

Entrees

```
+ currentOrderItem: Entree
+ bhb: BriarheartBurger
+ dd: DoubleDraugr
+ tt: ThalmorTriple
+ ss: SmokehouseSkeleton
+ pp: PhillyPoacher
+ goo: GardenOrcOmelette
+ ttb: ThugsTBone
-----
-BriarheartBurgerClick(sender:object,
e:RoutedEventArgs): void
-DoubleDraugrClick(sender:object,
e:RoutedEventArgs): void
-ThalmorTripleClick(sender:object,
e:RoutedEventArgs): void
-PhillyClick(sendert:object, e:RoutedEventArgs): void
-SkeletonClick(sender:object, e:RoutedEventArgs):
void
-GardenOmeletteClick(sender:object:
e:RoutedEventArgs): void
-DoneButtonClick(sender:object,
e:RoutedEventArgs):void
-CancelButtonClick(sender:object,
e:RoutedEventArgs):void
-HideAndMoveButtons(b:string):void
-RefreshButtons(): void
-ClickedEntree(b:string): void
```

Sides

```
+ currentOrderItem: Side
+ dwf: DragonbornWaffleFries
+ vs: VokunSalad
+ mog: MadOtarGrits
-----
-FriesClick(sender:object, e:RoutedEventArgs): void
-SaladClick(sender:object, e:RoutedEventArgs): void
-GritsClick(sender:object, e:RoutedEventArgs): void
-MiraaKClick(sender:object, e:RoutedEventArgs): void
-DoneButtonClick(sender:object,
e:RoutedEventArgs): void
-CancelButtonClick(sender:object,
e:RoutedEventArgs): void
-HideAndMoveButtons(b:string):void
-RefreshButtons(): void
-ClickedEntree(b:string): void
```

Drinks

```
+ currentOrderItem: Drink
+ ss: SailorSoda
+ aaj: AretinoAppleJuice
+ mm: MarkarthMilk
+ ww: WarriorWater
+ chc: CandlehearthCoffee
-----
-SodaClick(sender:object, e:RoutedEventArgs): void
-AppleJuiceClick(sender:object, e:RoutedEventArgs):
void
-MilkClick(sender:object, e:RoutedEventArgs): void
-CoffeeClick(sender:object, e:RoutedEventArgs): void
-WaterClick(sender:object, e:RoutedEventArgs): void
-DoneButtonClick(sender:object,
e:RoutedEventArgs): void
-CancelButtonClick(sender:object,
e:RoutedEventArgs): void
-HideAndMoveButtons(b:string):void
-RefreshButtons(): void
-ClickedEntree(b:string): void
```

HomeScreen

```
+ StartOrderClick (sender:object, e:EventArgs): void
```

MainWindow

```
- orderNumber: int
-----
+ OnNewOrderClick(sender:object,
e:OrderClickEventArgs): void
+ OnFinishOrderClick(sender:object,
e:FinishOrderEventArgs): void
+ OnCancelOrderClick(sender:object,
e:CancelOrderEventArgs): void
+ OnReturnOrderClick(sender:object,
e:ReturnToOrderEventArgs): void
+ OnCashOptionClick (sender:object,
e:CashDrawerEventArgs): void
+ OnBackButtonClick(object:sender,
e:BackButtonEventArgs): void
+ OnFinishCashButtonClick(object:sender,
e:FinishCashPaymentEventArgs): void
```

CreateOrder

```
+ OnDoneEntreeClick(sender:object,
e:AddEtoOrderEventArgs): void
+ OnDoneDrinkClick(sender:object,
e:AddDTtoOrderEventArgs): void
+ OnDoneSideClick(sender, object,
e:AddSTtoOrderEventArgs): void
```

OrderDisplay

```
+ subtotal: double
+ tax: double
+ total: double
+ numberOfCombosApplied: int
+ entrees: List<Entree>
+ sides: List<Side>
+ drinks: List<Drink>
+ OrderNumber: int
-----
+ FinishClick (sender:object,e:EventArgs):void
+ CancelClick(sender:object,e:EventArgs):void
+ RemoveClick(sender:object,e:EventArgs):void
+
+ PreviewClick(sender:object,e:RoutedEventArgs):void
+ AddEntreeToOrder (e:Entree):void
+ AddDrinkToOrder(d:Drink):void
+ AddSideToOrder(s: Side):void
+ FindCombos: void
+ UpdateSubtotalLabel:void
+ UpdateTaxLabel: void
+ UpdateTotalLabelVoid
+ UpdateOrderListBox: void
+ FindRemoveCombos: void
```

SelectPayment

```
+ entrees: List<Entree>
+ drinks: List<Drink>
+ sides: List<Side>
+ total: double
+ register: RegisterControl
+ CreditButtonClick(sender:object,
e:RoutedEventArgs):void
+ OpenCashDrawer:
EventHandler<CashDrawerEventArgs>
+ CashButtonClick(sender:object,
e:RoutedEventArgs): void
+ FinalizeOrder:
EventHandler<CancelOrderEventArgs>
+ FinalizeClick(sender:object, e:RoutedEventArgs):
void
+ ReturnOrder:
EventHandler<ReturnToOrderEventArgs>
+ ReturnToOrderClick(sender:object,
e:RoutedEventArgs): void
+ UpdateOrderListBox():void
```

Cash Drawer

```
+ cashDrawer:CashDrawerModelView
+ totalCashDrawer: double
+ BackButtonClick(sender:object,
e:RoutedEventArgs): void
+ FinishCashButton:
EventHandler<FinishCashPaymentEventArgs>
+ FinishButtonClick(sender:object,
e:RoutedEventArgs): void
```

RegisterControl

```
+ CardReader(amount:double):
RoundRegister.CardTransactionResult
```

CashDrawerModelView

```
+ PropertyChanged: PropertyChangedEventHandler
```

CashUpDown

```
+ curNumber: int
+ PlusButtonClick(sender:object, e:RoutedEventArgs):
void
+ MinusButtonClick(sender:object,
e:RoutedEventArgs): void
```