

```
Menu
+Entrees():IEnumerable<OrderItem>
+Sides():IEnumerable<OrderItem>
+Drinks():IEnumerable<OrderItem>
+FullMenu():IEnumerable<OrderItem>
+SearchIf<T>(IEnumerable<OrderItem>, string):IEnumerable<OrderItem>
+FilterByCategory(IEnumerable<OrderItem>, string):IEnumerable<OrderItem>
+FilterByCalories(IEnumerable<OrderItem>, int?, min, int?)
+FilterByPrice(IEnumerable<OrderItem>, double?, min, double?)
+FilterByCalories(IEnumerable<OrderItem>, int?, min, int?)
+FilterByPrice(IEnumerable<OrderItem>, double?, min, double?)
+FilterByCalories(IEnumerable<OrderItem>, int?, min, int?)
+FilterByPrice(IEnumerable<OrderItem>, double?, min, double?)
```

```
Order
+nextOrderNumber: uint = 1
+salesTaxRate: double = 0.12
+SalesTaxRate: double <<get, set>>
+subtotal: double = 0
+Subtotal: double <<get>>
+tax: double
+Tax: double <<get>>
+total: double
+Total: double <<get>>
+calories: uint
+Calories: uint <<get>>
+number: uint
+Number: uint <<get>>
+Order
```

```
Combo
+PropertyChanged:PropertyChangedEventHandler<event>
+Name: string <<get>>
+Description: string <<get>>
+entree: Entree = null
+Entree: Entree <<get, set>>
+side: Side = null
+Side: Side <<get, set>>
+drink: Drink = null
+Drink: Drink <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
```

```
BleakwindBuffet.Data.Enums
Size
Small
Medium
Large
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
```

```
INotifyPropertyChanged
+PropertyChanged:PropertyChangedEventHandler<event>
```

```
Entree
+Name: string <<get>>
+Description: string <<get>>
+Price: double <<get>>
+Calories: uint <<get>>
+memberName
+SpecialInstructions: List<string> <<get>>
```

```
GardenOrcOmelette
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+broccoli: bool = true
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+cheddar: bool = true
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
PhillyPoacher
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+sirloin: bool = true
+onion: bool = true
+roll: bool = true
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
SmokehouseSkeleton
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+sausageLink: bool = true
+egg: bool = true
+hashBrowns: bool = true
+pancake: bool = true
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
ThugsTBone
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+PropertyChanged:PropertyChangedEventHandler<event>
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
BriarheartBurger
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+bun: bool = true
+ketchup: bool = true
+mustard: bool = true
+pickle: bool = true
+cheese: bool = true
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
DoubleDraugr
+Name: string <<get>> (override)
+Description: 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
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
ThalmonTriple
+Name: string <<get>> (override)
+Description: string <<get>> (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
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
IOrderItem
+Name: string <<get>>
+Description: string <<get>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
```

```
Side
+Name: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
```

```
DragonbornWaffleFries
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
FriedMiraak
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
MadOlarGrIts
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
VokunSalad
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
Drink
+Name: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
```

```
CandleheartCoffee
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
MarkarthMilk
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
AretnoAppleJuice
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
SailorSoda
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
WarriorWater
+Name: string <<get>> (override)
+Description: string <<get>> (override)
+Price: double <<get>> (override)
+Calories: uint <<get>> (override)
+SpecialInstructions: List<string> <<get>> (override)
+ToString(): string (override)
```

```
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>>
+Fifties: int <<get, set>>
+Hundreds: int <<get, set>>
+Total: double <<get>>
+customerPennies: int
+CustomerPennies: int <<get, set>>
+customerNickels: int
+CustomerNickels: int <<get, set>>
+customerDimes: int
+CustomerDimes: int <<get, set>>
+customerQuarters: int
+CustomerQuarters: int <<get, set>>
+customerHalfDollars: int
+CustomerHalfDollars: int <<get, set>>
+customerDollars: int
+CustomerDollars: int <<get, set>>
+customerOnes: int
+CustomerOnes: int <<get, set>>
+customerTwos: int
+CustomerTwos: int <<get, set>>
+customerFives: int
+CustomerFives: int <<get, set>>
+customerTens: int
+CustomerTens: int <<get, set>>
+customerTwenties: int
+CustomerTwenties: int <<get, set>>
+customerFifties: int
+CustomerFifties: int <<get, set>>
+customerHundreds: int
+CustomerHundreds: int <<get, set>>
+customerTotal: double <<get>>
+changePennies: int
+ChangePennies: int <<get, set>>
+changeNickels: int
+ChangeNickels: int <<get, set>>
+changeDimes: int
+ChangeDimes: int <<get, set>>
+changeQuarters: int
+ChangeQuarters: int <<get, set>>
+changeHalfDollars: int
+ChangeHalfDollars: int <<get, set>>
+changeDollars: int
+ChangeDollars: int <<get, set>>
+changeOnes: int
+ChangeOnes: int <<get, set>>
+changeTwos: int
+ChangeTwos: int <<get, set>>
+changeFives: int
+ChangeFives: int <<get, set>>
+changeTens: int
+ChangeTens: int <<get, set>>
+changeTwenties: int
+ChangeTwenties: int <<get, set>>
+changeFifties: int
+ChangeFifties: int <<get, set>>
+changeHundreds: int
+ChangeHundreds: int <<get, set>>
+TotalChange: double <<get>>
+AmountDue: double <<get>>
+CashDrawer(price: double)
+MakeChange(): double
+amountDue(): double
+FinalizeCashOrder(): bool
```