

## MainWindow.xaml.cs

+total:double  
+button:string  
+lists:list<string>

initialize (void)  
clicksize(void)  
clickflavor(void)  
hidden(void)  
ClickBriarheartBurger( sender: object, e:RoutedEventArgs)  
ClickDoubleDraugr ( sender: object, e:RoutedEventArgs)  
ClickThalmorTriple ( sender: object, e:RoutedEventArgs)  
ClickSmokehouseSkeleton ( sender: object, e:RoutedEventArgs)  
ClickGardenOrcOmelette ( sender: object, e:RoutedEventArgs)  
ClickPhillyPoacher ( sender: object, e:RoutedEventArgs)  
ClickThugsTBone ( sender: object, e:RoutedEventArgs)  
ClickCancel ( sender: object, e:RoutedEventArgs)  
ClickOK ( sender: object, e:RoutedEventArgs)  
ClickWater ( sender: object, e:RoutedEventArgs)  
ClickCoffee ( sender: object, e:RoutedEventArgs)  
ClickSoda ( sender: object, e:RoutedEventArgs)  
ClickMilk ( sender: object, e:RoutedEventArgs)  
ClickSalad ( sender: object, e:RoutedEventArgs)  
ClickMiraak ( sender: object, e:RoutedEventArgs)  
ClickFries ( sender: object, e:RoutedEventArgs)  
ClickGrits ( sender: object, e:RoutedEventArgs)  
ClickJuice ( sender: object, e:RoutedEventArgs)  
ClickPlace ( sender: object, e:RoutedEventArgs)



## payment.xaml.cs