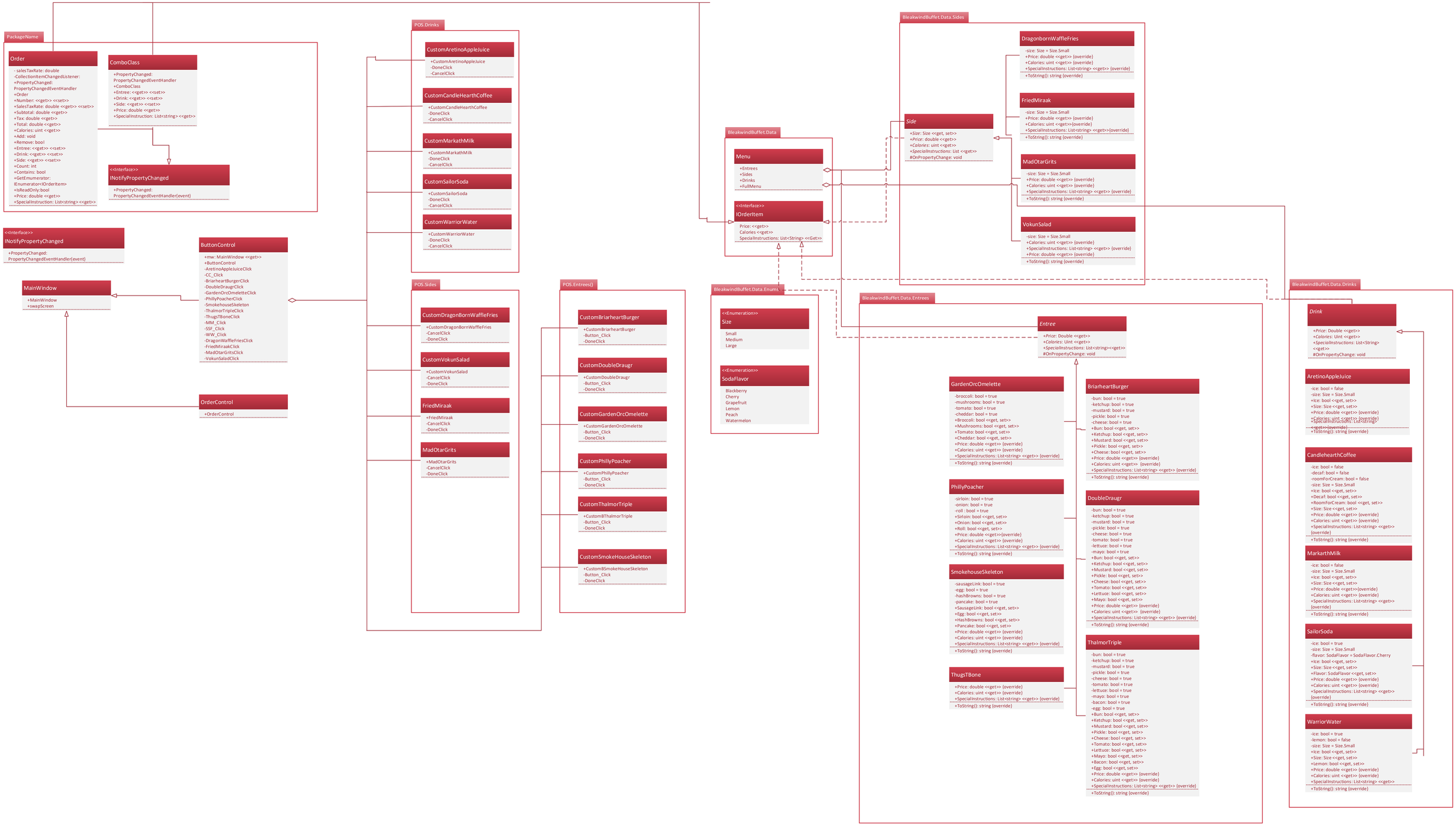
PackageName
Order
- salesTaxRate: double
-CollectionItemChangedListener:
+PropertyChanged:
PropertyChangedEventHandler
+Order
+Number: <<get>> <<set>>
+SalesTaxRate: double <<get>> <<set>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+Calories: uint <<get>>
+Add: void
+Remove: 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
CustomCandleHearthCoffee
+CustomCandleHearthCoffee
-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
BleakwindBuffet.Data.Sides
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}
Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List <<get>>
#OnPropertyChange: void
BleakwindBuffet.Data
Menu
+Entrees
+Sides
+Drinks
+FullMenu
<<Interface>>
IOrderItem
Price: <<get>>
Calories <<get>>
SpecialInstructions: List<String> <<Get>>
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
+Siroin: 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}
CandlehearthCoffee
-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}