

+PropertyChanged:PropertyChangedEventHander<<e vent>> -o: Order -total: double = 0 -change: double = 0 -penniesFromCustomer: int = 0 -nicklesFromCustomer: int = 0 -dimesFromCustomer: int = 0 -quartersFromCustomer: int = 0 -halfDollarsFromCustomer: int = 0 -onesFromCustomer: int = 0 -twosFromCustomer: int = 0 -fivesFromCustomer: int = 0 -tensFromCustomer: int = 0 -twentysFromCustomer: int = 0 -fiftysFromCustomer: int = 0 -hundredsFromCustomer: int = 0 -penniesAsChange: int = 0 -nicklesAsChange: int = 0 -dimesAsChange: int = 0 -quartersAsChange: int = 0 -halfDollarsAsChange: int = 0 -onesAsChange: int = 0 -twosAsChange: int = 0 -fivesAsChange: int = 0 -tensAsChange: int = 0 -twentysAsChange: int = 0 -fiftysAsChange: int = 0 -hundredsAsChange: int = 0 +CashModelView(o: Order) +PenniesInDrawer: int <<get, set>> +NicklesInDrawer: int <<get, set>> +DimesInDrawer: int <<get, set>> +QuartersInDrawer: int <<get, set>> +HalfDollarsInDrawer: int <<get, set>> +OnesInDrawer: int <<get, set>> +TwosInDrawer: int <<get, set>> +FivesInDrawer: int <<get, set>> +TensInDrawer: int <<get, set>> +TwentysInDrawer: int <<get, set>> +FiftysInDrawer: int <<get, set>> +HundredsInDrawer: int <<get, set>> +PenniesFromCustomer: int <<get, set>> +NicklesFromCustomer: int <<get, set>> +DimesFromCustomer: int <<get, set>> +QuartersFromCustomer: int <<get, set>> +HalfDollarsFromCustomer: int <<get, set>> +OnesFromCustomer: int <<get, set>> +TwosFromCustomer: int <<get, set>> +FivesFromCustomer: int <<get, set>> +TensFromCustomer: int <<get, set>> +TwentysFromCustomer: int <<get, set>> +FiftysFromCustomer: int <<get, set>> +HundredsFromCustomer: int <<get, set>> +PenniesAsChange: int <<get, set>> +NicklesAsChange: int <<get, set>> +DimesAsChange: int <<get, set>> +QuartersAsChange: int <<get, set>> +HalfDollarsAsChange: int <<get, set>> +OnesAsChange: int <<get, set>> +TwosAsChange: int <<get, set>> +FivesAsChange: int <<get, set>> +TensAsChange: int <<get, set>> +TwentysAsChange: int <<get, set>> +FiftysAsChange: int <<get, set>> +HundredsAsChange: int <<get, set>> +ChangeOwedTextBlock: double <<get, set>> +AmountDueTextBlock: double <<get, set>> +SetChangeBlocks(): void +FinalizeCashTransaction(): void +PrintReceipt(): void -GetListAsString(item: IOrderItem): string

