System.Windows	MainWindow
Window	+ItemSelectionScreen: ItemSelectionScreen < <get, set="">&gt; +OrderPanel: StackPanel &lt;<get, set="">&gt; +Button: CompleteOrderButton &lt;<get, set="">&gt;</get,></get,></get,>
	ItemSelectionScreen
System.Windows.Controls  UserControl  Button	+AddBriarhearBurgerButton: Button < <get, set="">&gt; +AddDoubleDraugrButton: Button &lt;<get, set="">&gt; +AddThalmorTripleButton: Button &lt;<get, set="">&gt; +AddGardenOrcOmeletteButton: Button &lt;<get, set="">&gt; +AddPhillyPoacherButton: Button &lt;<get, set="">&gt; +AddSmokehouseSkeletonButton: Button &lt;<get, set="">&gt; +AddThugsTBoneButton: Button &lt;<get, set="">&gt; +AddAretinoAppleJuiceButton: Button &lt;<get, set="">&gt; +AddCandlehearthCoffeeButton: Button &lt;<get, set="">&gt; +AddMarkathMilkButton: Button &lt;<get, set="">&gt; +AddMarriorWaterButton: Button &lt;<get, set="">&gt; +AddDragonbornWaffleFriesButton: Button &lt;<get, set="">&gt; +AddMadOtarGritsButton: Button &lt;<get, set="">&gt; +AddMadOtarGritsButton: Button &lt;<get, set="">&gt; +AddVokunSaladButton: Button &lt;<get, set="">&gt; +SubTotalBox: TextBox &lt;<get, set="">&gt; +TaxBox: TextBox &lt;<get, set="">&gt; +EntreeTxt: TextBox &lt;<get, set="">&gt; +EntreeTxt: TextBox &lt;<get, set="">&gt; +BideTxt: TextBox &lt;<get, set="">&gt; +DrinkTxt: TextBox &lt;<get, set="">&gt; +DrinkTxt: TextBox &lt;<get, set="">&gt; +AddItem(sender:object, e:RoutedEventArgs): void   CustomizationScreen  +MainPanel: StackPanel &lt;<get, set="">&gt; +MenultemLabel: Textbox &lt;<get, set="">&gt; +ConfirmOrder: Button &lt;<get, set="">&gt;</get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,></get,>
	-orderItem: IOrderItem -iss: ItemSelectionScreen -setControls: List <control> -ConfirmOrder_Click(sender:object, e:RoutedEventArgs): void</control>
	OrderedItem
	-orderItem: IOrderItem -iss: ItemSelectionScreen -OrderedItem_Click(sender:object, e:RoutedEventArgs): void
	Bleakwind Buffet. Data
	< <interface>&gt; IOrderItem  +Price: double &lt;<get>&gt; +Calories: uint &lt;<get>&gt;</get></get></interface>