

-addSideButton_Click(sender: object, e: RoutedEventArgs): void -editSideButton Click(sender: object, e: RoutedEventArgs): void -aaComboButton_Click(sender: object, e: RoutedEventArgs): void -ccComboButton_Click(sender: object, e: RoutedEventArgs): void -mmComboButton_Click(sender: object, e: RoutedEventArgs): void -ssComboButton_Click(sender: object, e: RoutedEventArgs): void -wwComboButton_Click(sender: object, e: RoutedEventArgs): void -ddComboButton_Click(sender: object, e: RoutedEventArgs): void -bbComboButton_Click(sender: object, e: RoutedEventArgs): void -gooComboButton_Click(sender: object, e: RoutedEventArgs): void -ppComboButton_Click(sender: object, e: RoutedEventArgs): void -smComboButton_Click(sender: object, e: RoutedEventArgs): void -ttComboButton_Click(sender: object, e: RoutedEventArgs): void -ttbComboButton_Click(sender: object, e: RoutedEventArgs): void -dwfComboButton_Click(sender: object, e: RoutedEventArgs): void -fmComboButton_Click(sender: object, e: RoutedEventArgs): void -mogComboButton_Click(sender: object, e: RoutedEventArgs): void -vsComboButton_Click(sender: object, e: RoutedEventArgs): void

CurrencyControl +MoneyAmount: string <<get, set>>

+AmountFromCustomer: int <<get, set>> +AmountToGiveBack: int <<get, set>> +CurrencyControl()

+CurrencyControl()
-subtractButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

PaymentOptionScreenComponent

-returnButton_Click(sender: object, e: RoutedEventArgs): void-cardButton_Click(sender: object, e: RoutedEventArgs): void-cashButton_Click(sender: object, e: RoutedEventArgs): void

RegisterViewModel
-customerHundredDollars: int = 0

-customerFiftyDollars: int = 0 -customerTwentyDollars: int = 0 -customerTenDollars: int = 0 -customerFiveDollars: int = 0 -customerTwoDollars: int = 0 -customerOneDollars: int = 0 -customerOneDollarCoin: int = 0 -customerHalfDollarCoin: int = 0 -customerQuarters: int = 0 -customerDimes: int = 0 -customerNickels: int = 0 -customerPennies: int = 0 -owedHundredDollars: int = 0 -owedFiftyDollars: int = 0 -owedTwentyDollars: int = 0 -owedTenDollars: int = 0 -owedFiveDollars: int = 0 -owedTwoDollars: int = 0 -owedOneDollars: int = 0 -owedOneDollarCoin: int = 0 -owedHalfDollarCoin: int = 0 -owedQuarters: 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>> +RegisterTwoDollars: int <<get>> +RegisterOneDollars: int <<get>> +RegisterOneDollarCoin: int <<get>> +RegisterHalfDollarCoin: int <<get>>

+RegisterHalfDollarCoin: int <<get>>
+RegisterQuarters: int <<get>>
+RegisterDimes: int <<get>>
+RegisterNickels: int <<get>>
+RegisterPennies: int <<get>>
+CustomerHundredDollars: int <<get, set>>
+CustomerTwentyDollars: 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>>

+TotalCost: double <<get, set>>
+GivenAmount: double <get>>
+AmountDueTotal: double <get>>
+AmountDue: double <get>>
+ChangeDue: double <get>>
+RegisterViewModel(totalCost: double)
+CalculateChange(): void
+FinalizeOrder(): void

+OwedPennies: int <<get, set>>