Small Medium Large <<Enumeration>> SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon Bleakwind Buffet. Data IOrderSystem Price: double <<get>> Calories: uint << get>> SpecialInstructions: List<string> <<get>> +Entrees: IEnumerable<IOrderItem> +Sides: IEnumerable<IOrderItem> +Drinks: IEnumerable<IOrderItem> +FullMenu: IEnumerable<IOrderItem> OrderMenu -salestax: double +SalesTax: double <<get>> +Subtotal: double <<get>> +Tax: double <<get>> +Total: double << get>> +Calories: uint <<get>> +Number: int <<get>> +Count: int <<get>> +IsReadOnly: bool <<get>> +OrderMenu +Add(IOrderItem): void +Remove(IOrderItem): void Collection Changed Listener (Object, PropertyChangedEventArgs): void +Clear(): void +Contains(IOrderItem ): bool +CopyTo(IOrderItem[], int): void +GetEnumerator(): IEnumerator +ICollection<IOrderItem>.Removel(IOrderItem) +IEnumerable<IOrderItem>.Remove(IOrderItem):bool Combo -entree: Entree -side: Side -drink: Drink -size: Size +Entree: Entree +Side: Side +Drink: Drink +Size: Size +Price: double +Calories: uint +SpecialInstructions: List<string> MainWindow

Bleakwind Buffet. Data. Enums

<<Enumeration>>

Bleakwind Buffet. 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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

## PhillyPoacher

-sirloin: bool = true

+ToString(): string {override}

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

## ThugsTBone

{abstract}

+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

+Price: double <<get>> {abstract}

+SpecialInstructions: List<string> <<get>>

+Calories: uint <<get>> {abstract}

## 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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override}

## DoubleDraugr

+ToString(): string {override}

-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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

## halmorTriple

-bun: bool = true

+ToString(): string {override}

-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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

## Bleakwind Buffet. Data. Sides

## DragonbornWaffleFries

+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

FriedMiraak

+Price: double <<get>>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

### MadOtarGrits

+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

### +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override}

Vokun Salad

+ToString(): string {override} +size: Size = Size.Small

+Price: double <<get>>> {override}

-memberName +Size: Size << get, set>> {virtual} +Price: double <<get>> {override} {abstract} +Calories: uint <<get>> {override} {abstract} +SpecialInstructions: List<string> << get>> {abstract}

### ystem.ComponentModel

INotifyPropertyChanged + PropertyChanged:PropertyChangedEventHander << event>>

+size: Size = Size.Small +Size: Size << get, set>> {virtual}

leakwind Buffet. Data. Drinks

Aretino Apple Juice

+lce: bool <<get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

-roomForCream: bool = false

+RoomForCream: bool << get, set>>

+SpecialInstructions: List<string> <<get>>

+Price: double << get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

CandlehearthCoffee

-ice: bool = false

{override}

MarkarthMilk

{override}

ailorSoda

-ice: bool = true

WarriorWater

-ice: bool = true

{override}

{abstract}

-lemon: bool = false

+lce: bool <<get, set>>

+Lemon: bool <<get, set>>

+ToString(): string {override}

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+SpecialInstructions: List<string> <<get>>

+lce: bool <<get, set>>

-ice: bool = false

+Ice: bool <<get, set>>

+Price: double << get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

+SpecialInstructions: List<string> << get>>

-flavor: SodaFlavor = SodaFlavor.Cherry

+SpecialInstructions: List<string> <<get>>

+Flavor: SodaFlavor << get, set >>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

-decaf: bool = false

+lce: bool <<get, set>>

+Decaf: bool <<get, set>>

+SpecialInstructions: List<string> << get>>

-ice: bool = false

{override}

+Price: double << get>> {abstract} +Calories: uint <<get>> {abstract} +SpecialInstructions: List<string> << get>>

## PointOfSale

+MainWindow() +ScreenSwap(UIElement): void

### MenuSelection +MenuSelection()

-BriarheartBurger\_Click(object, RoutedEventArgs): void -DoubleDraugr\_Click(object, RoutedEventArgs): void -ThalmorTriple\_Click(object, RoutedEventArgs): void -SmokehouseSkeleton\_Click(object, RoutedEventArgs): void -GardenOrcOmelette\_Click(object, RoutedEventArgs): void -PhillyPoacher\_Click(object, RoutedEventArgs): void -ThugsTBone\_Click(object, RoutedEventArgs): void -SailorSoda\_Click(object, RoutedEventArgs): void -MarkarthMilk\_Click(object, RoutedEventArgs): void -CandlehearthCoffee\_Click(object, RoutedEventArgs): void -WarriorWater\_Click(object, RoutedEventArgs): void -VokunSalad\_Click(object, RoutedEventArgs): void -Fried Miraak\_Click(object, Routed EventArgs): void -MadOtarGrits\_Click(object, RoutedEventArgs): void -DragonbornWaffleFries\_Click(object, RoutedEventArgs): void

### ExtensionMethod +FindAncestor<T>(DependencyObject): T

WarriorWater +WarriorWaterPOS()

-doneButton\_Click(object, RoutedEventArgs): void

AretinoAppleJuice +AretinoAppleJuice()

## -doneButton\_Click(object, RoutedEventArgs): void

MarkarthMilk +MarkarthMilk()

-doneButton\_Click(object, RoutedEventArgs): void

# SailorSoda

+SailorSodaPOS() -doneButton\_Click(object, RoutedEventArgs): void

## CandlehearthCoffee

+CandlehearthCoffeePOS() -doneButton\_Click(object, RoutedEventArgs): void

+Order() -Finish\_Click(object, RoutedEventArgs): void -Cancel\_Click(object, RoutedEventArgs): void -Remove\_Click(object, RoutedEventArgs): void -ItemChange((object, SelectionChangedEventArgs): void

## BriarheartBurger

+ToString(): string {override}

+BriarheartBurgerPOS() -doneButton\_Click(object, RoutedEventArgs): void

# DoubleDraugr

GardenOrcOmelette

+DoubleDraugrPOS() -doneButton\_Click(object, RoutedEventArgs): void

### ThalmorTriple +ThalmorTriplePOS()

-doneButton\_Click(object, RoutedEventArgs): void

### +GardenOrcOmelettePOS() -doneButton\_Click(object, RoutedEventArgs): void

PhillyPoacher +PhillyPoacherPOS() -doneButton\_Click(object, RoutedEventArgs): void

# ThugsTBone

+ThugsTBonePOS() -doneButton\_Click(object, RoutedEventArgs): void

SmokehouseSkeleton

### +SmokehouseSkeletonPOS() -doneButton\_Click(object, RoutedEventArgs): void

VokunSalad +VokunSaladPOS()

-doneButton\_Click(object, RoutedEventArgs): void

# FriedMiraak

+FriedMiraakPOS() -doneButton\_Click(object, RoutedEventArgs): void

## MadOtarGrits

+MadOtarGritsPOS() -doneButton\_Click(object, RoutedEventArgs): void

## DragonbornWaffleFries

+DragonbornWaffleFriesPOS() -doneButton\_Click(object, RoutedEventArgs): void

## Bleakwind Buffet. Website

## Program

Startup