

**CashRegisterVM**

```
-currentPayment:double
-amountDue:double
-currentChangeDue:double
-givenDollars:int
-givenTwos:int
-givenFives:int
-givenTens:int
-givenTwenties:int
-givenFifties:int
-givenHundreds:int
-givenPennies:int
-givenNickels:int
-givenDimes:int
-givenQuarters:int
-givenHalfDollars:int
-givenChangeDollars:int
-returnDollars
-returnTwos:int
-returnFives:int
-returnTens:int
-returnTwenties:int
-returnFifties:int
-returnHundreds:int
-returnPennies:int
-returnNickels:int
-returnDimes:int
-returnQuarters:int
-returnHalfDollars:int
-returnCoinDollars:int
-currentPayment:double
-amountDue:double
-currentChangeDue:double
-SubTotal:Double
-Tax:Double
-Total:Double
-Ones:int
-Twos:int
-Fives:int
-Tens:int
-Twenties:int
-Fifties:int
-Hundreds:int
-OneCent:int
-FiveCent:int
-TenCent:int
-TwentyFiveCent:int
-FiftyCent:int
-OneCoinCent:int
-GivenDollars:int
-GivenTwos:int
-GivenFives:int
-GivenTens:int
-GivenTwenties:int
-GivenFifties:int
-GivenHundreds:int
-GivenPennies:int
-GivenNickels:int
-GivenDimes:int
-GivenQuarters:int
-GivenHalfDollars:int
-GivenChangeDollars:int
-ReturnDollars
-ReturnTwos:int
-ReturnFives:int
-ReturnTens:int
-ReturnTwenties:int
-ReturnFifties:int
-ReturnHundreds:int
-ReturnPennies:int
-ReturnNickels:int
-ReturnDimes:int
-ReturnQuarters:int
-ReturnHalfDollars:int
-ReturnCoinDollars:int
-MakeChange:void
-OpenDrawer:void
-FinalizeSale:void
```

**<<User Control>>  
CashPaymentControl**

```
+CashPaymentControl() Order
+ReturnToOrder_Click(sender: bject, e: RoutedEventArgs):void
+CardPayment_Click(sender: bject, e: RoutedEventArgs):void
+FinalizeSale_Click(sender: bject, e: RoutedEventArgs):void
+PrintReceipt:void
```

**<<User Control>>  
PaymentOptionScreen**

```
+paymentType:string
+PaymentOptionScreen
+CardPayment_Click(sender: bject, e: RoutedEventArgs):void
+CashPayment_Click(sender: bject, e: RoutedEventArgs):void
+Return_Click(sender: bject, e: RoutedEventArgs):void
+PrintReceipt:void
```

**<<User Control>>  
RefactorControl**

```
+RefactorControl
+UpdateDataContext:void
+SwapScreen:void
```

**<<User Control>>  
CashPaymentButton**

```
+CustomerQuantity:int
+ChangeQuantity:int
+ButtonValue_Click(sender: object, e: RoutedEventArgs):void
```

**<<User Control>>  
MainWindow**

```
+MainWindow()
```

**<<User Control>>  
MenuSelectionScreen**

```
+MenuSelectionScreen()
+SwapScreen(framework: FrameworkElement):void
```

**<<UserControl>>  
MenuItemSelectionControl**

```
-DoubleDraugClick(sender: object, e: RoutedEventArgs):void
-BriarheartBurgerClick(sender: object, e: RoutedEventArgs):void
-GardenOrCmeletteClick(sender: object, e: RoutedEventArgs):void
-PhillyPoacherClick(sender: object, e: RoutedEventArgs):void
-ThalmorTripleClick(sender: object, e: RoutedEventArgs):void
-ThugsTBoneClick(sender: object, e: RoutedEventArgs):void
-SmokehouseSkeletonClick(sender: object, e: RoutedEventArgs):void
-SailorSodaClick(sender: object, e: RoutedEventArgs):void
-AretinoAppleJuiceClick(sender: object, e: RoutedEventArgs):void
-MarkarthMilkClick(sender: object, e: RoutedEventArgs):void
-CandleheartCoffeeClick(sender: object, e: RoutedEventArgs):void
-WarriorWaterClick(sender: object, e: RoutedEventArgs):void
-DragonbornFriesClick(sender: object, e: RoutedEventArgs):void
-FriedMiraakClick(sender: object, e: RoutedEventArgs):void
-VokunSaladClick(sender: object, e: RoutedEventArgs):void
-MadOtarClick(sender: object, e: RoutedEventArgs):void
+MenuItemSelectionControl()
```

**Website**

**Privacy.cshtml.cs**

```
-logger:ILogger
+PrivacyModel(logger:ILogger<PrivacyModel>)
+OnGet:void
```

**Index.cshtml.cs**

```
-logger:ILogger
+PrivacyModel(logger:ILogger<PrivacyModel>)
+OnGet:void
```

**About.cshtml.cs**

```
+OnGet:void
```

**Program**

```
+Main(args:string[]) void
+CreateHostBuilder(args:string[]):IHostBuilder
```

**Startup**

```
-Configuration: IConfiguration
+Startup(Configuration: IConfiguration)
+ConfigureServices(services: IServiceCollection):void
+Configure(app:ApplicationBuilder, env: IWebHostEnvironment):void
```

**PointOfSale.Drinks**

**<<User Control>>  
AretinoAppleJuiceC**

```
-AAIDone_Click(sender: object, e: RoutedEventArgs):void
-SizeChange(sender: object, e: SelectionChangedEventArgs):void
+AretinoAppleJuice()
```

**<<User Control>>  
CandleheartCoffeeC**

```
-CCDone_Click(sender: object, e: RoutedEventArgs):void
-SizeChange(sender: object, e: SelectionChangedEventArgs):void
+CandleheartCoffee()
```

**<<User Control>>  
MarkarthMilkC**

```
-MMDone_Click(sender: object, e: RoutedEventArgs):void
-SizeChange(sender: object, e: SelectionChangedEventArgs):void
+MarkarthMilk()
```

**<<User Control>>  
SailorSodaC**

```
-SSDone_Click(sender: object, e: RoutedEventArgs):void
-SizeChange(sender: object, e: SelectionChangedEventArgs):void
+FlavorChange(sender: object, e: SelectionChangedEventArgs):void
+SailorSoda()
```

**<<User Control>>  
WarriorWaterC**

```
-WWDone_Click(sender: object, e: RoutedEventArgs):void
-SizeChange(sender: object, e: SelectionChangedEventArgs):void
+WarriorWater()
```

**PointOfSale.Entrees**

**<<User Control>>  
BriarheartBurgerC**

```
-BBDone_Click(sender: object, e: RoutedEventArgs):void
+BriarheartBurger()
```

**<<User Control>>  
DoubleDraugC**

```
-DDFDone_Click(sender: object, e: RoutedEventArgs):void
+DoubleDraug()
```

**<<User Control>>  
GardenOrCmeletteC**

```
-GODDone_Click(sender: object, e: RoutedEventArgs):void
+GardenOrCmelette()
```

**<<User Control>>  
PhillyPoacherC**

```
-PPDone_Click(sender: object, e: RoutedEventArgs):void
+PhillyPoacher()
```

**<<User Control>>  
SmokehouseSkeletonC**

```
-SSDone_Click(sender: object, e: RoutedEventArgs):void
+SmokehouseSkeleton()
```

**<<User Control>>  
ThalmorTripleC**

```
-TTDone_Click(sender: object, e: RoutedEventArgs):void
+ThalmorTriple()
```

**<<User Control>>  
ThugsTBoneC**

```
-TTBDone_Click(sender: object, e: RoutedEventArgs):void
+ThugsTBone()
```

**PointOfSale.Drinks**

**<<User Control>>  
DragonbornWaffleFriesC**

```
-DWFDone_Click(sender: object, e: RoutedEventArgs):void
+DragonbornWaffleFries()
```

**<<User Control>>  
FriedMiraakC**

```
-FMDone_Click(sender: object, e: RoutedEventArgs):void
+FriedMiraak()
```

**<<User Control>>  
MadOtarGritsC**

```
-MOGDone_Click(sender: object, e: RoutedEventArgs):void
+MadOtarGrits()
```

**<<User Control>>  
VokunSaladC**

```
-VSDone_Click(sender: object, e: RoutedEventArgs):void
+VokunSalad()
```

**BleakwindBuffet.Data.Enums**

**<<Enumeration>>  
Size**

```
Small
Medium
Large
```

**<<Enumeration>>  
SodaFlavor**

```
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
```

**BleakWindBuffet.Data**

**<<Interface>>  
IOrderItem**

```
+Price: double <<get>>
+Calories: uint <<get>>
```

**Menu**

```
+Entrees(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>
```

**BleakwindBuffet.Data.Entrees**

**Entree**

```
+Price: double <<get>>
+Calories: uint <<get>>
+InvokePropertyChangedEvent(name: string)
+SpecialInstructions: List<string> <<get>>
```

**GardenOrCmelette**

```
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**PhillyPoacher**

```
-sirloin: bool = true
-onion: bool = true
-roll: bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**SmokehouseSkeleton**

```
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**ThugsTBone**

```
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**BriarheartBurger**

```
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**DoubleDraug**

```
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**ThalmorTriple**

```
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**BleakwindBuffet.Data.Sides**

**Side**

```
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+InvokePropertyChangedEvent(name: string)
+SpecialInstructions: List<string> <<get>>
```

**DragonbornWaffleFries**

```
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**FriedMiraak**

```
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**MadOtarGrits**

```
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**VokunSalad**

```
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**BleakwindBuffet.Data.Drinks**

**Drink**

```
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+InvokePropertyChangedEvent(name: string)
+SpecialInstructions: List<string> <<get>>
```

**AretinoAppleJuice**

```
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**CandleheartCoffee**

```
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**MarkarthMilk**

```
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**SailorSoda**

```
-ice: bool = true
-size: Size = Size.Small
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```

**WarriorWater**

```
-ice: bool = true
-lemon: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string (override)
```