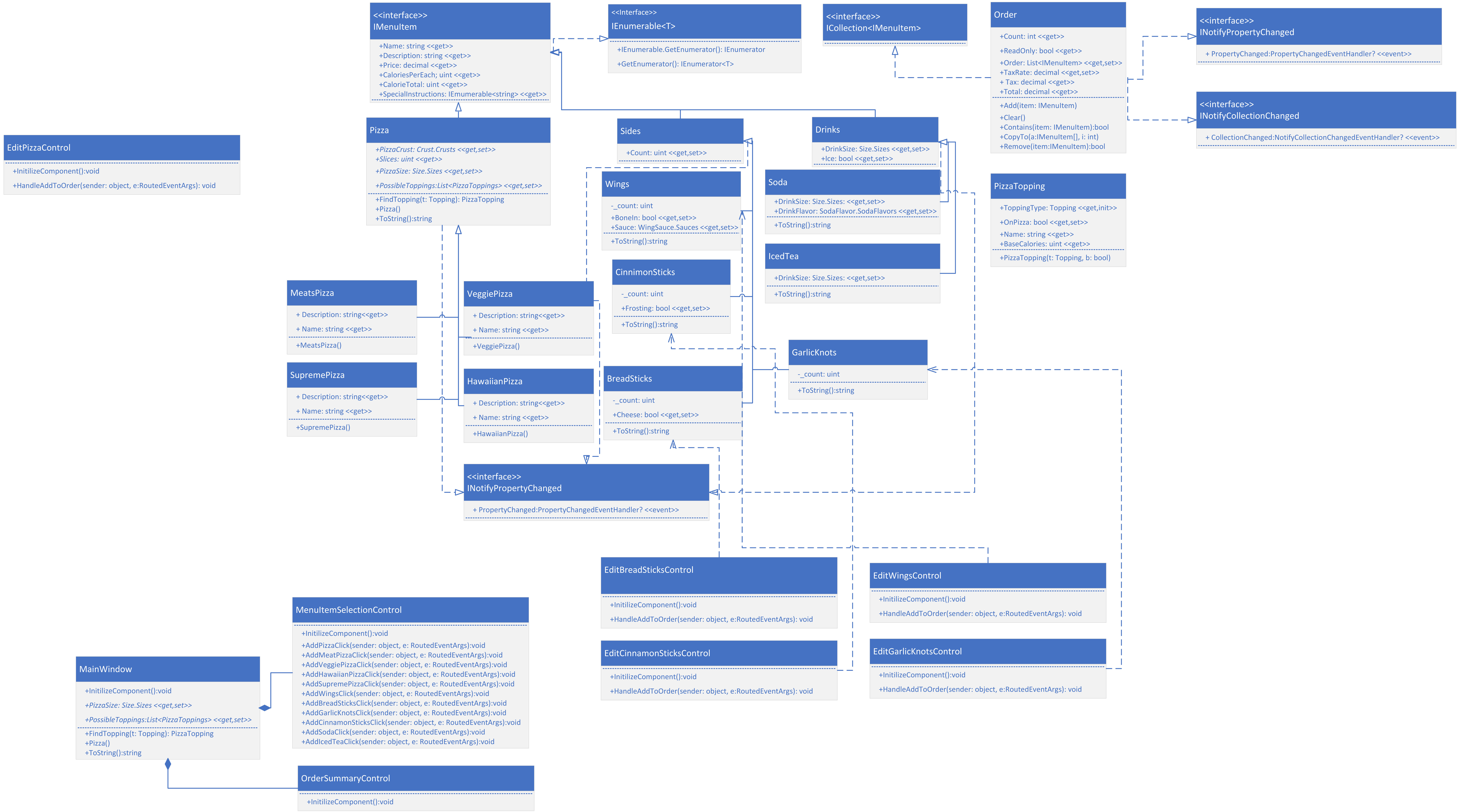
<<interface>>
IMenuItem
+Name: string <<get>>
+Description: string <<get>>
+Price: decimal <<get>>
+CaloriesPerEach; uint <<get>>
+CalorieTotal: uint <<get>>
+SpecialInstructions: IEmumerable<string> <<get>>
<<Interface>>
IEnumerable<T>
+IEnumerable.GetEnumerator(): IEnumerator
+GetEnumerator(): IEnumerator<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>>
EditPizzaControl
+InitilizeComponent():void
+HandleAddToOrder(sender: object, e:RoutedEventArgs): void
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>>
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
PizzaTopping
+ToppingType: Topping <<get,init>>
+OnPizza: bool <<get,set>>
+Name: string <<get>>
+BaseCalories: uint <<get>>
+PizzaTopping(t: Topping, b: bool)
IcedTea
+DrinkSize: Size.Sizes: <<get,set>>
+ToString():string
CinnimonSticks
-_count: uint
+Frosting: bool <<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
<<interface>>
INotifyPropertyChanged
+ PropertyChanged:PropertyChangedEventHandler? <<event>>
EditBreadSticksControl
+InitilizeComponent():void
+HandleAddToOrder(sender: object, e:RoutedEventArgs): void
EditWingsControl
+InitilizeComponent():void
+HandleAddToOrder(sender: object, e:RoutedEventArgs): void
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
EditCinnamonSticksControl
+InitilizeComponent():void
+HandleAddToOrder(sender: object, e:RoutedEventArgs): void
EditGarlicKnotsControl
+InitilizeComponent():void
+HandleAddToOrder(sender: object, e:RoutedEventArgs): void
MainWindow
+InitilizeComponent():void
+PizzaSize: Size.Sizes <<get,set>>
+PossibleToppings:List<PizzaToppings> <<get,set>>
+FindTopping(t: Topping): PizzaTopping
+Pizza()
+ToString():string
OrderSummaryControl
+InitilizeComponent():void