

<u>UpdateCashDrawer</u>

<<Enumeration>>

<<Enumeration>>

SodaFlavor

Blackberry

Grapefruit

Watermelon

Cherry

Lemon

Peach

Size

Small

Large

Medium

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

CashDrawerViewModel<<INotifuPropertyChanged>>

+PropertyChanged: PropertyChangedEventHandler

+Tax: double<<get>> +Total: double<<get>>

+AmountTenuered: double<<get>>

+AmountOwedDisplayI: double<<get>>> +ChangeOwed: double<<get>>

+ChangeOwedDisplay: double<<get>>

+TwosChange:int<<get,set>> +Fives:int<<get,set>>

+Tens:int<<get,set>>

+Twenties:int<<get,set>>

+Fifties:int<<get,set>>

+PennyChange:int<<get,set>>

+TwentyFiveCent:int<<get,set>> +QuarterChange:int<<get,set>> +TenCent:int<<get,set>>

+NickelChange:int<<get,set>>

+CalculateChange():void

+CashDrawerViewModel(o: Order, payment:string)

+SubTotal: double<<get>>

+AmountOwedl: double<<get>>

+Ones:int<<get,set>> +OnesChange:int<<get,set>>

+Twos:int<<get,set>>

+FivesChange:int<<get,set>>

+TensChange:int<<get,set>>

+TwentiesChange:int<<get,set>>

+FiftiesChange:int<<get,set>> +Hundreds:int<<get,set>>

+HundredsChange:int<<get,set>> +OneCent:int<<get,set>>

+FiftyCent:int<<get,set>> +HalfDollarChange:int<<get,set>>

+DimeChange:int<<get,set>> +FiveCent:int<<get,set>>

+FinalizeOrder(): void

+CardOperations():string