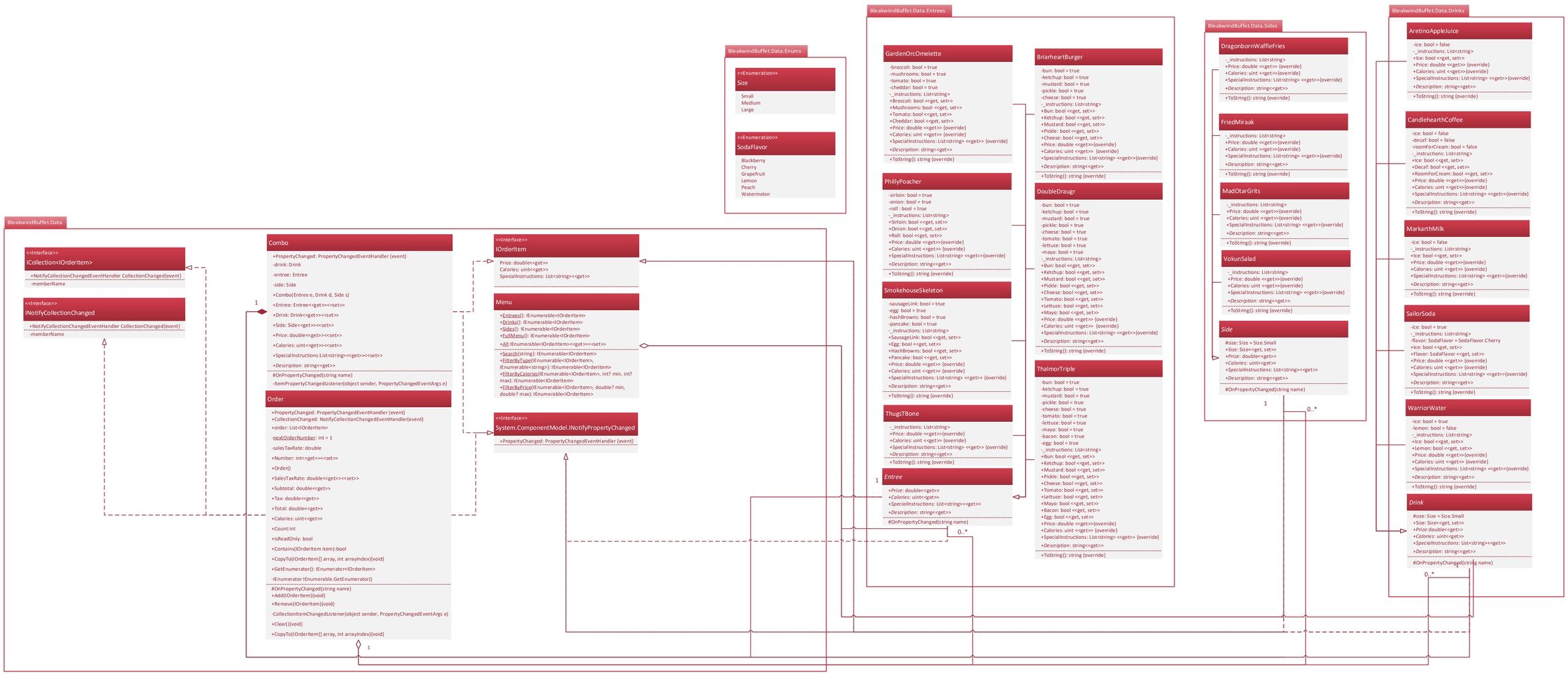
BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small
Medium
Large
<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
BleakwindBuffet.Data.Entrees
GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
-_instructions: List<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}
+Description: string<<get>>
+ToString(): string {override}
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}
+Description: string<<get>>
+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}
+Description: 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
-_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}
+Description: string<<get>>
+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}
+Description: 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
-_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}
+Description: string<<get>>
+ToString(): string {override}
ThugsTBone
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Description: string<<get>>
+ToString(): string {override}
Entree
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
+Description: string<<get>>
#OnPropertyChanged(string name)
BleakwindBuffet.Data.Sides
DragonbornWaffleFries
-_instructions: List<string>
+Price: double <<get>> {override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+Description: string<<get>>
+ToString(): string {override}
FriedMiraak
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+Description: string<<get>>
+ToString(): string {override}
MadOtarGrits
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+Description: string<<get>>
+ToString(): string {override}
VokunSalad
-_instructions: List<string>
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+Description: string<<get>>
+ToString(): string {override}
Side
#size: Size = Size.Small
+Size: Size<<get, set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
+Description: 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}
+Description: string<<get>>
+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}
+Description: string<<get>>
+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}
+Description: string<<get>>
+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}
+Description: string<<get>>
+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}
+Description: string<<get>>
+ToString(): string {override}
Drink
#size: Size = Size.Small
+Size: Size<<get, set>>
+Price:double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
+Description: string<<get>>
#OnPropertyChanged(string name)
BleakwindBuffet.Data
<<Interface>>
ICollection<IOrderItem>
+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
<<Interface>>
INotifyCollectionChanged
+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
Combo
+PropertyChanged: PropertyChangedEventHandler (event)
-drink: Drink
-entree: Entree
-side: Side
+Combo(Entree e, Drink d, Side s)
+Entree: Entree<<get>><<set>>
+Drink: Drink<<get>><<set>>
+Side: Side<<get>><<set>>
+Price: double<<get>><<set>>
+Calories: uint<<get>><<set>>
+SpecialInstructions:List<string><<get>><<set>>
+Description: string<<get>>
#OnPropertyChanged(string name)
-ItemPropertyChangedListener(object sender, PropertyChangedEventArgs e)
Order
+PropertyChanged: PropertyChangedEventHandler (event)
+CollectionChanged: NotifyCollectionChangedEventHandler(event)
+order: List<IOrderItem>
-nextOrderNumber: int = 1
-salesTaxRate: double
+Number: int<<get>><<set>>
+Order()
+SalesTaxRate: double<<get>><<set>>
+Subtotal: double<<get>>
+Tax: double<<get>>
+Total: double<<get>>
+Calories: uint<<get>>
+Count:int
+IsReadOnly: bool
+Contains(IOrderItem item):bool
+CopyTo(IOrderItem[] array, int arrayIndex){void}
+GetEnumerator(): IEnumerator<IOrderItem>
-IEnumerator IEnumerable.GetEnumerator()
#OnPropertyChanged(string name)
+Add(IOrderItem){void}
+Remove(IOrderItem){void}
-CollectionItemChangedListener(object sender, PropertyChangedEventArgs e)
+Clear(){void}
+CopyTo(IOrderItem[] array, int arrayIndex){void}
<<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>
+All: IEnumerable<IOrderItem><<get>><<set>>
+Search(string): IEnumerable<IOrderItem>
+FilterByType(IEnumerable<IOrderItem>, IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalories(IEnumerable<IOrderItem>, int? min, int? max): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double? min, double? max): IEnumerable<IOrderItem>
<<Interface>>
System.ComponentModel.INotifyPropertyChanged
+PropertyChanged: PropertyChangedEventHandler (event)
1
1
1
0..*
1
0..*
1
0..*

Pos_Milestone_1.PaymentControls
CashRegister
-menu: MenuSelect
-currentOrder: Order
-receipt: CurrentOrderControlComponent
+CashRegister(MenuSelect m, Order order, CurrentOrderControlComponent temp)
-ReturnToOrderClick(object sender, RoutedEventArgs e){void}
-FinalizeSaleCheck(object sender, RoutedEventArgs e){void}
NumberBox
+ValueProperty: DependencyProperty.Register("Value", typeof(int), typeof(NumberBox), new FrameworkPropertyMetadataOptions.BindsTwoWayByDefault)
+Value: int<<get>><<set>>
+PropertyChanged: PropertyChangedEventHandler{event}
+NumberBox()
#OnPropertyChanged(string name){void}
-IncrementButtonClick(object sender, RoutedEventArgs e){void}
-DecrementButtonClick(object sender, RoutedEventArgs e){void}
CashRegisterViewModel
+PropertyChanged: PropertyChangedEventHandler {event}
-cashRegister: CashRegister
-Order: Order
+Total: double<<get>>
+Payment: double <<get>>
+AmountOwedDisplay: double<<get>>
+AmountOwed: double<<get>>
+ChangeDue: double<<get>>
+RegisterHundreds: int<<get>><<set>>
+RegisterFifties: int<<get>><<set>>
+RegisterTwenties: int<<get>><<set>>
+RegisterTens: int<<get>><<set>>
+RegisterFives: int<<get>><<set>>
+RegisterTwos: int<<get>><<set>>
+RegisterOnes: int<<get>><<set>>
+RegisterDollarCoins: int<<get>><<set>>
+RegisterHalfDollars: int<<get>><<set>>
+RegisterQuarters: int<<get>><<set>>
+RegisterDimes: int<<get>><<set>>
+RegisterNickels: int<<get>><<set>>
+RegisterPennies: int<<get>><<set>>
-paymentHundreds: int
+PaymentHundreds: int<<get>><<set>>
-paymentFifties:int
+PaymentFifties: int<<get>><<set>>
-paymentTwenties:int
+PaymentTwenties: int<<get>><<set>>
-paymentTens:int
+PaymentTens: int<<get>><<set>>
-paymentFives:int
+PaymentFives: int<<get>><<set>>
-paymentTwos: int
+PaymentTwos: int<<get>><<set>>
-paymentOnes: int
+PaymentOnes: int<<get>><<set>>
-paymentDollarCoins: int
+PaymentDollarCoins: int<<get>><<set>>
-paymentHalfDollars: int
+PaymentHalfDollars: int<<get>><<set>>
-paymentQuarters: int
+PaymentQuarters: int<<get>><<set>>
-paymentDimes: int
+PaymentDimes: int<<get>><<set>>
-paymentNickels: int
+PaymentNickels: int<<get>><<set>>
-paymentPennies: int
+PaymentPennies: int<<get>><<set>>
-changeHundreds:int
+ChangeHundreds: int<<get>>
-changeFifties:int
+ChangeFifties: int<<get>>
-changeTwenties: int
+ChangeTwenties: int<<get>>
-changeTens: int
+ChangeTens: int<<get>>
-changeFives: int
+ChangeFives: int<<get>>
-changeTwos: int
+ChangeTwos: int<<get>>
-changeOnes: int
+ChangeOnes: int<<get>>
-changeDollarCoins: int
+ChangeDollarCoins: int<<get>>
-changeHalfDollars:int
+ChangeHalfDollars: int<<get>>
-changeQuarters:int
+ChangeQuarters: int<<get>>
-changeDimes:int
+ChangeDimes: int<<get>>
-changeNickels:int
+ChangeNickels: int<<get>>
-changePennies:int
+ChangePennies: int<<get>>
+CashRegisterViewModel(MenuSelect m, Order order, CashRegister cr)
+FinializeSale(){void}
-ChangeOwedToCustomer(){void}
-PrintReceipt(){void}
PaymentOptionsScreen
-menu: MenuSelect
-receipt: CurrentOrderControlComponent
+PaymentOptionsScreen(MenuSelect m, CurrentOrderControlComponent temp)
-ReturnToOrderClick(object sender, RoutedEventArgs e){void}
-CashButtonClick(object sender, RoutedEventArgs e){void}
-CreditOrDebitClick(object sender, RoutedEventArgs e){void}
-PrintReciept(){void}
<<Interface>>
System.ComponentModel.INotifyPropertyChanged
+PropertyChanged: PropertyChangedEventHandler {event}
Website
AboutModel
-memberName
+OnGet(){void}
ErrorModel
+RequestId: string <<get>><<set>>
+ShowRequestId: bool <<get>>
-_logger: readonly ILogger<ErrorModel>
+ErrorModel(ILogger<ErrorModel> logger)
+OnGet(){void}
PrivacyModel
-_logger: ILogger<PrivacyModel>
+PrivacyModel(ILogger<PrivacyModel> logger)
+OnGet(){void}
IndexModel
-_logger: readonly ILogger<ErrorModel>
+MenuItems: IEnumerable<IOrderItem><<get>><<set>>
+SearchTerms: string<<get>><<set>>
+Types: string[]<<get>><<set>>
+CalorieMin: int?<<get>><<set>>
+CalorieMax: int?<<get>><<set>>
+PriceMin: double?<<get>><<set>>
+PriceMax: double?<<get>><<set>>
+IndexModel(ILogger<IndexModel> logger)
+OnGet(string, string[], int? CalorieMin, int? CalorieMax, double? PriceMin, double? PriceMax){void}
MainWindow
+MainWindow()
MenuSelect
+menu: ButtonControlComponent
+MenuSelect()
-NewOrderClick(object sender, SelectionEventHandler e){void}
ButtonControlComponent
-menu: MenuSelect
+ButtonControlComponent(MenuSelect m)
-AddComboToOrderClick(object sender, RoutedEventArgs e){void}
-BriarheartBurgerClick(object sender, RoutedEventArgs e){void}
-DoubleDraugrClick(object sender, RoutedEventArgs e){void}
-GardenOrcOmeletteClick(object sender, RoutedEventArgs e){void}
-PhillyPoacherClick(object sender, RoutedEventArgs e){void}
-SmokehouseSkeletonClick(object sender, RoutedEventArgs e){void}
-ThalmorTripleClick(object sender, RoutedEventArgs e){void}
-ThugsTBoneClick(object sender, RoutedEventArgs e){void}
-AretinoAppleJuiceClick(object sender, RoutedEventArgs e){void}
-CandlehearthCoffee(object sender, RoutedEventArgs e){void}
-MarkarthMilkClick(object sender, RoutedEventArgs e){void}
-SailorSodaClick(object sender, RoutedEventArgs e){void}
-WarriorWaterClick(object sender, RoutedEventArgs e){void}
-VokunSaladClick(object sender, RoutedEventArgs e){void}
-FriedMiraak(object sender, RoutedEventArgs e){void}
-DragonbornWaffleFriesClick(object sender, RoutedEventArgs e){void}
-MadOtarGritsClick(object sender, RoutedEventArgs e){void}
CurrentOrderControlComponent
-menu: MenuSelect
+CurrentOrderControlComponent(MenuSelect m)
-CompleteOrderClick(object sender, RoutedEventArgs e){void}
-CancelOrderClick(object sender, RoutedEventArgs e){void}
-DeleteItemFromOrder(object sender, RoutedEventArgs e){void}
-EditExistingItem(object sender, RoutedEventArgs e){void}
SelectionEventHandler
+item: IOrderItem
POS_Milestone1_1.ComboControlComponents
ComboControl
-menu: MenuSelect
-combo: Combo
+ComboControl(MenuSelect m, Combo c, Order o)
-ChangeEntreeControlClick(object sender, RoutedEventArgs e){void}
-ChangeDrinkControlClick(object sender, RoutedEventArgs e){void}
-ChangeSideControlClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs){void}
-DoneButtonClick(object sender, RoutedEventArgs){void}
EntreeControl
-menu: MenuSelect
-combo: Combo
+EntreeControl(MenuSelect m, Combo c, Order o)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-BriarheartBurgerClick(object sender, RoutedEventArgs e){void}
-DoubleDraugrClick(object sender, RoutedEventArgs e){void}
-GardenOrcOmelette(object sender, RoutedEventArgs e){void}
-PhillyPoacherClick(object sender, RoutedEventArgs e){void}
-SmokehouseSkeletonClick(object sender, RoutedEventArgs e){void}
-ThalmorTripleClick(object sender, RoutedEventArgs e){void}
-ThugsTBoneClick(object sender, RoutedEventArgs e){void}
DrinkComboControlComponent
-menu: MenuSelect
-combo: Combo
+DrinkComboControlComponent(MenuSelect m, Combo c, Order o)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-AretinoAppleJuiceClick(object sender, RoutedEventArgs e){void}
-CandlehearthCoffeeClick(object sender, RoutedEventArgs e){void}
-MarkarthMilkClick(object sender, RoutedEventArgs e){void}
-SailorSodaClick(object sender, RoutedEventArgs e){void}
-WarriorWaterClick(object sender, RoutedEventArgs e){void}
SideComboControlComponent
-menu: MenuSelect
-combo: Combo
+SideComboControlComponent(MenuSelect m, Combo c, Order o)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-DragonbornWaffleFriesClick(object sender, RoutedEventArgs e){void}
-FriedMiraakClick(object sender, RoutedEventArgs e){void}
-MadOtarGritsClick(object sender, RoutedEventArgs e){void}
-VokunSaladClick(object sender, RoutedEventArgs e){void}
POS_Milestone_1.Entrees
CustomizeBriarheartBurger
-ms: MenuSelect
-currentItem: BriarheartBurger
-currentOrder: Order
-currentCombo: Combo
+CustomizeBriarheartBurfer(MenuSelect menuItem, BriarheartBurger bb, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizeThalmorTriple
-ms: MenuSelect
-currentItem: ThalmorTriple
-currentOrder: Order
-currentCombo: Combo
+CustomizeThalmorTriple(MenuSelect menuItem, ThalmorTriple tt, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizeDoubleDraugr
-ms: MenuSelect
-currentItem: DoubleDraugr
-currentOrder: Order
-currentCombo: Combo
+CustomizeDoubleDraugr(MenuSelect menuItem, DoubleDraugr dd, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizeThugsTBone
-ms: MenuSelect
-currentItem: ThugsTBone
-currentOrder: Order
-currentCombo: Combo
+CustomizeThugsTBone(MenuSelect menuItem, ThugsTBone ttb, Order, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizeGardenOrcOmelette
-ms: MenuSelect
-currentItem: GardenOrcOmelette
-currentOrder: Order
-currentCombo: Combo
+CustomizeGardenOrcOmelette(MenuSelect menuItem, GardenOrcOmelette goo, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizePhillyPoacher
-ms: MenuSelect
-currentItem: PhillyPoacher
-currentOrder: Order
-currentCombo: Combo
+CustomizePhillyPoacher(MenuSelect menuItem, PhillyPoacher php, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
CustomizeSmokehouseSkeleton
-ms: MenuSelect
-currentItem: SmokehouseSkeleton
-currentOrder: Order
-currentCombo: Combo
+CustomizeSmokehouseSkeleton(MenuSelect menuItem, SmokehouseSkeleton sks, Order o, Combo c)
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
POS_Milestone_1.Drinks
CustomizeAretinoAppleJuice
-currentItem: AretinoAppleJuice
-ms: MenuSelect
-currentCombo: Combo
-currentOrder: Order
+CustomizeAretinoAppleJuice(MenuSelect menuItem, AretinoAppleJuice aj, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeCandlehearthCoffee
-currentItem: CandlehearthCoffee
-ms: MenuSelect
-currentCombo: Combo
-currentOrder: Order
+CustomizeCandlehearthCoffee(MenuSelect menuItem, CandlehearthCoffee chc, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeMarkarthMilk
-currentItem: MarkarthMilk
-ms: MenuSelect
-currentCombo: Combo
-currentOrder: Order
+CustomizeMarkarthMilk(MenuSelect menuItem, MarkarthMilk mm, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeSailorSoda
-currentItem: SailorSoda
-ms: MenuSelect
-currentCombo: Combo
-currentOrder: Order
+CustomizeSailorSoda(MenuSelect menuItem, SailorSoda ss, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-flavorCheckboxChecked(object sender, RoutedEventArgs e) {void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeWarriorWater
-currentItem: WarriorWater
-ms: MenuSelect
-currentCombo: Combo
-currentOrder: Order
+CustomizeWarriorWater(MenuSelect menuItem, WarriorWater ww, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
POS_Milestone_1.Sides
CustomizeDragonbornWaffleFries
-ms: MenuSelect
-currentItem: DragonbornWaffleFries
-currentOrder: Order
-currentCombo: Combo
+CustomizeDragonWaffleFries(MenuSelect menuItem, DragonbornWaffleFries dwf, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeFriedMiraak
-ms: MenuSelect
-currentItem: FriedMiraak
-currentOrder: Order
-currentCombo: Combo
+CustomizeFriedMiraak(MenuSelect menuItem, FriedMiraak fm, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeMadOtarGrits
-ms: MenuSelect
-currentItem: MadOtarGrits
-currentOrder: Order
-currentCombo: Combo
+CustomizeMadOtarGrits(MenuSelect menuItem, MadOtarGrits mog, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}
CustomizeVokunSalad
-ms: MenuSelect
-currentItem: VokunSalad
-currentOrder: Order
-currentCombo: Combo
+CustomizeVokunSalad(MenuSelect menuItem, VokunSalad vs, Order o, Combo c)
-ReturnToComboClick(object sender, RoutedEventArgs e){void}
-CancelButtonClick(object sender, RoutedEventArgs e){void}
-DoneButtonClick(object sender, RoutedEventArgs e){void}
-sizeCheckBoxChecked(object sender, RoutedEventArgs e) {void}