PhillyPoacherCustomization -ReturnTo MainMenu(sender: object, e: RoutedEventArgs): void Philly Poacher Options

> ✓ Sirloin ✓ Onion **✓** Roll

ThalmorTripleCustomization -ReturnTo MainMenu(sender: object, e: RoutedEventArgs): void **✓** Bun ✓ Ketchup

✓ Che ese **✓** Tomato ✓ Lettuce **✓** Mayo

✓ Mustard

✓ Pickle

✓ Egg

✓ Bacon

MenuSelection -SendToScreenSwitcher(screenToSwitchTo: FrameworkElement): void -SelectBriarhearthBurger(sender: object, e: RoutedEventArgs): void -SelectDoubleDraugr(sender: object, e: RoutedEventArgs): void -SelectThalmorTriple(sender: object, e: RoutedEventArgs): void -SelectPhillyPoacher(sender: object, e: RoutedEventArgs): void -SelectSmokeHouse(sender: object, e: RoutedEventArgs): void -SelectWaffleFries(sender: object, e: RoutedEventArgs): void -SelectFriedMiraak(sender: object, e: RoutedEventArgs): void -SelectGrits(sender: object, e: RoutedEventArgs): void -SelectSalad(sender: object, e: RoutedEventArgs): void -SelectAppleJuice(sender: object, e: RoutedEventArgs): void -SelectMilk(sender: object, e: RoutedEventArgs): void -SelectSoda(sender: object, e: RoutedEventArgs): void -SelectWater(sender: object, e: RoutedEventArgs): void

Screen Switcher

OrderComponent -SwitchScreens(element: FrameworkElement): void -UpdateTotal(): void -UpdateSubTotal(): void

Entrees

Briarhearth Burger

Double Draugr

Thalmor Triple

Philly Poacher

Smokehouse Skeleton

Garden Orc Omelette

Thugs T-Bone

<u>ReturnToMenu</u>

Burger Options

Size

SmokeHouseSkeletonCustomization -ReturnTo MainMenu (sender: object, e: RoutedEventArgs): void ✓ Smokehouse Skeleton Options Sausage Eggs Hash Browns ✓ Pancakes

> SideCustomization -ReturnTo MainMenu (sender: object, e: RoutedEventArgs): void

Complete

Sides Drinks Dragonborn Waffle Fries Aretino Apple Juice Fried Miraak Candle hearth Coffee Markarth Milk Mad Otar Grits Vokun Salad Sail or Soda Warrior Water

<u>ExtensionMethod</u> +ReturnToMenuScreen(element: +FindControl<T>(element: this FrameworkElement): void <u>DependecyObject): T</u>