

+Subtotal: double <<get>> +Entree: Entree <<get, set>> +Tax: double +Drink: Drink <<get, set>> +Total: double Side: Side << get, set>> +Order() +Size: Size << get, set>> -orderItemsList(): Collection<IOrderItem> +Price: double <<get>> +AddTo(IOrderItem): void +Calories: uint <<get>> +RemoveFrom(IOrderItem): void +SpecialInstructions: List<string> << get>> MainWindow emList +MainWindow() +ItemList() nish Delete +FinishDelete() MenuControl +MenuControl() +Click(sender, e): void +Swap(sendy): void ragonbornWaffleFriesCustomization riarheartBurgerCustomization retino Apple Juice Customization +DragonbornWaffleFriesCustomization() +AretinoAppleJuiceCustomization() +BrairheartBurgerCustomization() +add Click(butt): void +add Click(butt): void +add Click(butt): void MarkarthMilkCustomization riedMiraakCustomization oubleDraugrCustomization +FriedMiraakCustomization() +MarkarthMilkCustomization() +DoubleDraugrCustomization() +add_Click(butt): void +add_Click(butt): void +add Click(butt): void ${\sf CandlehearthCoffeeCustomization}$ MadOtarGritsCustomization arden Orc Omelette Customization+CandlehearthCoffeeCustomization() +MadOtarGritsCustomization() +GardenOrcOmeletteCustomization() +add_Click(butt): void +add_Click(butt): void +add_Click(butt): void okunSaladCustomization Warrior Water Customization | hillyPoacherCustomization +WarriorWaterCustomization() +VokunSaladCustomization() +PhillyPoacherCustomization() +add_Click(butt): void +add_Click(butt): void +add_Click(butt): void ailorSodaCustomization +SailorSodaCustomization() +SmokehouseSkeletonCustomization() +add_Click(butt): void +add_Click(butt): void halmor Triple Customization +ThalmorTripleCustomization() +add_Click(butt): void hugsTBoneCustomization

+ThugsTBoneCustomization()

+add_Click(butt): void

+Calories: uint <<get>>
-nextOrderNumber: int = 1
+Number: int <<get, set>>

+SalesTaxRate: double << get, set>> = 0.12

omboMeal