Small Medium Large <<Enumeration>> SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon Bleakwind Buffet. Data IOrderSystem Price: double <<get>> Calories: uint << get>> SpecialInstructions: List<string> <<get>> <u>Menu</u> +Entrees: IEnumerable<IOrderItem> +Sides: IEnumerable<IOrderItem> +Drinks: IEnumerable<IOrderItem> +FullMenu: IEnumerable<IOrderItem> OrderMenu -salestax: double +SalesTax: double <<get>> +Subtotal: double <<get>> +Tax: double <<get>> +Total: double << get>> +Calories: uint <<get>> +Number: int <<get>> +Count: int <<get>> +IsReadOnly: bool <<get>> +OrderMenu +Add(IOrderItem): void +Remove(IOrderItem): void Collection Changed Listener (Object, PropertyChangedEventArgs): void +Clear(): void +Contains(IOrderItem): bool +CopyTo(IOrderItem[], int): void +GetEnumerator(): IEnumerator +ICollection<IOrderItem>.Removel(IOrderItem) +IEnumerable<IOrderItem>.Remove(IOrderItem):bool Combo -entree: Entree -side: Side -drink: Drink -size: Size +Entree: Entree +Side: Side +Drink: Drink +Size: Size +Price: double +Calories: uint +SpecialInstructions: List<string> MainWindow

Bleakwind Buffet. Data. Enums

<<Enumeration>>

Bleakwind Buffet. Data. Entrees

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}

PhillyPoacher

+ToString(): string {override}

-sirloin: bool = true -onion: bool = true -roll : bool = true +Sirloin: 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

{abstract}

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

+Price: double <<get>> {abstract}

+SpecialInstructions: List<string> << get>>

+Calories: uint <<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}

DoubleDraugr

+ToString(): string {override}

-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}

halmorTriple

-bun: bool = true

+ToString(): string {override}

-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}

Bleakwind Buffet. Data. Sides

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

Vokun Salad

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

+Price: double <<get>>> {override} +Calories: uint <<get>> {override}

+SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

+size: Size = Size.Small +Size: Size << get, set>> {virtual} +Price: double <<get>> {override} {abstract} +Calories: uint <<get>> {override} {abstract} +SpecialInstructions: List<string> << get>> {abstract}

ystem.ComponentModel

INotifyPropertyChanged + PropertyChanged:PropertyChangedEventHander << event>>

leakwind Buffet. Data. Drinks

{override}

Aretino Apple Juice

-ice: bool = false +lce: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>>

CandlehearthCoffee

+ToString(): string {override}

-ice: bool = false -decaf: bool = false -roomForCream: bool = false +lce: bool <<get, set>> +Decaf: bool <<get, set>> +RoomForCream: bool << get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override}

MarkarthMilk

ailorSoda

+ToString(): string {override}

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

-ice: bool = true -flavor: SodaFlavor = SodaFlavor.Cherry +lce: bool <<get, set>> +Flavor: SodaFlavor << get, set >> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> +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}

+size: Size = Size.Small +Size: Size <<get, set>> {virtual} +Price: double << get>> {abstract} +Calories: uint <<get>> {abstract} +SpecialInstructions: List<string> << get>> {abstract}

PointOfSale

+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 -CandlehearthCoffee_Click(object, RoutedEventArgs): void -WarriorWater_Click(object, RoutedEventArgs): void -VokunSalad_Click(object, RoutedEventArgs): void -Fried Miraak_Click(object, Routed EventArgs): void -MadOtarGrits_Click(object, RoutedEventArgs): void -DragonbornWaffleFries_Click(object, RoutedEventArgs): void

ExtensionMethod +FindAncestor<T>(DependencyObject): T

WarriorWaterPOS +WarriorWaterPOS()

-doneButton_Click(object, RoutedEventArgs): void

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

+Order() -Finish_Click(object, RoutedEventArgs): void

-Cancel_Click(object, RoutedEventArgs): void -Remove_Click(object, RoutedEventArgs): void -ItemChange((object, SelectionChangedEventArgs): void

BriarheartBurgerPOS

+ToString(): string {override}

+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