

Index.cshtml.cs

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- _logger: ILogger<IndexModel>
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+IndexModel(logger:ILogger<IndexModel>)
+Items:IEnumerable<IOrderItem> <<get, set>> =
  Menu.FullMenu();
+Entrees:IEnumerable<IOrderItem> <<get, set>>
+Sides:IEnumerable<IOrderItem> <<get, set>>
+Drinks:IEnumerable<IOrderItem> <<get, set>>
+SearchTerms:string <<get, set>>
+Categories:string[] <<get, set>>
+CaloriesMin:int? <<get, set>>
+CaloriesMax:int? <<get, set>>
+PriceMin:double? <<get, set>>
+PriceMax:double? <<get, set>>
+OnGet(double? priceMin, double? priceMax, int?
  caloriesMin, int? caloriesMax): void
```

Privacy.cshtml.cs

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- _logger: ILogger<PrivacyModel>
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+IndexModel(logger:ILogger<PrivacyModel>)
+OnGet(): void
```

About.cshtml.cs

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+OnGet(): void
```