BleakwindBuffet.PointOfSale

MainWindow
+order: Order = new Order()

+MainWindow()
+ReturnToMenuSelection(): void
+OpenCustomizeOptions(string): void
+ModifyCustomizedOptions(IOrderItem):
void

MenuSelectionComponent
+orderChoiceName: string
+parentScreen: MainWindow

+MenuSelectionComponent(MainWindow
+OrderChoiceSelected(object,
RoutedEventArgs): void

SpecificItemCustomization
+parentScreen: MainWindow
+orderItem: IOrderItem
+checkBoxes: Checkbox[]
+comboBoxes: Combobox[]
+checkBoxBindings: Binding[]
+comboBoxBindings: Binding[]
+enumOptions: Dictionary<string,
string[]>

+SpecificItemCustomization(MainWindow,
string)
+SpecificItemCustomization(MainWindow,
IOrderItem)
+InitializeFormComponents(): void
+CreateOrderItem(string): void
+InitializeCheckBoxes(int, PropertyInfo):
void
+InitializeComboBoxes(int, PropertyInfo):
void
+ExitWindow(object, RoutedEventArgs):
void

OrderComponent
+parentScreen: MainWindow

+OrderComponent(MainWindow)
+RemoveItem(object, RoutedEventArgs):
void
+ModifyItem(object, RoutedEventArgs):
void
+ClearOrder(object, RoutedEventArgs):
void

BleakwindBuffet.Data

Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string>
<<get>>
+PropertyChanged:
PropertyChangedEventHandler
<<event>>

Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string>
<<get>>
+PropertyChanged:
PropertyChangedEventHandler
<<event>>

Drink
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string>
<<get>>
+PropertyChanged:
PropertyChangedEventHandler
<<event>>

Menu
+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>

<<Interface>>
IOrderItem
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

Combo
+ PropertyChanged:
PropertyChangedEventHandler <<event>>
- entree: Entree = null;
- side: Side = null;
- drink: Drink = null;
+ CEntree: Entree <<get, set>>
+ CSide: Side <<get, set>>
+ CDrink: Drink <<get, set>>
+ Price: double <<get>>
+ Calories: uint <<get>>
+ SpecialInstructions: List<string> <<get>>
+ Combo (Entree, Side, Drink)
+ ComboPropertyChangedInvoker(object,
PropertyChangedEventArgs): void

Order
+ PropertyChanged:
PropertyChangedEventHandler <<event>>
+ CollectionChanged:
NotifyCollectionChangedEventHandler
<<event>>
-salesTaxRate: double = 0.12
-number: int
-nextOrderNumber: int = 1
-orderItems: List<IOrderItem> = new
List<IOrderItem>()
+IsReadOnly: bool
+Count: int
+SalesTaxRate: double <<get, set>>
+Number: int <<get, set>>
+Calories: uint <<get>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+this[int]: IOrderItem <<get, set>>
+Order()
+Add(IOrderItem): void
+Remove(IOrderItem): bool
+Clear(): void
+Contains(IOrderItem): bool
+CopyTo(IOrderItem[], int): void
+GetEnumerator():
IEnumerator<IOrderItem>
+OrderPropertyChangedInvoker(object,
PropertyChangedEventArgs):void

System.ComponentModel

<<Interface>>
INotifyPropertyChanged
+PropertyChanged:
PropertyChangedEventHandler
<<event>>

System.Collections.Specialized

<<Interface>>
INotifyCollectionChanged
+CollectionChanged:
NotifyCollectionChangedEventHandler
<<event>>

System.Collections.Generic

<<Interface>>
ICollection<T>
+Count: int <<get>>
+IsReadOnly: bool <<get>>

+Add(T): void
+Clear(): void
+Contains(T): bool
+CopyTo(T[], int): void
+Remove(T): bool

BleakwindBuffet.Data.Entrees

GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

ThugsTBone
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

DoubleDraugr
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

ThalmorTriple
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
-bacon: bool = true
-egg: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Bacon: bool <<get, set>>
+Egg: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>> {override}
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

FriedMiraak
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

MadOtarGrits
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

VokunSalad
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

BleakwindBuffet.Data.Drinks

AretinoAppleJuice
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>> {override}
+Price: double <<get, set>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>
{override}
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+ToString(): string {override}

CandlehearthCoffee
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

MarkarthMilk
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

SailorSoda
-ice: bool = true
-size: Size = Size.Small
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

WarriorWater
-ice: bool = true
-lemon: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+PropertyChanged: PropertyChangedEventHandler
<<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

BleakwindBuffet.Data.Enums

<<Enumeration>>
Size
Small
Medium
Large

<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

1
1
0..*
0..*
1
3..*
1
1
1
0..*
0..*
1