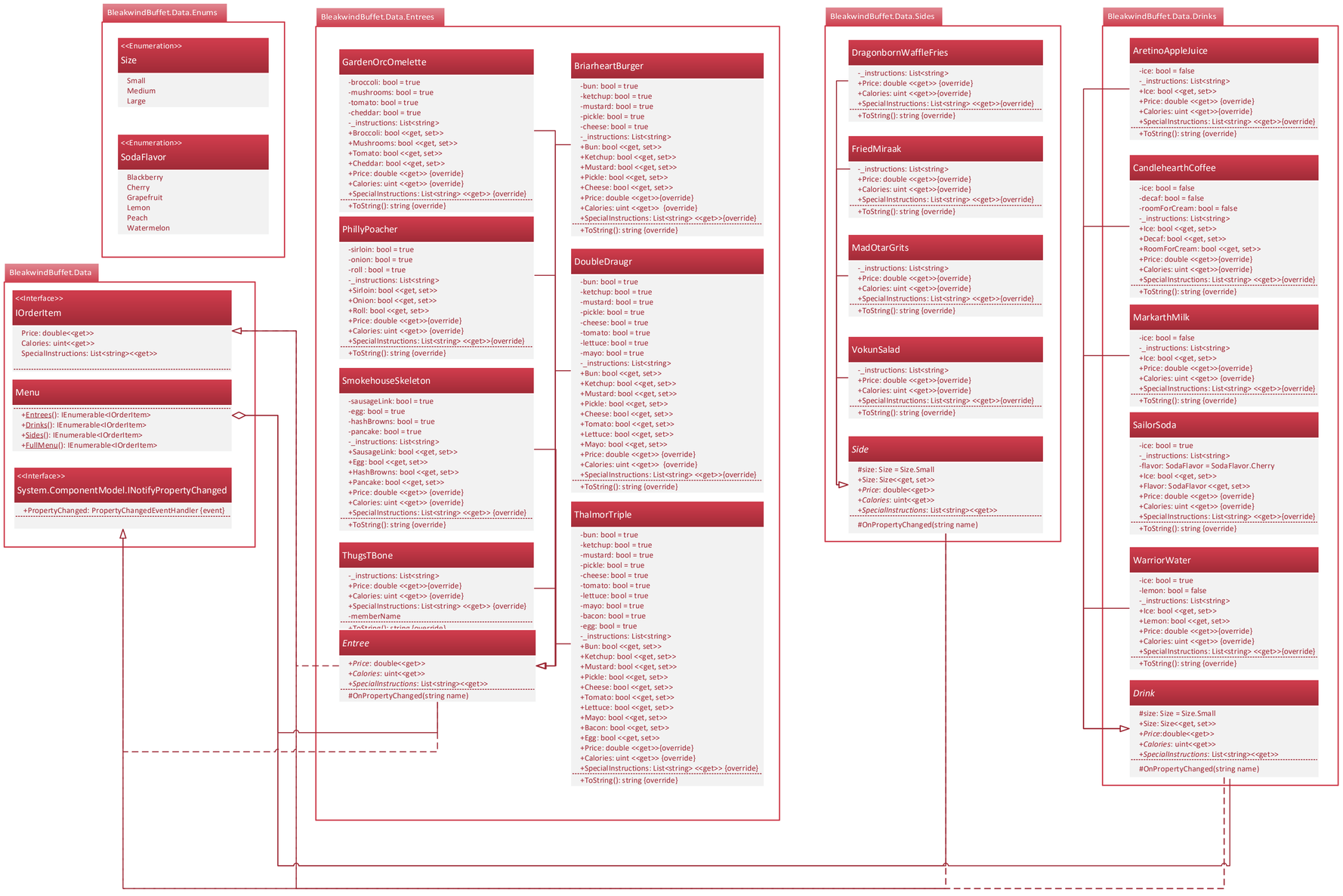
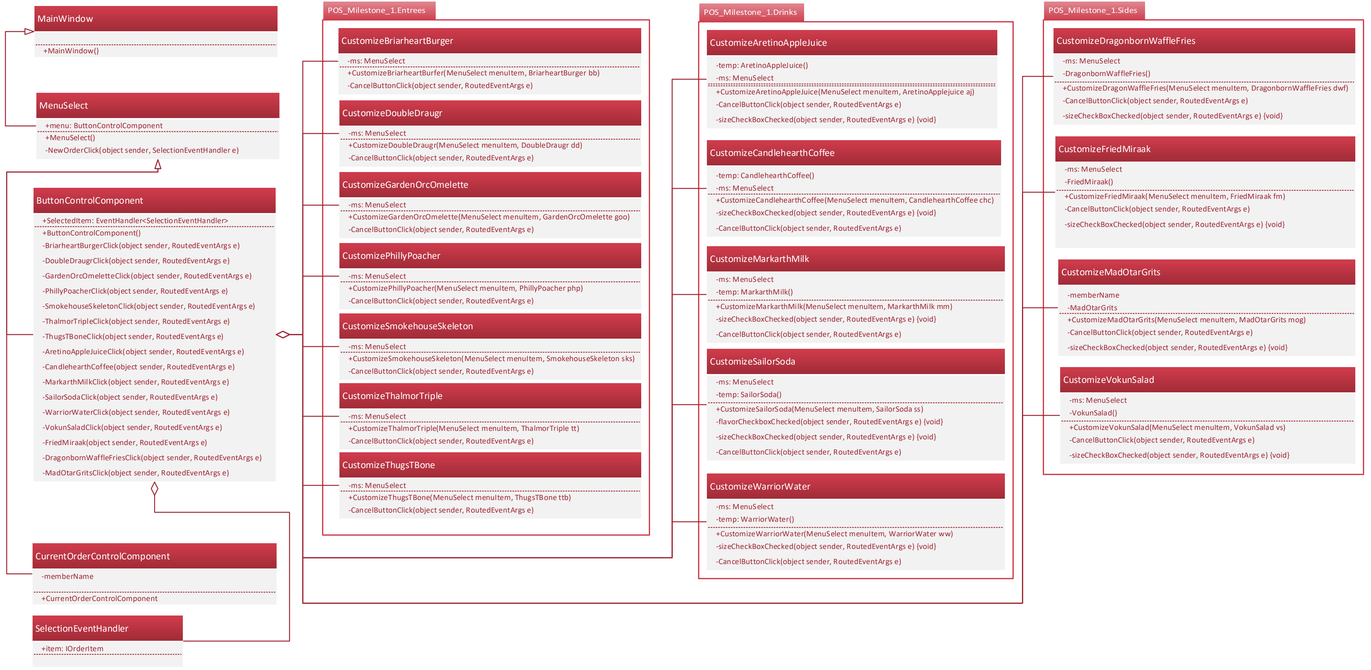

BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small
Medium
Large
<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
BleakwindBuffet.Data
<<Interface>>
IOrderItem
Price: double<<get>>
Calories: uint<<get>>
SpecialInstructions: List<string><<get>>
Menu
+Entrees(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>
<<Interface>>
System.ComponentModel.INotifyPropertyChanged
+PropertyChanged: PropertyChangedEventHandler {event}
BleakwindBuffet.Data.Entrees
GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
-_instructions: List<string>
+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}
PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
-_instructions: List<string>
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: 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
-_instructions: List<string>
+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
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
-memberName
+ToString(): string {override}
Entree
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
#OnPropertyChanged(string name)
BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-_instructions: List<string>
+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}
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
-_instructions: List<string>
+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}
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
-_instructions: List<string>
+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}
BleakwindBuffet.Data.Sides
DragonbornWaffleFries
-_instructions: List<string>
+Price: double <<get>> {override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
FriedMiraak
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
MadOtarGrits
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
VokunSalad
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
Side
#size: Size = Size.Small
+Size: Size<<get, set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
#OnPropertyChanged(string name)
BleakwindBuffet.Data.Drinks
AretinoAppleJuice
-ice: bool = false
-_instructions: List<string>
+Ice: bool <<get, set>>
+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
-_instructions: List<string>
+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
-_instructions: List<string>
+Ice: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
SailorSoda
-ice: bool = true
-_instructions: List<string>
-flavor: SodaFlavor = SodaFlavor.Cherry
+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
-_instructions: List<string>
+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 = Size.Small
+Size: Size<<get, set>>
+Price:double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
#OnPropertyChanged(string name)


MainWindow
+MainWindow()
MenuSelect
+menu: ButtonControlComponent
+MenuSelect()
-NewOrderClick(object sender, SelectionEventHandler e)
ButtonControlComponent
+SelectedItem: EventHandler<SelectionEventHandler>
+ButtonControlComponent()
-BriarheartBurgerClick(object sender, RoutedEventArgs e)
-DoubleDraugrClick(object sender, RoutedEventArgs e)
-GardenOrcOmeletteClick(object sender, RoutedEventArgs e)
-PhillyPoacherClick(object sender, RoutedEventArgs e)
-SmokehouseSkeletonClick(object sender, RoutedEventArgs e)
-ThalmorTripleClick(object sender, RoutedEventArgs e)
-ThugsTBoneClick(object sender, RoutedEventArgs e)
-AretinoAppleJuiceClick(object sender, RoutedEventArgs e)
-CandlehearthCoffee(object sender, RoutedEventArgs e)
-MarkarthMilkClick(object sender, RoutedEventArgs e)
-SailorSodaClick(object sender, RoutedEventArgs e)
-WarriorWaterClick(object sender, RoutedEventArgs e)
-VokunSaladClick(object sender, RoutedEventArgs e)
-FriedMiraak(object sender, RoutedEventArgs e)
-DragonbornWaffleFriesClick(object sender, RoutedEventArgs e)
-MadOtarGritsClick(object sender, RoutedEventArgs e)
CurrentOrderControlComponent
-memberName
+CurrentOrderControlComponent
SelectionEventHandler
+item: IOrderItem
POS_Milestone_1.Entrees
CustomizeBriarheartBurger
-ms: MenuSelect
+CustomizeBriarheartBurfer(MenuSelect menuItem, BriarheartBurger bb)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeDoubleDraugr
-ms: MenuSelect
+CustomizeDoubleDraugr(MenuSelect menuItem, DoubleDraugr dd)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeGardenOrcOmelette
-ms: MenuSelect
+CustomizeGardenOrcOmelette(MenuSelect menuItem, GardenOrcOmelette goo)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizePhillyPoacher
-ms: MenuSelect
+CustomizePhillyPoacher(MenuSelect menuItem, PhillyPoacher php)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeSmokehouseSkeleton
-ms: MenuSelect
+CustomizeSmokehouseSkeleton(MenuSelect menuItem, SmokehouseSkeleton sks)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeThalmorTriple
-ms: MenuSelect
+CustomizeThalmorTriple(MenuSelect menuItem, ThalmorTriple tt)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeThugsTBone
-ms: MenuSelect
+CustomizeThugsTBone(MenuSelect menuItem, ThugsTBone ttb)
-CancelButtonClick(object sender, RoutedEventArgs e)
POS_Milestone_1.Drinks
CustomizeAretinoAppleJuice
-temp: AretinoAppleJuice()
-ms: MenuSelect
+CustomizeAretinoAppleJuice(MenuSelect menuItem, AretinoAppleJuice aj)
-CancelButtonClick(object sender, RoutedEventArgs e)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
CustomizeCandlehearthCoffee
-temp: CandlehearthCoffee()
-ms: MenuSelect
+CustomizeCandlehearthCoffee(MenuSelect menuItem, CandlehearthCoffee chc)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeMarkarthMilk
-ms: MenuSelect
-temp: MarkarthMilk()
+CustomizeMarkarthMilk(MenuSelect menuItem, MarkarthMilk mm)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeSailorSoda
-ms: MenuSelect
-temp: SailorSoda()
+CustomizeSailorSoda(MenuSelect menuItem, SailorSoda ss)
-flavorCheckboxChecked(object sender, RoutedEventArgs e) (void)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
-CancelButtonClick(object sender, RoutedEventArgs e)
CustomizeWarriorWater
-ms: MenuSelect
-temp: WarriorWater()
+CustomizeWarriorWater(MenuSelect menuItem, WarriorWater ww)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
-CancelButtonClick(object sender, RoutedEventArgs e)
POS_Milestone_1.Sides
CustomizeDragonbornWaffleFries
-ms: MenuSelect
-DragonbornWaffleFries()
+CustomizeDragonWaffleFries(MenuSelect menuItem, DragonbornWaffleFries dwf)
-CancelButtonClick(object sender, RoutedEventArgs e)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
CustomizeFriedMiraak
-ms: MenuSelect
-FriedMiraak()
+CustomizeFriedMiraak(MenuSelect menuItem, FriedMiraak fm)
-CancelButtonClick(object sender, RoutedEventArgs e)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
CustomizeMadOtarGrits
-memberName
-MadOtarGrits
+CustomizeMadOtarGrits(MenuSelect menuItem, MadOtarGrits mog)
-CancelButtonClick(object sender, RoutedEventArgs e)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)
CustomizeVokunSalad
-ms: MenuSelect
-VokunSalad()
+CustomizeVokunSalad(MenuSelect menuItem, VokunSalad vs)
-CancelButtonClick(object sender, RoutedEventArgs e)
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) (void)