CashRegisterModelView

PropertyChanged: PropertyChangedEventHandler
+ TotalValue: double {get; private set;}
+ Pennies: int {get; set;}
+ Nickels: int {get; set;}
+ Dimes: int {get; set;}
+ Quarters: int {get; set;}
+ HalfDollars: int {get; set;}
+ Ones: int {get;set;}
+ Twos: int {get; set}
+ Fives: int {get; set;}
+ Tens: int {get; set;}
+ Twenties: int {get; set;}
+ Fifties: int {get; set;}
+ Hundreds: int {get; set;}
+ ReadyToPay: bool {get}

+CashRegisterModelView(t: double, num: uint)
- PropertyChanged(denomination: string) {void}

CashRegisterControl

+ CashRegisterControl()
- Button_Click(sender: object, e: RoutedEventArgs)

CoinControl

+ DependencyProperty: DependencyProperty {readonly}
+ Demomination: Coins {get; set}
+ QuantityProperty: DependencyProperty {readonly}
+ Quantity: int {get; set}

+ CoinControl()
+ OnIncreaseClicked(sender: object, e: RoutedEventArgs) {void}
+ OnDecreaseClicked(sender: object, e: RoutedEventArgs) {void}

BillControl

+ DependencyProperty: DependencyProperty {readonly}
+ Demomination: Bills {get; set}
+ QuantityProperty: DependencyProperty {readonly}
+ Quantity: int {get; set}

+ BillControl()
+ OnIncreaseClicked(sender: object, e: RoutedEventArgs) {void}
+ OnDecreaseClicked(sender: object, e: RoutedEventArgs) {void}

CashRegister.dll