Data

PanDeCampo
+ Price:double <<get>> {override}
+ Calorie:uint <<get>> {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

CornDodgers
+ Price:double <<get>> {override}
+ Calorie:uint <<get>> {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

<<enum>> Size
Small
Medium
Large

<<interface>> System.ComponentModel.INotifyPropertyChanged
+ <<event>> PropertyChanged:PropertyChangedEventHandler

<<enum>> Size
Small,
Medium,
Large

Order
- lastOrderNumber:uint
- items:List<IOrderItem>
- subtotal:double
+ Items:IEnumerable<IOrderItem> <<get>>
+ Subtotal:double<<get>>
+ OrderNumber:uint<<get>>
+ Add(item:IOrderItem)
+ Remove(item:IOrderItem)
- OnItemPropertyChanged(sender:object, e:PropertyChangedEventArgs)

<<interface>> IOrderItem
+ Price:double<<get>>
+ SpecialInstructions:IEnumerable<string><<get>>

Drink   Entree   Side

ChiliCheeseFries
+ Price:double <<get>> {override}
+ Calorie:uint <<get>> {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

<> Side
+ Size:Size <<get,set>> = Size.Small
+ Price:double <<get>> {abstract}
+ Calorie:uint <<get>> {abstract}
+ SpecialInstructions:IEnumerable<string> <<get>> {abstract}
# NotifyPropertyChanged(propertyName:string)

BakedBeans
+ Price:double <<get>> {override}
+ Calorie:uint <<get>> {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

ChiliCheeseFries
+ Price:double <<get>> {override}
+ Calorie:uint <<get>> {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

<<interface>> System.ComponentModel.INotifyPropertyChanged
+ <<event>> PropertyChanged:PropertyChangedEventHandler

<> Drink
+ Size:Size <<get,set>> = Size.Small
+ Price:double <<get>> {abstract}
+ Calories:uint <<get>> {abstract}
+ Ice:bool <<get,set>> = true
+ SpecialInstructions:List<string> <<get>> {abstract}
# NotifyPropertyChanged(propertyName:string)

<<interface>> System.ComponentModel.INotifyPropertyChanged
+ <<event>> PropertyChanged:PropertyChangedEventHandler

TrailBurger
+ Bun:bool <<get,set>> = true
+ Ketchup:bool <<get,set>> = true
+ Mustard:bool <<get,set>> = true
+ Pickle:bool <<get,set>> = true
+ Cheese:bool <<get,set>> = true
+ Price:double <<get>> = 5.99 {override}
+ Calories:uint <<get>> = 190 {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

RustlersRibs
+ Price:double <<get>> = 7.50 {override}
+ Calories:uint <<get>> = 894 {override}
+ SpecialInstructions:IEnumerable<string> <<get>> {override}

DakotaDoubleBurger
+ Bun:bool <<get,set>> = true
+ Ketchup:bool <<get,set>> = true
+ Mustard:bool <<get,set>> = true
+ Pickle:bool <<get,set>> = true
+ Cheese:bool <<get,set>> = true
+ Tomato:bool <<get,set>> = true
+ Lettuce:bool <<get,set>> = true
+ Mayo:bool <<get,set>> = true
+ Price:double <<get>> = 5.20 {override}
+ Calories:uint <<get>> = 464 {override}
+ SpecialInstrucions:IEnumerable<string> <<get>> {override}

TexasTea
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Sweet:bool <<get,set>>
+ Lemon:bool <<get,set>>
+SpecialInstructions:List<string> <<get>> {override}

CowboyCoffee
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Decaf:bool <<get,set>>
+ RoomForCream:bool <<get,set>>
+SpecialInstructions:List<string> <<get>> {override}

PecosPulledPork
+ Bread:bool <<get,set>> = true
+ Pickle:bool <<get,set>> = true
+ Price:double <<get>> = 5.88 {override}
+ Calories:uint <<get>> = 528 {override}
+ SpecialInstrucions:IEnumerable<string> <<get>> {override}

<> Entree
+ Price:double <<get>> {abstract}
+ Calorie:uint <<get>> {abstract}
+ SpecialInstructions:List<string> <<get>> {abstract}
# NotifyPropertyChanged(propertyName:string)

TexasTripleBurger
+ Bun:bool <<get,set>> = true
+ Ketchup:bool <<get,set>> = true
+ Mustard:bool <<get,set>> = true
+ Pickle:bool <<get,set>> = true
+ Cheese:bool <<get,set>> = true
+ Tomato:bool <<get,set>> = true
+ Lettuce:bool <<get,set>> = true
+ Mayo:bool <<get,set>> = true
+ Bacon:bool <<get,set>> = true
+ Egg:bool <<get,set>> = true
+ Price:double <<get>> = 6.45 {override}
+ Calories:uint <<get>> = 698 {override}
+ SpecialInstrucions:IEnumerable<string> <<get>> {override}

JerkedSoda
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Flavor:SodaFlavor <<get,set>>
+ SpecialInstructions:List<string> <<get>> {override}

Water
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Lemon:bool <<get,set>>
+ SpecialInstructions:List<string> <<get>> {override}

CowpokeChili
+ Cheese:bool <<get,set>> = true
+ SourCream:bool <<get,set>> = true
+ GreenOnions:bool <<get,set>> = true
+ TortillaStrips:bool <<get,set>> = true
+ Price:double <<get>> = 6.10 {override}
+ Calories:uint <<get>> = 171 {override}
+ SpecialInstrucions:IEnumerable<string> <<get>> {override}

AngryChicken
+ Bread:bool <<get,set>> = true
+ Pickle:bool <<get,set>> = true
+ Price:double <<get>> = 5.99 {override}
+ Calories:uint <<get>> = 190 {override}
+ SpecialInstrucions:IEnumerable<string> <<get>> {override}

<<enum>> SodaFlavor
CreamSoda,
OrangeSoda,
Sarsaparilla,
BirchBeer,
RootBeer

<<interface>> System.ComponentModel.INotifyPropertyChanged
+ <<event>> PropertyChanged:PropertyChangedEventHandler

PointOfSale

CustomizeSide
- RadioButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeWater
- RadioButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeCowboyCoffee
- RadioButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeJerkedSoda
- SizeRadioButtonClicked(sender:object, e:RoutedEventArgs)
- SodaFlavorRadioButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeTexasTea
- RadioButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeTrailBurger

CustomizeTexasTripleBurger

CustomizePecosPulledPork

OrderControl
- drawer:CashDrawer
- OnItemSelectionButtonClicked(sender:object,e:RoutedEventArgs)
- OnCancelOrderButtonClicked(sender:object, e:RoutedEventArgs)
- OnCompleteOrderButtonClicked(sender:object, e:RoutedEventArgs)

MenuItemSelectionControl
- OnItemAddButtonClicked(sender:object, e:RoutedEventArgs)
- AddItemAndOpenCustomizationScreen(item:IOrderItem, screen:FrameworkElement)

OrderSummaryControl
- OnOrderItemClicked(sender:object, e:RoutedEventArgs)
- OpenCustomizationScreen(item:IOrderItem, screen:FrameworkElement)
- OnRemoveButtonClicked(sender:object, e:RoutedEventArgs)

CustomizeDakotaDoubleBurger
CustomizeCowpokeChili
CustomizeAngryChicken
MainWindow
Window

TransactionControl
+ drawer:CashDrawer
+ CalculateTaxAndTotal()
- CreditButtonClicked(sender:object, e:RoutedEventArgs)
- CashButtonClicked(sender:object, e:RoutedEventArgs)
- CancelButtonClicked(sender:object, e:RoutedEventArgs)

CashDrawer

CardTerminal
+ ProcessTransaction(amount:double):ResultCode

ReceiptPrinter
+ Print(receipt:string)

OrderControl   **CashDrawer**

<<enum>> Coins
Penny,
Nickel,
Dime,
Quarter,
HalfDollar,
Dollar

<<enum>> Bills
One,
Two,
Five,
Ten,
Twenty,
Fifty,
Hundred

CashDrawer
+ Pennies {readonly}
+ Nickels {readonly}
+ Dimes {readonly}
+ Quarters {readonly}
+ HalfDollars {readonly}
+ Dollars {readonly}
+ Ones {readonly}
+ Twos {readonly}
+ Fives {readonly}
+ Tens {readonly}
+ Twenties {readonly}
+ Fifties {readonly}
+ Hundreds {readonly}
+ TotalValue{readonly}
+ AddCoin(type:Coins, quantity:int)
+ AddBill(type:Bills, quantity:int)
+ RemoveCoin(type:Coins, quantity:int)
+ RemoveBill(type:Bills, quantity:int)

CashControl
+ drawer:CashDrawer
+ list:IOrderItem[]
- total:double = 0.00
- totalPaid:double = 0.00
- quantity:int = 1
- AddingBillsAndCoinsButtonClicked(sender:object, e:RoutedEventArgs)
- QuantityButtonClicked(sender:object, e:RoutedEventArgs)
- ChangeCalculator(change:int)

ReceiptPrinter
+ Print(receipt:string)

<<enum>> ResultCode
Success,
InsufficientFunds,
CancelledCard,
ReadError,
UnknownError

<<exception>> DrawerOverdrawException

CustomizePecosPulledPork
CustomizeTexasTripleBurger
CustomizeSide
CustomizeJerkedSoda
CustomizeDakotaDoubleBurger
CustomizeCowboyCoffee
CustomizeTrailBurger
CustomizeAngryChicken
CustomizeCowpokeChili
MenuItemSelectionControl
CustomizeWater
OrderSummaryControl
CustomizeTexasTea
UserControl