

<<Interface>>

IOrderItem

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

Menu

+Entrees: IEnumerable<IOrderItem>
+Sides: IEnumerable<IOrderItem>
+Drinks: IEnumerable<IOrderItem>
+FullMenu: IEnumerable<IOrderItem>
+EntreeTypes: IEnumerable<Type>
+SideTypes: IEnumerable<Type>
+DrinkTypes: IEnumerable<Type>
+FullMenuTypes: IEnumerable<Type>

Order

+SalesTaxRate: double <<get, set>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+Calories: uint <<get>>
+Number: uint <<get>>
+Add(item: IOrderItem)
+Remove(item: IOrderItem)

Combo

+Entree: Entree <<get, set>>
+Side: Side <<get, set>>
+Drink: Drink <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>
+ToString(): string {override}

Drink

+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>
+ToString(): string {override}

AretinoAppleJuice

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

CandlehearthCoffee

-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

MarkarthMilk

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

SailorSoda

-ice: bool = true
-size: Size = Size.Small
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

WarriorWater

-ice: bool = true
-lemon: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

Sizes

+GetSizes: IEnumerable<Size>

<<Enumeration>>

Size

Small
Medium
Large

SodaFlavors

+GetFlavors: IEnumerable<SodaFlavors>

<<Enumeration>>

SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon





