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

<u>hangeScreen</u>

+FindAncestor(element: DependencyObject): T

akwindBuffet.PointOfSale.MenuCategoryWindo

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

zeCustomization

+SizeCustomization(): -SizeOfItem(sender: object, e:RoutedEventArgs): -SizeBackButton(sender: object, e:RoutedEventArgs): -AddItemButton(sender: object, e:RoutedEventArgs):

+SideOrDrink(isSideOrDrink: int, item:object):

kwind Buffet. Point Of Sale. Menu Category Windows. Cussian Sale of the Sale of Sale

FlavorCustomization

+FlavorCustomization():

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

rinkCustomizations

+EnableDisableDrink(enableDisable: int): -OnIceSelect(sender: object, e:RoutedEventArgs): -OnLemonSelect(sender: object, e:RoutedEventArgs): -OnDecafSelect(sender: object, e:RoutedEventArgs): -OnCreamSelect(sender: object, e:RoutedEventArgs):

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

-OnBunSelect(sender: object, e:RoutedEventArgs): -OnKetchupSelect(sender: object, e:RoutedEventArgs): -OnMustardSelect(sender: object, e:RoutedEventArgs): -OnPickleSelect(sender: object, e:RoutedEventArgs): -OnCheeseSelect(sender: object, e:RoutedEventArgs): -OnLettuceSelect(sender: object, e:RoutedEventArgs): -OnTomatoSelect(sender: object, e:RoutedEventArgs): -OnMayoSelect(sender: object, e:RoutedEventArgs): -OnBaconSelect(sender: object, e:RoutedEventArgs): -OnEggSelect(sender: object, e:RoutedEventArgs):

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

TBoneCustomization

BurgerCustomization

+BurgerCustomization():

+DrinkCustomizations(): -CustomDrinkNextButton(sender: object, e:RoutedEventArgs): -CustomDrinkBackButton(sender: object, e:RoutedEventArgs):

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

skeleton Customization

+SkeletonCustomization():

-AddSkeletonButton(sender: object, e:RoutedEventArgs): -SkeletonBackButton(sender: object, e:RoutedEventArgs): -OnSausageLinkSelect(sender: object, e:RoutedEventArgs): -OnHashBrownsSelect(sender: object, e:RoutedEventArgs): -OnEggSelect(sender: object, e:RoutedEventArgs): -OnPancakeSelect(sender: object, e:RoutedEventArgs):

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

oacherCustomization

+PoacherCustomization():

-AddPoacherButton(sender: object, e:RoutedEventArgs): -PoacherBackButton(sender: object, e:RoutedEventArgs): -OnSirloinSelect(sender: object, e:RoutedEventArgs): -OnOnionSelect(sender: object, e:RoutedEventArgs): -OnRollSelect(sender: object, e:RoutedEventArgs):

meletteCustomization

-AddOmeletteButton(sender: object, e:RoutedEventArgs): -OmeletteBackButton(sender: object, e:RoutedEventArgs): -OnBroccoliSelect(sender: object, e:RoutedEventArgs): -OnMushroomsSelect(sender: object, e:RoutedEventArgs): -OnTomatoSelect(sender: object, e:RoutedEventArgs): -OnCheddarSelect(sender: object, e:RoutedEventArgs):

eakwindBuffet.Data.Drin

Small Medium Large

Enumeration>> odaFlavor

Blackberry Cherry Grapefruit Lemon Peach Watermelon

OrderItem

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

+Entrees(): List<lOrderItem> +Sides(): List<lOrderItem> +Drinks(): List<IOrderItem> +FullMenu(): List<IOrderItem>

etinoAppleJuice

-size: Size = Size.Small +lce: bool <<get, set>> +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint << get>>

CandlehearthCoffee

-decaf: bool = false

-size: Size = Size.Small

+lce: bool <<get, set>>

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint << get>>

+ToString(): string {override}

+Decaf: bool << get, set>>

+RoomForCream: bool << get, set>>

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

-ice: bool = false

+ToString(): string {override}

-roomForCream: bool = false

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

-ice: bool = false

<<Interface>>

+Price: double <<get>>

-1 -1

-1 -1

-1 -1

+++

-1 -1

-1 -1

-1 -1

-1 -1

-1 -1

-1 -1

+ + +

+++

+++

-ice: bool = false -size: Size = Size.Small

1arkarthMilk

+lce: bool <<get, set>> +Size: Size <<get, set>> +Price: double <<get>>

+Calories: uint << get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override}

ailorSoda

-ice: bool = true -size: Size = Size.Small -flavor: SodaFlavor = SodaFlavor.Cherry +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}

Warrior Water | -ice: bool = true

-lemon: bool = false -size: Size = Size.Small ___ +lce: bool <<get, set>> +Size: Size <<get, set>> +Lemon: bool <<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.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>>

`-----

+Price: double <<get>> +Size: Size <<get, set>> +Calories: uint <<get>> +SpecialInstructions: List<string><<get>>

+ToString(): string {override}

ardenOrcOmelette

eakwindBuffet.Data.Entre

+Calories: uint <<get>>

-broccoli: bool = true -bun: 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>>

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

+ToString(): string {override}

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}

+Egg: bool <<get, set>>

+HashBrowns: bool << get, set>>

+Pancake: bool <<get, set>>

nokehouseSkeleton -sausageLink: bool = true -egg: bool = true -hashBrowns: bool = true -pancake: bool = true +SausageLink: 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>>

riarheartBurger

-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>>

oubleDraugr

-bun: bool = true

+ToString(): string {override}

-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}

halmorTriple

-egg: bool = true

+ToString(): string {override}

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

-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 +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}