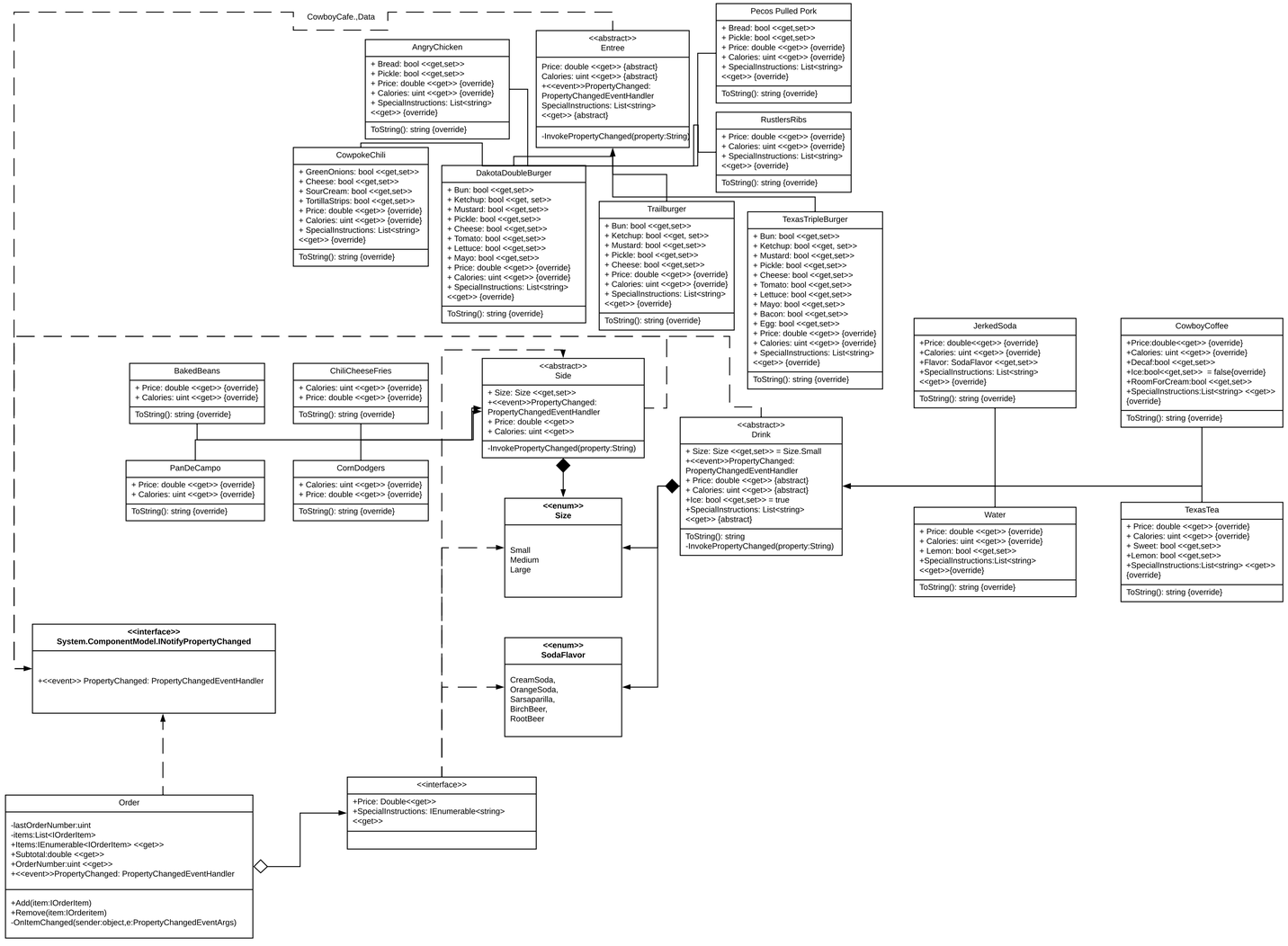
CowboyCafe.,Data
AngryChicken
+ Bread: bool <<get,set>>
+ Pickle: bool <<get,set>>
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ SpecialInstructions: List<string>
<<get>> {override}
ToString(): string {override}
<<abstract>>
Entree
Price: double <<get>> {abstract}
Calories: uint <<get>> {abstract}
+<<event>>PropertyChanged:
PropertyChangedEventHandler
SpecialInstructions: List<string>
<<get>> {abstract}
-InvokePropertyChanged(property:String)
Pecos Pulled Pork
+ Bread: bool <<get,set>>
+ Pickle: bool <<get,set>>
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ SpecialInstructions: List<string>
<<get>> {override}
ToString(): string {override}
RustlersRibs
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ SpecialInstructions: List<string>
<<get>> {override}
ToString(): string {override}
CowpokeChili
+ GreenOnions: bool <<get,set>>
+ Cheese: bool <<get,set>>
+ SourCream: bool <<get,set>>
+ TortillaStrips: bool <<get,set>>
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ SpecialInstructions: List<string>
<<get>> {override}
ToString(): string {override}
DakotaDoubleBurger
+ 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}
Trailburger
+ 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}
TexasTripleBurger
+ 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}
JerkedSoda
+Price: double<<get>> {override}
+Calories: uint <<get>> {override}
+Flavor: SodaFlavor <<get,set>>
+SpecialInstructions: List<string>
<<get>> {override}
ToString(): string {override}
CowboyCoffee
+Price:double<<get>> {override}
+Calories: uint <<get>> {override}
+Decaf:bool <<get,set>>
+Ice:bool<<get,set>> = false{override}
+RoomForCream:bool <<get,set>>
+SpecialInstructions:List<string> <<get>>
{override}
ToString(): string {override}
BakedBeans
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
ToString(): string {override}
ChiliCheeseFries
+ Calories: uint <<get>> {override}
+ Price: double <<get>> {override}
ToString(): string {override}
<<abstract>>
Side
+ Size: Size <<get,set>>
+<<event>>PropertyChanged:
PropertyChangedEventHandler
+ Price: double <<get>>
+ Calories: uint <<get>>
-InvokePropertyChanged(property:String)
PanDeCampo
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
ToString(): string {override}
CornDodgers
+ Calories: uint <<get>> {override}
+ Price: double <<get>> {override}
ToString(): string {override}
<<abstract>>
Drink
+ Size: Size <<get,set>> = Size.Small
+<<event>>PropertyChanged:
PropertyChangedEventHandler
+ Price: double <<get>> {abstract}
+ Calories: uint <<get>> {abstract}
+Ice: bool <<get,set>> = true
+SpecialInstructions: List<string>
<<get>> {abstract}
ToString(): string
-InvokePropertyChanged(property:String)
<<enum>>
Size
Small
Medium
Large
Water
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ Lemon: bool <<get,set>>
+SpecialInstructions:List<string>
<<get>>{override}
ToString(): string {override}
TexasTea
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ Sweet: bool <<get,set>>
+Lemon: bool <<get,set>>
+SpecialInstructions:List<string> <<get>>
{override}
ToString(): string {override}
<<interface>>
System.ComponentModel.INotifyPropertyChanged
+<<event>> PropertyChanged: PropertyChangedEventHandler
<<enum>>
SodaFlavor
CreamSoda,
OrangeSoda,
Sarsaparilla,
BirchBeer,
RootBeer
Order
-lastOrderNumber:uint
-items:List<IOrderItem>
+Items:IEnumerable<IOrderItem> <<get>>
+Subtotal:double <<get>>
+OrderNumber:uint <<get>>
+<<event>>PropertyChanged: PropertyChangedEventHandler
+Add(item:IOrderItem)
+Remove(item:IOrderItem)
-OnItemChanged(sender:object,e:PropertyChangedEventArgs)
<<interface>>
+Price: Double<<get>>
+SpecialInstructions: IEnumerable<string>
<<get>>