<<interface>> IMenuItem
+Name: string <<get>>
+Description: string <<get>>
+Price: decimal <<get>>
+CaloriesPerEach; uint <<get>>
+CalorieTotal: uint <<get>>
+SpecialInstructions: IEmumerable<string> <<get>>

<<Interface>> IEnumerable<T>
+IEnumerable.GetEnumerator(): IEnumerator
+GetEnumerator(): IEnumerator<T>

<<interface>> ICollection<IMenuItem>

Order
+Count: int <<get>>
+ReadOnly: bool <<get>>
+Order: List<IMenuItem> <<get,set>>
+TaxRate: decimal <<get,set>>
+ Tax: decimal <<get>>
+Total: decimal <<get>>
+Add(item: IMenuItem)
+Clear()
+Contains(item: IMenuItem):bool
+CopyTo(a:IMenuItem[], i: int)
+Remove(item:IMenuItem):bool

<<interface>> INotifyPropertyChanged
+ PropertyChanged:PropertyChangedEventHandler? <<event>>

<<interface>> INotifyCollectionChanged
+ CollectionChanged:NotifyCollectionChangedEventHandler? <<event>>

Pizza
+PizzaCrust: Crust.Crusts <<get,set>>
+Slices: uint <<get>>
+PizzaSize: Size.Sizes <<get,set>>
+PossibleToppings:List<PizzaToppings> <<get,set>>
+FindTopping(t: Topping): PizzaTopping
+Pizza()
+ToString():string

Sides
+Count: uint <<get,set>>

Drinks
+DrinkSize: Size.Sizes <<get,set>>
+Ice: bool <<get,set>>

PizzaTopping
+ToppingType: Topping <<get,init>>
+OnPizza: bool <<get,set>>
+Name: string <<get>>
+BaseCalories: uint <<get>>
+PizzaTopping(t: Topping, b: bool)

Wings
-_count: uint
+BoneIn: bool <<get,set>>
+Sauce: WingSauce.Sauces <<get,set>>
+ToString():string

Soda
+DrinkSize: Size.Sizes: <<get,set>>
+DrinkFlavor: SodaFlavor.SodaFlavors <<get,set>>
+ToString():string

CinnimonSticks
-_count: uint
+Frosting: bool <<get,set>>
+ToString():string

IcedTea
+DrinkSize: Size.Sizes: <<get,set>>
+ToString():string

MeatsPizza
+ Description: string<<get>>
+ Name: string <<get>>
+MeatsPizza()

VeggiePizza
+ Description: string<<get>>
+ Name: string <<get>>
+VeggiePizza()

GarlicKnots
-_count: uint
+ToString():string

SupremePizza
+ Description: string<<get>>
+ Name: string <<get>>
+SupremePizza()

HawaiianPizza
+ Description: string<<get>>
+ Name: string <<get>>
+HawaiianPizza()

BreadSticks
-_count: uint
+Cheese: bool <<get,set>>
+ToString():string

MainWindow
+InitilizeComponent():void
+PizzaSize: Size.Sizes <<get,set>>
+PossibleToppings:List<PizzaToppings> <<get,set>>
+FindTopping(t: Topping): PizzaTopping
+Pizza()
+ToString():string

MenuItemSelectionControl
+InitilizeComponent():void
+AddPizzaClick(sender: object, e: RoutedEventArgs):void
+AddMeatPizzaClick(sender: object, e: RoutedEventArgs):void
+AddVeggiePizzaClick(sender: object, e: RoutedEventArgs):void
+AddHawaiianPizzaClick(sender: object, e: RoutedEventArgs):void
+AddSupremePizzaClick(sender: object, e: RoutedEventArgs):void
+AddWingsClick(sender: object, e: RoutedEventArgs):void
+AddBreadSticksClick(sender: object, e: RoutedEventArgs):void
+AddGarlicKnotsClick(sender: object, e: RoutedEventArgs):void
+AddCinnamonSticksClick(sender: object, e: RoutedEventArgs):void
+AddSodaClick(sender: object, e: RoutedEventArgs):void
+AddIcedTeaClick(sender: object, e: RoutedEventArgs):void

OrderSummaryControl
+InitilizeComponent():void