

<u>UpdateCashDrawer</u>

Size

Small

Large

Medium

SodaFlavor

Blackberry

Grapefruit

Watermelon

Cherry

Lemon

Peach

+ UpdateCashDrawerValues(viewModel: CashDrawerViewModel, payment: string, orderDate: DateTime): void -AddTenured(viewModel: <u>CashDrawerViewModel): void</u> -SubtractChange(viewModel: <u>CashDrawerViewModel): void</u>

CashDrawerViewModel<<INotifuPropertyChanged>>

+CashDrawerViewModel(o: Order, payment:string) +PropertyChanged: PropertyChangedEventHandler +SubTotal: double<<get>> +Tax: double<<get>> +Total: double<<get>> +AmountTenuered: double<<get>> +AmountOwedl: double<<get>>> +AmountOwedDisplayI: double<<get>> +ChangeOwed: double<<get>> +ChangeOwedDisplay: double<<get>> +Ones:int<<get,set>> +OnesChange:int<<get,set>> +Twos:int<<get,set>> +TwosChange:int<<get,set>> +Fives:int<<get,set>> +FivesChange:int<<get,set>> +Tens:int<<get,set>> +TensChange:int<<get,set>> +Twenties:int<<get,set>> +TwentiesChange:int<<get,set>> +Fifties:int<<get,set>> +FiftiesChange:int<<get,set>> +Hundreds:int<<get,set>> +HundredsChange:int<<get,set>> +OneCent:int<<get,set>> +PennyChange:int<<get,set>> +FiftyCent:int<<get,set>> +HalfDollarChange:int<<get,set>> +TwentyFiveCent:int<<get,set>> +QuarterChange:int<<get,set>> +TenCent:int<<get,set>> +DimeChange:int<<get,set>> +FiveCent:int<<get,set>> +NickelChange:int<<get,set>> +FinalizeOrder(): void +CalculateChange():void +CardOperations():string