

<<Enumeration>>

Size

Small

Medium

Large

<<Enumeration>>

SodaFlavor

Blackberry

Cherry

Grapefruit

Lemon

Peach

Watermelon

GardenOrcOmelette

-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)

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

+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)

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

+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>

+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

-tomato: bool = true

-lettuce: bool = true

-mayo: bool = true

-bacon: bool = true

-egg: bool = true

+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>

-memberName

+Bacon: bool <get, set>

+Egg: bool <get, set>

+Price: double <get>

+Calories: uint <get>

+SpecialInstructions: List<string> <get> (override)

+ToString(): string (override)

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)

Side

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

+Size:Size<get,set>(virtual)

-memberName

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)

<<Interface>>

INotifyPropertyChanged

-memberName

-memberName

<<Interface>>

IOrderItem

+Calories:uint<get>

+SpecialInstructions:List<string><get>

+Price:double<get>

-memberName

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)

CandlehearthCoffee

-ice: bool = false

-decaf: bool = false

-roomForCream: bool = false

-size: Size = Size.Small

+Ice: bool <get, set>

+Decaf: 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)

Drink

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

+Size:Size<get,set>(virtual)

-memberName

SailorSoda

-ice: bool = true

-size: Size = Size.Small

-flavor: SodaFlavor = SodaFlavor.Cherry

+Ice: bool <get, set>

+Size: Size <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>

+Size: Size <get, set>

+Lemon: bool <get, set>

+Price: double <get>

+Calories: uint <get>

+SpecialInstructions: List<string> <get>

+ToString(): string (override)

BleakwindBuffet.PointOfSale.DrinkUI

AretinoAppleJuice.xaml

-memberName

-backButton_Click(object sender, RoutedEventArgs e): void

-doneButton_Click(object sender, RoutedEventArgs e): void

CandlehearthCoffee.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

MarkarthMilk.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

SailorSoda.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

WarriorWater.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

BleakwindBuffet.PointOfSale.EntreeUI

BriarheartBurger.xaml

-memberName

-backButton_Click(object sender, RoutedEventArgs e): void

-doneButton_Click(object sender, RoutedEventArgs e): void

DoubleDraugr.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

GardenOrcOmelette.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

PhillyPoacher.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

SmokehouseSkeleton.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

ThalmorTriple.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

ThugsTBone.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

BleakwindBuffet.PointOfSale.SideUI

DragonbornWaffleFries.xaml

-memberName

-backButton_Click(object sender, RoutedEventArgs e): void

-doneButton_Click(object sender, RoutedEventArgs e): void

FriedMiraak.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

MadOtarGrits.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

VokunSalad.xaml

-memberName

-backButton_Click(object, RoutedEventArgs) : void

-doneButton_Click(object, RoutedEventArgs) : void

Drinks.xaml

-memberName

-aButton_Click(object, RoutedEventArgs) : void

-ccButton_Click(object, RoutedEventArgs) : void

-mmButton_Click(object, RoutedEventArgs) : void

-sailorButton_Click(object, RoutedEventArgs) : void

-wwButton_Click(object, RoutedEventArgs) : void

-backButton_Click(object, RoutedEventArgs) : void

Entrees.xaml

-memberName

-bbButton_Click(object, RoutedEventArgs) : void

-ddButton_Click(object, RoutedEventArgs) : void

-gocButton_Click(object, RoutedEventArgs) : void

-ppButton_Click(object, RoutedEventArgs) : void

-ssButton_Click(object, RoutedEventArgs) : void

-ttButton_Click(object, RoutedEventArgs) : void

-ttbButton_Click(object, RoutedEventArgs) : void

-backButton_Click(object, RoutedEventArgs) : void

Sides.xaml

-memberName

-dwfButton_Click(object, RoutedEventArgs) : void

-fmButton_Click(object, RoutedEventArgs) : void

-mogButton_Click(object, RoutedEventArgs) : void

-vsButton_Click(object, RoutedEventArgs) : void

-backButton_Click(object, RoutedEventArgs) : void

OrderComponent.xaml

-memberName

PickType.xaml

-memberName

-entreeButton_Click(object, RoutedEventArgs) : void

-drinkButton_Click(object, RoutedEventArgs) : void

-sideButton_Click(object, RoutedEventArgs) : void

MainWindow.xaml

-memberName