Bleak wind Buffet. Point Of Sale

MainWindow

+ItemSelectionScreen: ItemSelectionScreen <<get, set>>

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- +OrderPanel: StackPanel << get, set>>
- +Button: CompleteOrderButton <<get, set>>

ItemSelectionScreen

- +AddBriarhearBurgerButton: Button << get, set>>
- +AddDoubleDraugrButton: Button << get, set>>
- +AddThalmorTripleButton: Button << get, set>>
- +AddGardenOrcOmeletteButton: Button <<get, set>> +AddPhillyPoacherButton: Button << get, set>>
- +AddSmokehouseSkeletonButton: Button <<get, set>>
- +AddThugsTBoneButton: Button << get, set>>
- +AddAretinoAppleJuiceButton: Button <<get, set>>
- +AddCandlehearthCoffeeButton: Button << get, set>>
- +AddMarkathMilkButton: Button << get, set>> +AddSailorSodaButton: Button << get, set>>
- +AddWarriorWaterButton: Button << get, set>>
- +AddDragonbornWaffleFriesButton: Button <<get, set>>
- +AddFriedMiraakButton: Button << get, set>>
- +AddMadOtarGritsButton: Button << get, set>>
- +AddVokunSaladButton: Button <<get, set>>
- +SubTotalBox: TextBox << get, set>>
- +TaxBox: TextBox << get, set>>
- +TotalBox: TextBox <<get, set>> +EntreeTxt: TextBox << get, set>>
- +SideTxt: TextBox << get, set>>
- +DrinkTxt: TextBox << get, set>>
- -AddItem(sender:object, e:RoutedEventArgs): void

CustomizationScreen

- +MainPanel: StackPanel << get, set>>
- +TopPanel: TextBox <<get, set>>
- +MenuItemLabel: Textbox << get, set>>
- +ConfirmItem: Button <<get, set>>
- +CancelItem: Button <<get, set>> -orderItem: IOrderItem
- -iss: ItemSelectionScreen -setControls: List<Control>
- -CancelItem_Click(sender:object, e:RoutedEventArgs): void -ConfirmItem_Click(sender:object, e:RoutedEventArgs): void

OrderedItem

- -orderItem: IOrderItem
- -iss: ItemSelectionScreen
- -OrderedItem_Click(sender:object, e:RoutedEventArgs): void

BleakwindBuffet.Data

<<Interface>>

IOrderItem

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