### leakwind Buffet. Point Of Sa

# MainWindow +MainWindow(): )rderWindow +OrderWindow(): -PriorOrder(sender: object, e:RoutedEventArgs): -NextOrder(sender: object, e:RoutedEventArgs): -AddNewOrder(sender: object, e:RoutedEventArgs): -CancelOrder(sender: object, e:RoutedEventArgs): +Swap(swap: object): enuWindow +MenuWindow():

<u>hangeScreen</u>

+FindAncestor(element: DependencyObject): T

-DrinkButton(sender: object, e:RoutedEventArgs):

-SideButton(sender: object, e:RoutedEventArgs):

-EntreeButton(sender: object, e:RoutedEventArgs):

# rinksMenu

+DrinksMenu(): -AppleJuiceButton(sender: object, e:RoutedEventArgs): -CoffeeButton(sender: object, e:RoutedEventArgs): -MilkButton(sender: object, e:RoutedEventArgs): -SodaButton(sender: object, e:RoutedEventArgs): -WaterButton(sender: object, e:RoutedEventArgs): -DrinksBackButton(sender: object, e:RoutedEventArgs):

-BriarheatButton(sender: object, e:RoutedEventArgs): -DoubleButton(sender: object, e:RoutedEventArgs): -OmeletteButton(sender: object, e:RoutedEventArgs): -PoacherButton(sender: object, e:RoutedEventArgs): -SkeletonButton(sender: object, e:RoutedEventArgs): -TripleButton(sender: object, e:RoutedEventArgs): -TBoneButton(sender: object, e:RoutedEventArgs): -EntreesBackButton(sender: object, e:RoutedEventArgs):

-FriesButton(sender: object, e:RoutedEventArgs): -MiraakButton(sender: object, e:RoutedEventArgs): -GritsButton(sender: object, e:RoutedEventArgs): -SaladButton(sender: object, e:RoutedEventArgs): -SidesBackButton(sender: object, e:RoutedEventArgs):

### wind Buffet. Point Of Sale. Menu Category Windows. Customization of the property of the prop

+SizeCustomization(): -SizeOfSide(sender: object, e:RoutedEventArgs): -SizeBackButton(sender: object, e:RoutedEventArgs): -AddItemButton(sender: object, e:RoutedEventArgs): +SideOrDrink(isSideOrDrink: int):

kwindBuffet.PointOfSale.MenuCategoryWindows.Cus

### FlavorCustomization

eCustomization

+FlavorCustomization(): -ChooseFlavor(sender: object, e:RoutedEventArgs): -FlavorNextButton(sender: object, e:RoutedEventArgs): -FlavorBackButton(sender: object, e:RoutedEventArgs):

### rinkCustomizations

+DrinkCustomizations(): -CustomDrinkNextButton(sender: object, e:RoutedEventArgs): -CustomDrinkBackButton(sender: object, e:RoutedEventArgs): +IsSodaOrNot(IsSoda: int): +EnableDisableDrink(enableDisable: int):

+BurgerCustomization(): -AddBurgerButton(sender: object, e:RoutedEventArgs): -BurgerBackButton(sender: object, e:RoutedEventArgs): +EnableDisableBurger(enableDisable: int):

## BoneCustomization

BurgerCustomization

+TBoneCustomization(): -AddTBoneButton(sender: object, e:RoutedEventArgs): -TBoneBackButton(sender: object, e:RoutedEventArgs):

### SkeletonCustomization

+SkeletonCustomization(): -AddSkeletonButton(sender: object, e:RoutedEventArgs): -SkeletonBackButton(sender: object, e:RoutedEventArgs):

# PoacherCustomization

+PoacherCustomization(): -AddPoacherButton(sender: object, e:RoutedEventArgs): -PoacherBackButton(sender: object, e:RoutedEventArgs):

## neletteCustomization

+SkeletonCustomization(): -AddOmeletteButton(sender: object, e:RoutedEventArgs): -OmeletteBackButton(sender: object, e:RoutedEventArgs):

Small

Large

Medium

Enumeration>>

odaFlavor

Blackberry

Grapefruit

Watermelon

+Price: double <<get>>

+Calories: uint <<get>>

+Sides(): List<lOrderItem>

Cherry

Lemon

Peach

<<Interface>>

OrderItem

### eakwindBuffet.Data.Drin etinoAppleJuice -ice: bool = false -size: Size = Size.Small +lce: 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} +SpecialInstructions: List<string><<get>> 1arkarthMilk -ice: bool = false -size: Size = Size.Small +lce: bool <<get, set>> +Size: Size <<get, set>> +Price: double <<get>> +Entrees(): List<lOrderItem> +Calories: uint << get>> +SpecialInstructions: List<string> <<get>> +Drinks(): List<IOrderItem> +ToString(): string {override} +FullMenu(): List<IOrderItem> ailorSoda -ice: bool = true -1 -1-size: Size = Size.Small +++-flavor: SodaFlavor = SodaFlavor.Cherry -1 -1+lce: bool <<get, set>> +Size: Size <<get, set>> +Flavor: SodaFlavor <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} -1 -1-1 -1Warrior Water | -1 -1-ice: bool = true -1 -1-lemon: bool = false -size: Size = Size.Small \_\_\_ +lce: bool <<get, set>> +Size: Size <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> -1 1 1+Calories: uint << get>> -1 1 1+SpecialInstructions: List<string> << get>> +ToString(): string {override}

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+Price: double <<get>>

+Size: Size <<get, set>> +Calories: uint << get>>

+SpecialInstructions: List<string><<get>>

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# eakwindBuffet.Data.Side gonbornWaffleFries -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} riedMiraak -size: Size = Size.Small +Size: Size << get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} ladOtarGrits -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} /okunSalad -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} +Price: double <<get>> +Size: Size <<get, set>> +Calories: uint <<get>> +SpecialInstructions: List<string><<get>>

# eakwindBuffet.Data.Entre riarheartBurger ardenOrcOmelette -broccoli: bool = true -mushrooms: bool = true -tomato: bool = true -cheddar: bool = true +Broccoli: bool <<get, set>> +Mushrooms: bool <<get, set>> +Tomato: bool <<get, set>> +Cheddar: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} oubleDraugr PhillyPoacher -sirloin: bool = true -onion: bool = true -roll : bool = true +Sirloin: bool <<get, set>> +Onion: bool <<get, set>> +Roll: bool << get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} nokehouseSkeleton -sausageLink: bool = true -egg: bool = true -hashBrowns: bool = true -pancake: bool = true +SausageLink: bool <<get, set>> +Egg: bool <<get, set>> +HashBrowns: bool << get, set>> halmorTriple +Pancake: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} nugsTBone +Price: double << get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override}

+Price: double <<get>>

+Calories: uint << get>>

+SpecialInstructions: List<string><<get>>

### -bun: bool = true -ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> +Mustard: bool << get, set>> +Pickle: bool <<get, set>> +Cheese: bool <<get, set>> +Price: double <<get>> +Calories: uint << get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} -bun: bool = true -ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true -tomato: bool = true -lettuce: bool = true -mayo: bool = true +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> +Mustard: bool << get, set>> +Pickle: bool <<get, set>> +Cheese: bool <<get, set>> +Tomato: bool <<get, set>> +Lettuce: bool <<get, set>> +Mayo: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} -bun: bool = true -ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true -tomato: bool = true -lettuce: bool = true -mayo: bool = true -bacon: bool = true -egg: bool = true +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> +Mustard: bool << get, set>> +Pickle: bool <<get, set>> +Cheese: bool <<get, set>> +Tomato: bool <<get, set>> +Lettuce: bool <<get, set>> +Mayo: bool <<get, set>> +Bacon: bool << get, set>> +Egg: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}