

+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