:int <<get>>
-changeQuarters: int
+ChangeQuarters:int <<get>>
-changeDimes: int
+ChangeDimes:int <<get>>
-changeNickels: int
+ChangeNickels:int <<get>>
-changePennies: int
+ChangePennies:int <<get>>
-ChangedOwedToCustomers: void

CashRegister
-mw: MainWindow
-O: Order
-OC: OrderControl
+CashRegister
+ ValueProp: DependecyProperty
+PropertyChange: PropertyChangedEventHandler
OnPropertyChanged: Void
-GoBackClick_click: void

MoneyBox
+MoneyBox
+ValueProp: DependecyProperty
+PropertyChanged: PropertyChangedEventHandler
#OnPropertyChanged: void
+Value: int <<get,set>>
-Increment: void
-Decrement: void

PaymentOption
-mw: MainWindow
-O: Order;
-OC: OrderControl
-CR: CashRegisterViewModelClass
+PaymentScreen
-CreditCardClick: void
-CashClick:void
-GoBackClick: void

<<Interface>> System.CompentModel.INotifyPropertyChanged
+PropertyChanged:
PropertyChangedEventHandler (event)

Website

Index.cshtml.cs
+OnGet: void

Privacy.cshtml.cs
+OnGet: void

About.cshtml.cs
+OnGet: void

BleakwindBuffet.Data

Menu
+Entrees
+Sides
+Drinks
+FullMenu

<<Interface>> IOrderItem
Price: <<get>>
Calories <<get>>
SpecialInstructions: List<String> <<Get>>

BleakwindBuffet.Data.Sides

Side
+*Size*: Size <<get, set>>
+*Price*: double <<get>>
+*Calories*: uint <<get>>
+*SpecialInstructions*: List <<get>>
#OnPropertyChange: void

DragonBornWaffleFries
-size: Size = Size.Small
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

FriedMiraak
-size: Size = Size.Small
+Price: double <<get>> {override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}

MadOtarGrits
-size: Size = Size.Small
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

VokunSalad
-size: Size = Size.Small
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Price: double <<get>> {override}
+ToString(): string {override}

BleakwindBuffet.Data.Enums

<<Enumeration>> Size
Small
Medium
Large

<<Enumeration>> SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

BleakwindBuffet.Data.Entrees

Entree
+*Price*: Double <<get>>
+*Calories*: Uint <<get>>
+*SpecialInstructions*: List<string><<get>>
#OnPropertyChange: void

GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

DoubleDraugr
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

ThugsTBone
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

ThalmorTriple
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
-bacon: bool = true
-egg: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Bacon: bool <<get, set>>
+Egg: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

BleakwindBuffet.Data.Drinks

Drink
+*Price*: Double <<get>>
+*Calories*: Uint <<get>>
+*SpecialInstructions*: List<String> <<get>>
#OnPropertyChange: void

AretinoAppleJuice
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

CandleHeartheCoffee
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

MarkarthMilk
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

SailorSoda
-ice: bool = true
-size: Size = Size.Small
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

WarriorWater
-ice: bool = true
-lemon: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}