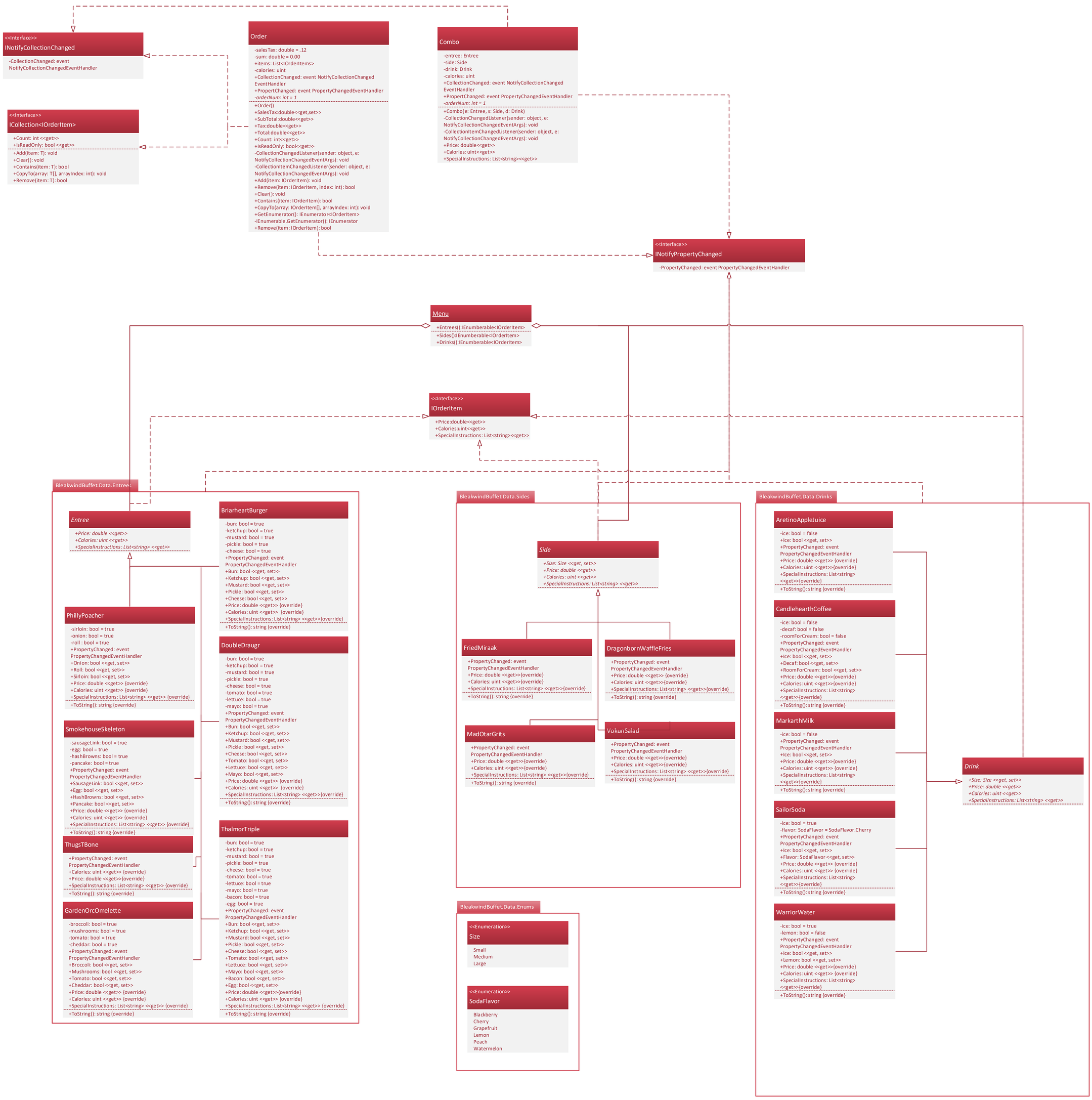
<<Interface>>
INotifyCollectionChanged
-CollectionChanged: event NotifyCollectionChangedEventHandler
Order
-salesTax: double = .12
-sum: double = 0.00
+items: List<IOrderItems>
-calories: uint
+CollectionChanged: event NotifyCollectionChanged EventHandler
+PropertChanged: event PropertyChangedEventHandler
-orderNum: int = 1
+Order()
+SalesTax:double<<get,set>>
+SubTotal:double<<get>>
+Tax:double<<get>>
+Total:double<<get>>
+Count: int<<get>>
+IsReadOnly: bool<<get>>
-CollectionChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
-CollectionItemChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
+Add(item: IOrderItem): void
+Remove(item: IOrderItem, index: int): bool
+Clear(): void
+Contains(item: IOrderItem): bool
+CopyTo(array: IOrderItem[], arrayIndex: int): void
+GetEnumerator(): IEnumerator<IOrderItem>
-IEnumerable.GetEnumerator(): IEnumerator
+Remove(item: IOrderItem): bool
Combo
-entree: Entree
-side: Side
-drink: Drink
-calories: uint
+CollectionChanged: event NotifyCollectionChanged EventHandler
+PropertChanged: event PropertyChangedEventHandler
-orderNum: int = 1
+Combo(e: Entree, s: Side, d: Drink)
-CollectionChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
-CollectionItemChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
<<Interface>>
ICollection<IOrderItem>
+Count: int <<get>>
+IsReadOnly: bool <<get>>
+Add(item: T): void
+Clear(): void
+Contains(item: T): bool
+CopyTo(array: T[], arrayIndex: int): void
+Remove(item: T): bool
<<Interface>>
INotifyPropertyChanged
-PropertyChanged: event PropertyChangedEventHandler
Menu
+Entrees():IEnumberable<IOrderItem>
+Sides():IEnumberable<IOrderItem>
+Drinks():IEnumberable<IOrderItem>
<<Interface>>
IOrderItem
+Price:double<<get>>
+Calories:uint<<get>>
+SpecialInstructions: List<string><<get>>
BleakwindBuffet.Data.Entrees
Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+PropertyChanged: event PropertyChangedEventHandler
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+PropertyChanged: event PropertyChangedEventHandler
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Sirloin: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
DoubleDraugr
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
+PropertyChanged: event PropertyChangedEventHandler
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+PropertyChanged: event PropertyChangedEventHandler
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
ThugsTBone
+PropertyChanged: event PropertyChangedEventHandler
+Calories: uint <<get>> {override}
+Price: double <<get>>{override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
ThalmorTriple
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
-bacon: bool = true
-egg: bool = true
+PropertyChanged: event PropertyChangedEventHandler
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Tomato: bool <<get, set>>
+Lettuce: bool <<get, set>>
+Mayo: bool <<get, set>>
+Bacon: bool <<get, set>>
+Egg: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+PropertyChanged: event PropertyChangedEventHandler
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
BleakwindBuffet.Data.Sides
Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
FriedMiraak
+PropertyChanged: event PropertyChangedEventHandler
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
DragonbornWaffleFries
+PropertyChanged: event PropertyChangedEventHandler
+Price: double <<get>> {override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
MadOtarGrits
+PropertyChanged: event PropertyChangedEventHandler
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
VokunSalad
+PropertyChanged: event PropertyChangedEventHandler
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small
Medium
Large
<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
BleakwindBuffet.Data.Drinks
AretinoAppleJuice
-ice: bool = false
+Ice: bool <<get, set>>
+PropertyChanged: event PropertyChangedEventHandler
+Price: double <<get>> {override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
CandlehearthCoffee
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
+PropertyChanged: event PropertyChangedEventHandler
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
MarkarthMilk
-ice: bool = false
+PropertyChanged: event PropertyChangedEventHandler
+Ice: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
SailorSoda
-ice: bool = true
-flavor: SodaFlavor = SodaFlavor.Cherry
+PropertyChanged: event PropertyChangedEventHandler
+Ice: bool <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
WarriorWater
-ice: bool = true
-lemon: bool = false
+PropertyChanged: event PropertyChangedEventHandler
+Ice: bool <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
Drink
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

CustomCombo
-o: OrderComponent
+CustomCombo(oc: OrderComponent)
-DoubleTroubleClick(sender:object, e:RoutedEventArgs): void
-MadPhillyClick(sender:object, e:RoutedEventArgs): void
-CancelClick(sender:object, e:RoutedEventArgs): void
-OmeletteClick(sender:object, e:RoutedEventArgs): void
-SailorSpecialClick(sender:object, e:RoutedEventArgs): void

OrderComponent
-menu: MenuSelectionComponent
-order: OrderSum
-orderNum: int
+OrderComponent()
+SwapToMenu(): void
+SwapToParent(target: DependancyObject): void

OrderSum
-order: Order
-oc: OrderComponent
+OrderSum(component: OrderComponent)
-CompleteOrderClick(sender:object, e:RoutedEventArgs): void
-RemoveOrderClick(sender:object, e:RoutedEventArgs): void
-CancelOrderClick(sender:object, e:RoutedEventArgs): void
-EditOrderClick(sender:object, e:RoutedEventArgs): void

MenuSelectionComponent
+ItemSelected: event EventHandler<MenuselectionItemEventArgs>
+MenuSelectionComponent()
+BriarheartBurgerClick(sender:object, e:RoutedEventArgs)
+DoubleDraghuarClick(sender:object, e:RoutedEventArgs)
+ThalmorTripleClick(sender:object, e:RoutedEventArgs)
+SmokehouseSkeletonClick(sender:object, e:RoutedEventArgs)
+GardenOrcOmeletteClick(sender:object, e:RoutedEventArgs)
+PhillyPoacherClick(sender:object, e:RoutedEventArgs)
+ThugsTBoneClick(sender:object, e:RoutedEventArgs)
+SailorSodaClick(sender:object, e:RoutedEventArgs)
+PhillyPoacherClick(sender:object, e:RoutedEventArgs)
+MarkarthMilkClick(sender:object, e:RoutedEventArgs)
+AretinoAppleJuiceClick(sender:object, e:RoutedEventArgs)
+CandlehearthCoffeeClick(sender:object, e:RoutedEventArgs)
+WarriorWaterClick(sender:object, e:RoutedEventArgs)
+DragonbornWaffleFriesClick(sender:object, e:RoutedEventArgs)
+MadOtarGritsClick(sender:object, e:RoutedEventArgs)
+FriedMiraakClick(sender:object, e:RoutedEventArgs)
+VokunSaladClick(sender:object, e:RoutedEventArgs)
+ComboClick(sender:object, e:RoutedEventArgs)

PointOfSale.Entree

CustomizationBriarheartBurger
-o: OrderComponent
+CustomizationBriarheartBurger(oc: OrderComponent, burg: BriarheartBurger)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomSmokehouse
-o: OrderComponent
+CustomizationSmokehouse(oc: OrderComponent, ss: SmokehouseSkeleton)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomizationDrauger
-o: OrderComponent
+CustomizationDrauger(oc: OrderComponent, dd: DoubleDrauger)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomThalmor
-o: OrderComponent
+CustomizationThalmor(oc: OrderComponent, tt: ThalmorTriple)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomizationGardenOrc
-o: OrderComponent
+CustomizationGardenOrc(oc: OrderComponent, goo: GardenOrcOmelette)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomThugsTBone
-o: OrderComponent
+CustomizationThugsTBone(oc: OrderComponent, ttb: ThugsTBone)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomizationPhilly
-o: OrderComponent
+CustomizationPhilly(oc: OrderComponent, poach: PhillyPoacher)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

PointOfSale.Drink

CustomAretinoAppleJuice
-o: OrderComponent
+CustomizationAretinoAppleJuice(oc: OrderComponent, aaj: AretinoAppleJuice)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomSailorSoda
-o: OrderComponent
+CustomizationSailorSoda(oc: OrderComponent, ss: SailorSoda)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomCandlehearthCoffee
-o: OrderComponent
+CustomizationCandlehearthCoffee(oc: OrderComponent, cc: CandlehearthCoffee)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomWarriorWater
-o: OrderComponent
+CustomizationWarriorWater(oc: OrderComponent, ww: WarriorWater)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomMarkarthMilk
-o: OrderComponent
+CustomizationMarkarthMilk(oc: OrderComponent, mm: MarkarthMilk)
+MenuScreen()
+CancelClick(sender:object, e:RoutedEventArgs)
+DoneClick(sender:object, e:RoutedEventArgs)

PointOfSale.Side

CustomDragonbornWaffleFries
-o: OrderComponent
+CustomizationDragonbornWaffleFries(oc: OrderComponent, dwf: DragonbornWaffleFries)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomFriedMiraak
-o: OrderComponent
+CustomizationFriedMiraak(oc: OrderComponent, fm: FriedMiraak)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomMadOtarGrits
-o: OrderComponent
+CustomizationMadOtarGrits(oc: OrderComponent, mog: MadOtarGrits)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

CustomVokunSalad
-o: OrderComponent
+CustomizationVokunSalad(oc: OrderComponent, vs: VokunSalad)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()

PointOfSale.Combos

SailorSpecial
-o: OrderComponent
-bb: BriarheartBurger
-ss: SailorSoda
-dwf: DragonWaffleFries
-combo: Combo
+SailorSpecial(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
-SailorSodaClick(sender: object, e: RoutedEventArgs): void
-BriarheartburgerClick(sender: object, e: RoutedEventArgs): void
-DragonbornClick(sender: object, e: RoutedEventArgs): void

CustomMadPhillyGrits
-o: OrderComponent
-mad: MadOtarGrits
-can: CandlehearthCoffee
-phil: PhillyPoacher
-combo: Combo
+CustomMadPhillyGrits(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
-MadClick(sender: object, e: RoutedEventArgs): void
-CandleClick(sender: object, e: RoutedEventArgs): void
-PhillyClick(sender: object, e: RoutedEventArgs): void

CustomOmeletteCombo
-o: OrderComponent
-mm: MarkarthMilk
-orc: GardenOrcOmelette
-sal: VokunSalad
-combo: Combo
+CustomOmeletteCombo(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
-GardenClick(sender: object, e: RoutedEventArgs): void
-MilkClick(sender: object, e: RoutedEventArgs): void
-SaladClick(sender: object, e: RoutedEventArgs): void

CustomDoubleTroubleTwo
-o: OrderComponent
-dd: DoubleDraugr
-aaj: AretinoAppleJuice
-dwf: DragonbornWaffleFries
-combo: Combo
+CustomDoubleTroubleTwo(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
-DoubleDraghuarClick(sender: object, e: RoutedEventArgs): void
-AretinoClick(sender: object, e: RoutedEventArgs): void
-Dragonborn(sender: object, e: RoutedEventArgs): void

PointOfSale.Combos.ComboItems

CustomWaffleFries
-o: OrderComponent
-co: SailorSpecial
-fries: DragonbornWaffleFries
+CustomizationDragonbornWaffleFries(oc: OrderComponent, dwf: DragonbornWaffleFries, combo: SailorSpecial)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomBurgerCombo
-o: OrderComponent
-bb: BriarheartBurger
-ss: SailorSpecial
+CustomizationBriarheartBurger(oc: OrderComponent, burg: BriarheartBurger, combo: SailorSpecial)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomCandleCombo
-o: OrderComponent
-can: CandlehearthCoffee
-co: CustomMadPhillyGrits
+CustomizationCandlehearthCoffee(oc: OrderComponent, cc: CandlehearthCoffee, combo: CustomMadPhillyGrits)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomSailorCombo
-o: OrderComponent
-soda: SailorSoda
-combo: SailorSpecial
+CustomizationSailorSoda(oc: OrderComponent, ss: SailorSoda, special: SailorSpecial)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomMadCombo
-o: OrderComponent
-mad: MardOtarGrits
-phil: CustomMadPhillyGrits
+CustomizationMadOtarGrits(oc: OrderComponent, mog: MadOtarGrits, combo: CustomMadPhillyGrits)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomPhillyCombo
-o: OrderComponent
-poa: PhillyPoacher
-co: CustomMadPhillyGrits
+CustomizationPhilly(oc: OrderComponent, poach: PhillyPoacher, combo: CustomMadPhillyGrits)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomMilkCombo
-o: OrderComponent
-milk: MarkarthMilk
-co: CustomOmeletteCombo
+CustomizationMarkarthMilk(oc: OrderComponent, mm: MarkarthMilk, combo: CustomOmeletteCombo)
+MenuScreen()
+CancelClick(sender:object, e:RoutedEventArgs)
+DoneClick(sender:object, e:RoutedEventArgs)

CustomVokunCombo
-o: OrderComponent
-sal: VokunSalad
-co: CustomOmeletteCombo
+CustomizationVokunSalad(oc: OrderComponent, vs: VokunSalad, combo: CustomOmeletteCombo)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomGardenOrcCombo
-o: OrderComponent
-orc: GardenOrcOmelette
-dtt: CustomOmeletteCombo
+CustomizationGardenOrc(oc: OrderComponent, goo: GardenOrcOmelette, combo: CustomOmeletteCombo)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomDragonCombo
-o: OrderComponent
-co: CustomDoubleTroubleTwo
-fries: DragonbornWaffleFries
+CustomizationDragonbornWaffleFries(oc: OrderComponent, dwf: DragonbornWaffleFries, combo: CustomDoubleTrouble)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomDraugrCombo
-o: OrderComponent
-dd: DoubleDraugr
-dtt: CustomDoubleTroubleTwo
+CustomizationDrauger(oc: OrderComponent, dd: DoubleDrauger, combo: CustomDoubleTroubleTwo)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)

CustomAretinoCombo
-o: OrderComponent
-juice: AretinoAppleJuice
-dtt: CustomDoubleTroubleTwo
+CustomizationAretinoAppleJuice(oc: OrderComponent, aaj: AretinoAppleJuice, combo: CustomDoubleTroubleTwo)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)