PointOfSale

CustomizeMenuItems

CustomizeEntrees

CustomizeBriarheartBurger
#parent: OrderComponent
Bun: CheckBox
Ketchup: CheckBox
Mustard: Checkbox
Pickle: Checkbox
Cheese: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeSmokehouseSkeleton
#parent: OrderComponent
Sausage: CheckBox
Egg: CheckBox
HashBrowns: Checkbox
Pancake: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeDoubleDraugr
#parent: OrderComponent
Bun: CheckBox
Ketchup: CheckBox
Mustard: Checkbox
Pickle: Checkbox
Cheese: Checkbox
Tomato: Checkbox
Lettuce: Checkbox
Mayo: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeGardenOrcOmelette
#parent: OrderComponent
Broccoli: CheckBox
Mushrooms: CheckBox
Tomato: Checkbox
Cheddar: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeDoubleDraugr
#parent: OrderComponent
Bun: CheckBox
Ketchup: CheckBox
Mustard: Checkbox
Pickle: Checkbox
Cheese: Checkbox
Tomato: Checkbox
Lettuce: Checkbox
Mayo: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizePhillyPoacher
#parent: OrderComponent
Sirloin: CheckBox
Onions: CheckBox
Roll: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeThugsTBone
#parent: OrderComponent
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeThalmorTriple
#parent: OrderComponent
Bun: CheckBox
Ketchup: CheckBox
Mustard: Checkbox
Pickle: Checkbox
Cheese: Checkbox
Tomato: Checkbox
Lettuce: Checkbox
Mayo: ComboBox
Bacon: Checkbox
Egg: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void

CustomizeSides

CustomizeVokunSalad
#parent: OrderComponent
Size: ComboBox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeFriedMiraak
#parent: OrderComponent
Size: ComboBox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeMadOtarGrits
#parent: OrderComponent
Size: ComboBox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeDragonbornWaffleFries
#parent: OrderComponent
Size: ComboBox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeDrinks

CustomizeSailorSoda
#parent: OrderComponent
Size: ComboBox
Flavor: ComboBox
Ice: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeMarkarthMilk
#parent: OrderComponent
Size: ComboBox
Ice: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeAretinoAppleJuice
#parent: OrderComponent
Size: ComboBox
Ice: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeCandlehearthCoffee
#parent: OrderComponent
Size: ComboBox
Ice: Checkbox
Cream: Checkbox
Decaf: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

CustomizeWarriorWater
#parent: OrderComponent
Size: ComboBox
Ice: Checkbox
Lemon: Checkbox
Done: button

+doneClick(object, RoutedEventArgs): void
-Size_SelectionChanged(object, SelectionChangedEventArgs): void

MenuComponent
#parent:OrderComponent
BriarheartBurger: Button
DoubleDragur: Button
ThalmorTriple: Button
SmokehouseSkeleton: Button
GardenOrcOmelette: Button
PhillyPoacher: Button
SailorSoda: Button
MarkarthMilk: Button
AretinoAppleJuice: Button
CandlehearthCoffee: Button
WarriorWater:Button
VokunSalad:Button
FriedMiraak: Button
MadOtarGrits:Button
DragonbornWaffleFries: Button
cancelOrder: Button
newCombo: button

+customizeBB(object, RoutedEventArgs):void
+customizeDD(object, RoutedEventArgs):void
+customizeTT(object, RoutedEventArgs):void
+customizeSS(object, RoutedEventArgs):void
+customizePP(object, RoutedEventArgs):void
+customizeGOC(object, RoutedEventArgs):void
+customizeThugsT(object, RoutedEventArgs):void
+customizeVS(object, RoutedEventArgs):void
+customizeFM(object, RoutedEventArgs):void
+customizeWW(object, RoutedEventArgs):void
+customizeMM(object, RoutedEventArgs):void
+customizeAAJ(object, RoutedEventArgs):void
+customizeCC(object, RoutedEventArgs):void
+customizeWW(object, RoutedEventArgs):void
-cancelOrder_Click(object,RoutedEventArgs):void

PaymentOptions
#parentOrder: OrderComponent

+CashButton_Click(object,RoutedEventArgs): void
+CreditDebbitButton_Click(object,RoutedEventArgs): void
-PrintDebbitCreditRecipt(): void
+ReturnToOrderButton_Click(object,RoutedEventArgs): void

OrderComponent
itemsListView:ListView
Pay:Button
subtotalTextBox: TextBlock
taxTextBox: TextBlock
totalTextBox: TextBlock
menuBorder.Child:Border = MenuComponent

-cancelItem_Click(object, RoutedEventArgs): void
-itemsListView_SelectionChanged(object,SelectionChangedEventArgs): void

CustomizeCombo
#parentOrder: OrderComponent

-AlignDrinkBox(): void
-AlignEntreeBox(): void
-AlignComboBox(): void
-SideComboBox_SelectionChanged(object,SelectionChangedEventArgs): void
-DrinkComboBox_SelectionChanged(object,SelectionChangedEventArgs): void
-EntreeComboBox_SelectionChanged(object,SelectionChangedEventArgs): void
-DoneButton_Click(object,RoutedEventArgs):void
-CustomizeEntreeButton_Click(object,RoutedEventArgs): void
-CustomizeDrinkButton_Click(object,RoutedEventArgs): void
-CustomizeSideButton_Click(object,RoutedEventArgs): void

CurrencyControl
+PropertyChanged: event
+StepProperty: DependencyProperty
+StepProperty: MoneyStringProperty
+StepProperty: ChangeQuantityProperty
+StepProperty: CustomerQuantityProperty
+GivenCustomerQuantityClampedEvent: RoutedEvent
+Money: string<<get,set>>
+ChangeQuantity<<get,set>>
+CustomerQuantity<<get,set>>

+HandleValueChanged(DependencyObject,DependecyPropertyChangedEventArgs): void
+HandleButtonClicked(object,RoutedEventArgs): void

CashViewModel
#CurOrder:Order
+Ones: int<<get,set>
+OnesOwed: int<<get,set>>
+Twos: int<<get,set>
+TwosOwed: int<<get,set>>
+FivesOnes: int<<get,set>
+FivesOwed: int<<get,set>>
+Tens: int<<get,set>
+TensOwed: int<<get,set>>
+Twenties: int<<get,set>
+TwentiesOwed: int<<get,set>>
+Fifties: int<<get,set>
+FiftiesOwed: int<<get,set>>
+Hundreds: int<<get,set>
+HundredsOwed: int<<get,set>>
+Dollars: int<<get,set>
+DollarsOwed: int<<get,set>>
+HalfDollars: int<<get,set>
+HalfDollarsOwed: int<<get,set>>
+Quarters: int<<get,set>
+QuartersOwed: int<<get,set>>
+Nickels: int<<get,set>
+NickelsOwed: int<<get,set>>
+Dimes: int<<get,set>
+DimesOwed: int<<get,set>>
+Pennies: int<<get,set>
+PenniesOwed: int<<get,set>>
+AmountTendered: double<<get>>
+Total: double<<get>>
+AmountOwed: double<<get>>
+AmountDue: double<<get>>

+CalculateChange(): void
+NotifyOwedProperties(): void
+FinalizeSale(): bool
+PrintCashRecipt(): void

CashPaymentComponent
#parentOrder: OrderComponent

-ReturnOrderButton_Click(object, RoutedEventArgs): void
-FinalizeButton_Click(object,RoutedEventArgs): void