

<<Enumeration>> Size
Small
Medium
Large

<<Enumeration>> SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

IOrderSystem
Price: double <<get>>
Calories: uint <<get>>
SpecialInstructions: List<string> <<get>>

Menu
+Entrees: IEnumerable<IOrderItem>
+Sides: IEnumerable<IOrderItem>
+Drinks: IEnumerable<IOrderItem>
+FullMenu: IEnumerable<IOrderItem>

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>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+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>> {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
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Price: double <<get>> {override}
+ToString(): string {override}

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

Entree
+Price: double <<get>> {abstract}
+Calories: uint <<get>> {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}

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>> {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
+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
+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}

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

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

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

Vokun Salad
+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>> {virtual}
+Price: double <<get>> {override} {abstract}
+Calories: uint <<get>> {override} {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}

AretinoAppleJuice
-ice: bool = false
+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
+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
+Ice: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

SailorSoda
-ice: bool = true
-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
+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>> {virtual}
+Price: double <<get>> {abstract}
+Calories: uint <<get>> {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}

MainWindow
+MainWindow()
+ScreenSwap(UIElement): void

MenuSelection
+MenuSelection()
-BriarheartBurger_Click(object, RoutedEventArgs): void
-DoubleDraugr_Click(object, RoutedEventArgs): void
-ThalmorTriple_Click(object, RoutedEventArgs): void
-SmokehouseSkeleton_Click(object, RoutedEventArgs): void
-GardenOrcOmelette_Click(object, RoutedEventArgs): void
-PhillyPoacher_Click(object, RoutedEventArgs): void
-ThugsTBone_Click(object, RoutedEventArgs): void
-SailorSoda_Click(object, RoutedEventArgs): void
-MarkarthMilk_Click(object, RoutedEventArgs): void
-AretinoAppleJuice_Click(object, RoutedEventArgs): void
-CandlehearthCoffee_Click(object, RoutedEventArgs): void
-WarriorWater_Click(object, RoutedEventArgs): void
-VokunSalad_Click(object, RoutedEventArgs): void
-FriedMiraak_Click(object, RoutedEventArgs): void
-MadOtarGrits_Click(object, RoutedEventArgs): void
-DragonbornWaffleFries_Click(object, RoutedEventArgs): void

ExtensionMethod
+FindAncestors<T>(DependencyObject): T

Order
+Order()

AretinoAppleJuicePOS
+AretinoAppleJuice()
-doneButton_Click(object, RoutedEventArgs): void

MarkarthMilkPOS
+MarkarthMilk()
-doneButton_Click(object, RoutedEventArgs): void

SailorSodaPOS
+SailorSodaPOS()
-doneButton_Click(object, RoutedEventArgs): void

CandlehearthCoffeePOS
+CandlehearthCoffeePOS()
-doneButton_Click(object, RoutedEventArgs): void

WarriorWaterPOS
+WarriorWaterPOS()
-doneButton_Click(object, RoutedEventArgs): void

BriarheartBurgerPOS
+BriarheartBurgerPOS()
-doneButton_Click(object, RoutedEventArgs): void

DoubleDraugrPOS
+DoubleDraugrPOS()
-doneButton_Click(object, RoutedEventArgs): void

ThalmorTriplePOS
+ThalmorTriplePOS()
-doneButton_Click(object, RoutedEventArgs): void

GardenOrcOmelettePOS
+GardenOrcOmelettePOS()
-doneButton_Click(object, RoutedEventArgs): void

PhillyPoacherPOS
+PhillyPoacherPOS()
-doneButton_Click(object, RoutedEventArgs): void

ThugsTBonePOS
+ThugsTBonePOS()
-doneButton_Click(object, RoutedEventArgs): void

SmokehouseSkeletonPOS
+SmokehouseSkeletonPOS()
-doneButton_Click(object, RoutedEventArgs): void

VokunSaladPOS
+VokunSaladPOS()
-doneButton_Click(object, RoutedEventArgs): void

FriedMiraakPOS
+FriedMiraakPOS()
-doneButton_Click(object, RoutedEventArgs): void

MadOtarGritsPOS
+MadOtarGritsPOS()
-doneButton_Click(object, RoutedEventArgs): void

DragonbornWaffleFriesPOS
+DragonbornWaffleFriesPOS()
-doneButton_Click(object, RoutedEventArgs): void