

-customerHalfDollarCoin: int = 0 -customerQuarters: int = 0 -customerDimes: int = 0 -customerNickels: int = 0 -customerPennies: int = 0 -owedHundredDollars: int = 0

-owedFiftyDollars: int = 0 -owedTwentyDollars: int = 0

-owedQuarters: int = 0

-owedTenDollars: int = 0 -owedFiveDollars: int = 0 -owedTwoDollars: int = 0 -owedOneDollars: int = 0 -owedOneDollarCoin: int = 0 -owedHalfDollarCoin: int = 0

-owedDimes: int = 0
-owedNickels: int = 0
-owedPennies: int = 0
-totalCost: double
+PropertyChanged:PropertyChangedEventHander <<event>>
+RegisterHundredDollars: int <<get>>
+RegisterFiftyDollars: int <<get>>

+RegisterTwentyDollars: int <<get>> +RegisterTenDollars: int <<get>> +RegisterFiveDollars: int <<get>>

+RegisterFiveDollars: int <<get>>
+RegisterTwoDollars: int <<get>>
+RegisterOneDollars: int <<get>>
+RegisterOneDollarCoin: int <<get>>
+RegisterHalfDollarCoin: int <<get>>
+RegisterQuarters: int <<get>>
+RegisterDimes: int <<get>>
+RegisterDimes: int <<get>>
+RegisterNickels: int <<get>>

+RegisterPennies: int <<get>>
+CustomerHundredDollars: int <<get, set>>
+CustomerFiftyDollars: int <<get, set>>
+CustomerTwentyDollars: int <<get, set>>
+CustomerTenDollars: int <<get, set>>

+CustomerFiveDollars: int <<get, set>> +CustomerTwoDollars: int <<get, set>> +CustomerOneDollars: int <<get, set>> +CustomerOneDollarCoin: int <<get. set>> +CustomerHalfDollarCoin: int <<get, set>> +CustomerQuarters: int <<get, set>>

+CustomerDimes: int <<get, set>>
+CustomerNickels: int <<get, set>>
+CustomerPennies: int <<get, set>>
+OwedHundredDollars: int <<get, set>>
+OwedFiftyDollars: int <<get, set>>
+OwedTwentyDollars: int <<get, set>>
+OwedTenDollars: int <<get, set>>
+OwedFiveDollars: int <<get, set>>

+OwedTwoDollars: int <<get, set>> +OwedOneDollars: int <<get, set>>

+OwedOneDollarCoin: int <<get. set>>
+OwedHalfDollarCoin: int <<get, set>>
+OwedQuarters: int <<get, set>>
+OwedDimes: int <<get, set>>
+OwedNickels: int <<get, set>>
+OwedPennies: int <<get, set>>
+TotalCost: double <<get, set>>
+GivenAmount: double <get>>
+AmountDueTotal: double <get>>

+AmountDue: double <get>>
+ChangeDue: double <get>>
+RegisterViewModel(totalCost: double)
+CalculateChange(): void
+FinalizeOrder(): void