

CandlehearthCoffeeComponent

+CandlehearthCoffeeComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

Mark arth Milk Component

+MarkarthMilkComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

SailorSodaComponent

+SailorSodaComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

WarriorWaterComponent

+WarriorWaterComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

DoubleDraugrComponent

+DoubleDraugrComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

${\it GardenOrcOmeletteComponent}$

+GardenOrcOmeletteComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

PhillyPoacherComponent

+PhillyPoacherComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

SmokehouseSkeletonComponent

+SmokehouseSkeletonComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

ThalmorTripleComponent

+ThalmorTripleComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

ThugsTBoneComponent

+ThugsTBoneComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

-addButton Click(sender: object, e: RoutedEventArgs): void

FriedMiraakComponent

+FriedMiraakComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

MadOtarGritsComponent

+MadOtarGritsComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

VokunSaladComponent

+VokunSaladComponent() -returnButton_Click(sender: object, e: RoutedEventArgs): void -addButton_Click(sender: object, e: RoutedEventArgs): void

BleakwindBuffet.PointOfSale

<u>ExtensionMethod</u>

<u>+FindAncestor<T>(element: DependencyObject): T {T is a Dependency Object}</u> +SwitchScreen(elem: DependencyObject, sender: object): void +AddItem(elem: DependencyObject, sender: object, itemName: string): void

MainWindow

+MainWindow()

MenuSelectionComponent

+MenuSelectionComponent() +menuButtonClickEvent(sender: object, e: RoutedEventArgs): void

OrderComponent

+OrderComponent() +SwapScreen(obj: UIElement): void

-cancelButton_Click(sender: object, e: RoutedEventArgs): void