

Menu

+Entrees():IEnumerable<OrderItem>

+Sides():IEnumerable<OrderItem>

+Drinks():IEnumerable<OrderItem>

+FullMenu():IEnumerable<OrderItem>

+SearchIfAvailable(IEnumerable<OrderItems>, string):IEnumerable<OrderItem>

+FilterByCategory(IEnumerable<OrderItems>, IEnumerable<string>):IEnumerable<OrderItem>

+FilterByCalories(IEnumerable<OrderItems>, int?, min, int?, max):IEnumerable<OrderItem>

+FilterByPrice(IEnumerable<OrderItems>, double? min, double?, max):IEnumerable<OrderItem>

<<interface>>

INotifyPropertyChanged

+PropertyChanged:PropertyChangedEventHandler<event>

<<interface>>

IOrderItem

+Name:string<get>

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

Bleakwind Buffet Data.Drinks

Drink

+Name:string<get>

+Size:Size<get, set>

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

CashDrawer

+PropertyChanged:PropertyChangedEventHandler<event>

-orderPrice:double

+OrderPrice:double<get>

+Pennies:int<get, set>

+Nickels:int<get, set>

+Dimes:int<get, set>

+Quarters:int<get, set>

+HalfDollars:int<get, set>

+Dollars:int<get, set>

+Ones:int<get, set>

+Twos:int<get, set>

+Fives:int<get, set>

+Tens:int<get, set>

+Twenties:int<get, set>

+Fifties:int<get, set>

+Hundreds:int<get, set>

+Total:double<get>

-customerPennies:int

-customerNickels:int

-customerDimes:int

-customerQuarters:int

-customerHalfDollars:int

-customerDollars:int

-customerOnes:int

-customerTwos:int

-customerFives:int

-customerTens:int

-customerFifties:int

-customerHundreds:int

-changePennies:int

-changeNickels:int

-changeDimes:int

-changeQuarters:int

-changeHalfDollars:int

-changeDollars:int

-changeOnes:int

-changeTwos:int

-changeFives:int

-changeTens:int

-changeFifties:int

-changeHundreds:int

+TotalChange:double<get>

+AmountDue:double<get>

-CashDrawer(price:double)

-MakeChange():double

-FinalizeCashOrder():bool

Bleakwind Buffet Data.Entrees

Entree

+Name:string<get>

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

BrianheartBurger

+Name:string<get> (override)

-bun:bool=true

-ketchup:bool=true

-mustard:bool=true

-pickle:bool=true

-cheese:bool=true

+PropertyChanged:PropertyChangedEventHandler<event>

-Bun:bool<get, set>

-Ketchup:bool<get, set>

-Mustard:bool<get, set>

-Pickle:bool<get, set>

-Cheese:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

GardenOrcOmelette

+Name:string<get> (override)

-broccoli:bool=true

-mushrooms:bool=true

-tomato:bool=true

-cheddar:bool=true

+PropertyChanged:PropertyChangedEventHandler<event>

+Broccoli:bool<get, set>

+Mushrooms:bool<get, set>

+Tomato:bool<get, set>

+Cheddar:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

DoubleDraugr

+Name:string<get> (override)

-bun:bool=true

-ketchup:bool=true

-memberName

-mustard:bool=true

-pickle:bool=true

-cheese:bool=true

-tomato:bool=true

-lettuce:bool=true

-mayo:bool=true

+PropertyChanged:PropertyChangedEventHandler<event>

-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> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

PhillyPoacher

+Name:string<get> (override)

-sirloin:bool=true

-onion:bool=true

-roll:bool=true

+PropertyChanged:PropertyChangedEventHandler<event>

+Sirloin:bool<get, set>

+Onion:bool<get, set>

+Roll:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

SmokehouseSkeleton

+Name:string<get> (override)

-sausageLink:bool=true

-egg:bool=true

-hashBrowns:bool=true

-pancake:bool=true

+PropertyChanged:PropertyChangedEventHandler<event>

+SausageLink:bool<get, set>

+Egg:bool<get, set>

+HashBrowns:bool<get, set>

+Pancake:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

ThugsTBone

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

Bleakwind Buffet Data.Sides

Side

+Name:string<get>

+Size:Size<get, set>

+Price:double<get>

+Calories:uint<get>

+SpecialInstructions:List<string><get>

DragonbornWaffleFries

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-size:Size=Size.Small

+Size:Size<get, set> (override)

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

FriedMiraak

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-size:Size=Size.Small

+Size:Size<get, set> (override)

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

MadOtarGrits

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-size:Size=Size.Small

+Size:Size<get, set> (override)

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

VokunSalad

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-size:Size=Size.Small

+Size:Size<get, set> (override)

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

AretinoAppleJuice

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-ice:bool=false

-size:Size=Size.Small

+Size:Size<get, set> (override)

-Ice:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

CandlehearthCoffee

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-ice:bool=false

-decaf:bool=false

-roomForCream:bool=false

-size:Size=Size.Small

+Size:Size<get, set> (override)

-Ice:bool<get, set>

-Decaf:bool<get, set>

-RoomForCream:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get>

+ToString():string (override)

MarkarthMilk

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-ice:bool=false

-size:Size=Size.Small

+Size:Size<get, set> (override)

-Ice:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

SailorSoda

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-ice:bool=true

-size:Size=Size.Small

+Size:Size<get, set> (override)

-Ice:bool<get, set>

-Flavor:SodaFlavor=SodaFlavor.Cherry

+Flavor:SodaFlavor<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

WarriorWater

+Name:string<get> (override)

+PropertyChanged:PropertyChangedEventHandler<event>

-ice:bool=true

-lemon:bool=false

-size:Size=Size.Small

+Size:Size<get, set> (override)

-Ice:bool<get, set>

-Lemon:bool<get, set>

+Price:double<get> (override)

+Calories:uint<get> (override)

+SpecialInstructions:List<string><get> (override)

+ToString():string (override)

Bleakwind Buffet Data.Enums

<<enumeration>>

Size

Small

Medium

Large

<<enumeration>>

SodaFlavor

Blackberry

Cherry

Grapefruit

Lemon

Peach

Watermelon