<interface>IOrderItem Order Menu +Price:double<<get>> -lastOrderNumber:uint + Entrees:IEnumerable<IOrderItem><<get>> +SpecialInstructions:lenumerable<< + Sides:IEnumerable<IOrderItem><<get>> -items:List<IOrderItem><<get>> + Drinks:IEnumerable<IOrderItem><<get>> +Items:IEnumerable<IOrderItem><<get>> +Subtotal:double<<get>> + All:IEnumerable<IOrderItem><<get>> + operation1(params):returnType +OrderNumber:uint<<get>> operation2(params) +<<event>>PropertyChanges:PropertyChangedEventHandler - Search(IEnumerable<IOrderItem>, string):IEnumerable<IOrderItem> operation3() + FilterByCataegory(IEnumerable<IOrderItem>, IEnumerable<string>):IEnumerable<IOrderItem> + Add(item:IOrderItem) FilterByCalories(IEnumerable<IOrderItem>, int? min, int? max):IEnumerable<IOrderItem> +Remove(item:IOrderItem) + FilterByPrice(IEnumerable<IOrderItem>, double? min, double? max):IEnumerable<IOrderItem> <<interface>> System.ComponentModel.INotifyPropertyChanged +<<event>>PropertyChanged:PropertyChangedEventHandler <<abstract>>Entree <<abstract>>Drink <<abstract>>Side <<enum>> <<enum>> Size SodaFlavor +Size:Size <<get, set>> = Size.Small {virtual} +Size:Size <<get, set>> = Size.Small +Size:Size <<get, set>> = Size.Small {virtual} +Price:double<<get>>{abstract} +Price:double<<get>>{abstract} +Price:double<<get>>{abstra¢t} CreamSoda, OrangeSoda, Sarsaparilla, BirchBeer, +Calories:uint<<get>>{abstract} +Calories:uint<<get>>{abstract} +Calories:uint<<get>>{abstract} Medium Large +lce:double<<get, set>> = true RootBeer TexasTripleBurger TrailBurger RustlersRibs PescosPulledPork CowpokeChili Angry Chicken ChiliCheeseFries CornDogers PanDeCampo Baked Beans - tomato:bool = true - bun:bool = true; + Price:double<<get>> = 7.50 - bread:bool = true - cheese:bool = true bread:bool = true; CowboyCoffee TexasTea JerkedSoda Water / Size:Size <<get, set>> = Size.large + Bun:bool<<get, set>> + Calories:uint<<get>> = 894 + Bread:bool<<get, set>> + Cheese:bool<<get, set>>-+ Bread:bool <<get, set>> + Tomato:bool <<get, set>> + Price:double <<get>> {override} + Price:double <<get>> {override} + Price:double <<get>> {override} + Price:double <<get>> {override} lettuce:bool = true - pickle:bool = true; + Special Instructions:List<string> <<get>> - pickle:bool = true sourCream:bool = true pickle:bool = true; + Price:double <<get>> {override} + Price:double <<get>> {override} + Price:double <<get>> {override} + Price:double <<get>> {override} + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} + Lettuce:bool <<get, set>> + Pickle:bool<<get, set>> + Pickle:bool<<get, set>> + SourCream:bool<<get, set>> + Pickle:bool <<get, set>> + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} + Calories:uint <<get>> {override} - mayo:bool = true - ketchup:bool = true; + Price:double<<get>> = 5.88 - greenOnions:bool = true + Price:double<<get>> = 5.99 - sweet:bool = true - flavor:Flavor + RoomFromCream:bool <<get, set>> lemon:bool = false +ToString:string{override} + Mayo:bool <<get, set>> + Calories:uint<<get>> = 528 + Calories:uint<<get>> = 190 + Ketchup:bool<<get, set>> + GreenOnions:bool<<get, set>> + Sweet:bool <<get, set>> + Flavor:SodaFlavor <<get, set>> ice:bool = false + Lemon:bool <<get, set>> +ToString:string{override} tortillaStrips:bool = true - mustard:bool = true; + SpecialInstructions:List<string><<get>> + Special Instructions:List<string> <<get>> bun:bool = true - lemon:bool = false + SpecialInstructions:List<string><<get>> + Ice:bool<<get, set>> + SpecialInstructions:List<string><<get>> +ToString:string{override} +ToString:string{override} +ToString:string{override} + Bun:bool <<get, set>> + Mustard;bool<<get, set>> +TortillaStrips:bool<<get, set>> + Lemon:bool <<get, set>> + SpecialInstructions:List<string><<get>> {override} {override} - cheese:bool = true; + Price:double<<get>> = 6.10 pickle:bool = true + SpecialInstructions:List<string><<get>> {override} +ToString:string{override} +ToString:string{override} + Cheese:bool<<get, sett>> + Calories:uint<<get>> = 171 + Pickle:bool<<get, set>> {override} ketchup:bool = true + Price:double<<get>> = 5.88 + SpecialInstructions:List<string><<get>> +ToString:string{override} +ToString:string{override} +ToString:string{override} + Ketchup:bool<<get, set>> + Calories:uint<<get>> = 528 - mustard:bool = true + SpecialInstructions:List<string><<get>> +ToString:string{override} +ToString:string{override} + Mustard:bool<<get, set>> - cheese:bool = true +ToString:string{override} + Cheese:bool<<get, set>> - bacon:bool = true + Bacon:bool<<get, set>>

egg:bool = true

+ Egg:bool<<get, set>> + Price:double<<get>> = 6.45 + Calories:uint<<get>> = 698

+ToString:string{override}

+ Special Instructions:List<string> <<get>>

DakotaDoubleBurger

- tomato:bool = true

lettuce:bool = true

- mayo:bool = true

- bun:bool = true

+ Tomato:bool <<get, set>>

+ Lettuce:bool <<get, set>>

+ Mayo:bool <<get, set>>

+ Bun:bool <<get, set>>

+ Ketchup:bool<<get, set>>

+ Mustard:bool<<get, set;>>

+ Cheese:bool<<get; set;>>

+ Price:double<<get>> = 5.20

+ Calories:uint<<get>> = 464

+ToString:string{override}

+ Special Instructions:List<string> <<get>>

ketchup:bool = true

- mustard:bool = true

- cheese:bool = true