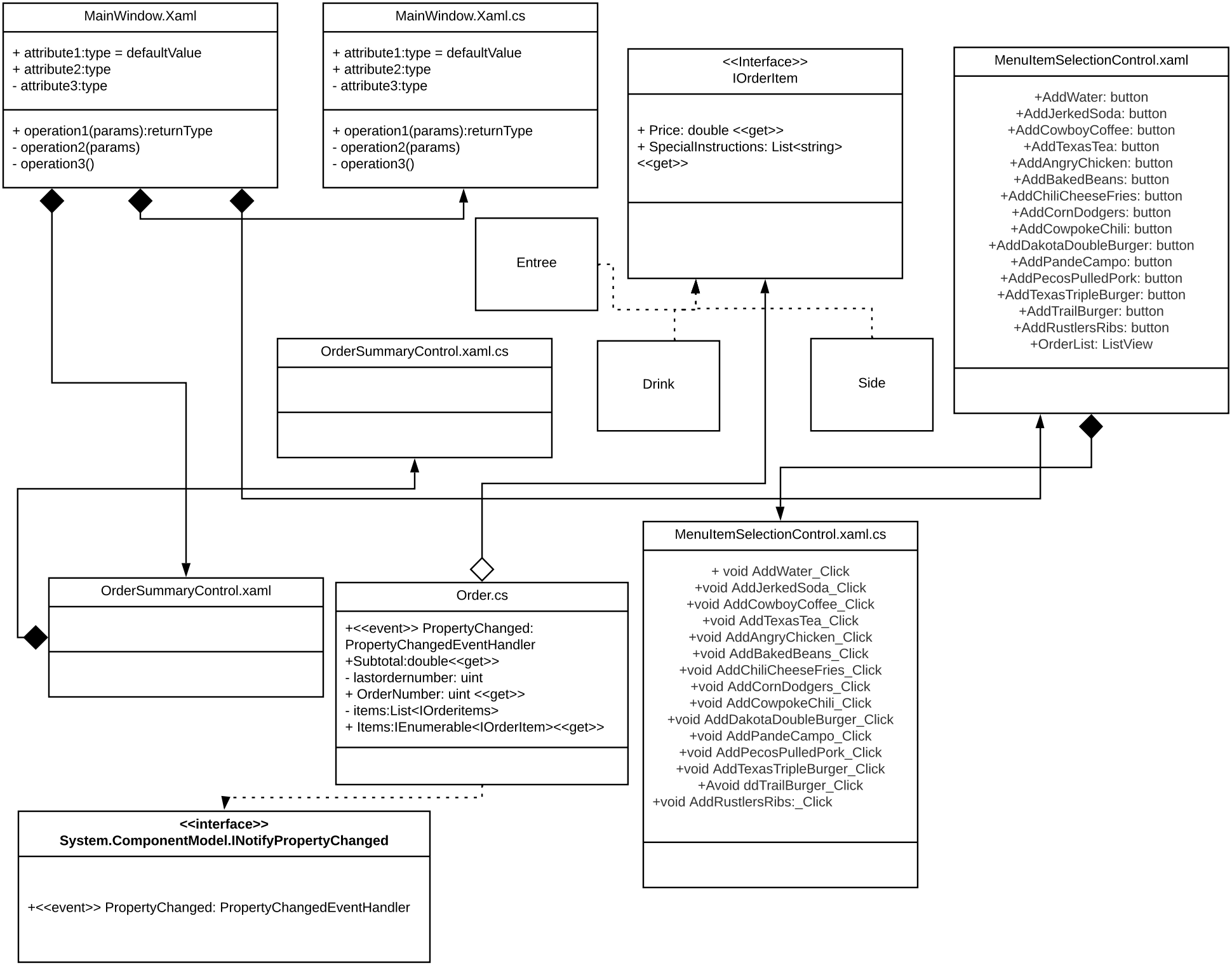
MainWindow.Xaml
+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type
+ operation1(params):returnType
- operation2(params)
- operation3()
MainWindow.Xaml.cs
+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type
+ operation1(params):returnType
- operation2(params)
- operation3()
<<Interface>>
IOrderItem
+ Price: double <<get>>
+ SpecialInstructions: List<string>
<<get>>
MenuItemSelectionControl.xaml
+AddWater: button
+AddJerkedSoda: button
+AddCowboyCoffee: button
+AddTexasTea: button
+AddAngryChicken: button
+AddBakedBeans: button
+AddChiliCheeseFries: button
+AddCornDodgers: button
+AddCowpokeChili: button
+AddDakotaDoubleBurger: button
+AddPandeCampo: button
+AddPecosPulledPork: button
+AddTexasTripleBurger: button
+AddTrailBurger: button
+AddRustlersRibs: button
+OrderList: ListView
Entree
OrderSummaryControl.xaml.cs
Drink
Side
MenuItemSelectionControl.xaml.cs
+ void AddWater_Click
+void AddJerkedSoda_Click
+void AddCowboyCoffee_Click
+void AddTexasTea_Click
+void AddAngryChicken_Click
+void AddBakedBeans_Click
+void AddChiliCheeseFries_Click
+void AddCornDodgers_Click
+void AddCowpokeChili_Click
+void AddDakotaDoubleBurger_Click
+void AddPandeCampo_Click
+void AddPecosPulledPork_Click
+void AddTexasTripleBurger_Click
+Avoid ddTrailBurger_Click
+void AddRustlersRibs:_Click
OrderSummaryControl.xaml
Order.cs
+<<event>> PropertyChanged:
PropertyChangedEventHandler
+Subtotal:double<<get>>
- lastordernumber: uint
+ OrderNumber: uint <<get>>
- items:List<IOrderitems>
+ Items:IEnumerable<IOrderItem><<get>>
<<interface>>
System.ComponentModel.INotifyPropertyChanged
+<<event>> PropertyChanged: PropertyChangedEventHandler