

Bleakwind Buffet Data

Combo

- drink: Drink
- entree: Entree
- side: Side
- +Calories: uint <get>
- +Drink: Drink <get, set>
- +Entree: Entree <get, set>
- +Side: Side <get, set>
- +Price: double <get>
- +PropertyChanged: PropertyChangedEventHandler <<event>>
- +SpecialInstructions: List<string> <get>
- +Description: string <get> [override]
- +Combo(drink: Drink, entree: Entree, side: Side)
- +SubItemPropertyChanged(source: object, e: PropertyChangedEventArgs): void

<<interface>>

INotifyPropertyChanged

- +PropertyChanged: PropertyChangedEventHandler <<event>>

ObservableCollection<IOrderItem>

Order

- calories: uint = 0
- salesTaxRate: double = 12
- subtotal: double
- tax: double
- +Calories: uint <get>
- +Number: int <get, set>
- +SalesTaxRate: double <get, set>
- +Subtotal: double <get>
- +Tax: double <get>
- +Total: double <get>
- +Order()
- CollectionChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
- CollectionChangedListener(sender: object, e: NotifyCollectionChangedEventArgs): void
- +ClearOrder(): void

<<interface>>

IOrderItem

- Price: double <get>
- Calories: uint <get>
- SpecialInstructions: List<string> <get>
- +Description: string <get>

Side

- size: Size = Size.Small
- +PropertyChanged: PropertyChangedEventHandler <<event>>
- +Name: String <get, virtual>
- +Instructions: String <get, virtual>
- +Size: Size <get, set, virtual>
- +Price: double <get>
- +Calories: uint <get>
- +SpecialInstructions: List<string> <get>
- +Description: string <get> [override]

Drink

- +PropertyChanged: PropertyChangedEventHandler <<event>>
- size: Size = Size.Small
- +Size: Size <get, set, virtual>
- +Name: String <get, virtual>
- +Instructions: String <get, virtual>
- +Price: double <get>
- +Calories: uint <get>
- +SpecialInstructions: List<string> <get>
- +Description: string <get> [override]
- +NotifyPropertyChanged(property string): void

Entree

- +PropertyChanged: PropertyChangedEventHandler <<event>>
- +Name: String <get, virtual>
- +Instructions: String <get, virtual>
- +Price: double <get>
- +Calories: uint <get>
- +SpecialInstructions: List<string> <get>
- +Description: string <get> [override]
- +NotifyPropertyChanged(property string): void

Bleakwind Buffet.Data.Enums

<<Enumeration>>

Size

- Small
- Medium
- Large

<<Enumeration>>

SodaFlavor

- Blackberry
- Cherry
- Grapefruit
- Lemon
- Peach
- Watermelon

Bleakwind Buffet.Data.Entrees

BriarheartBurger

- bun: bool = true
- cheese: bool = true
- ketchup: bool = true
- mustard: bool = true
- pickle: bool = true
- +Bun: bool <get, set>
- +Cheese: bool <get, set>
- +Ketchup: bool <get, set>
- +Mustard: bool <get, set>
- +Pickle: bool <get, set>
- +Price: double = 6.32 <get> [override]
- +Calories: uint = 743 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

PhillyPoacher

- onion: bool = true
- roll: bool = true
- sifon: bool = true
- +Onion: bool <get, set>
- +Roll: bool <get, set>
- +Sifon: bool <get, set>
- +Price: double = 7.23 <get> [override]
- +Calories: uint = 784 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

ThugsTBone

- +Price: double = 6.44 <get> [override]
- +Calories: uint = 682 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

DoubleDraugr

- bun: bool = true
- cheese: bool = true
- ketchup: bool = true
- lettuce: bool = true
- mayo: bool = true
- mustard: bool = true
- pickle: bool = true
- tomato: bool = true
- +Bun: bool <get, set>
- +Cheese: bool <get, set>
- +Ketchup: bool <get, set>
- +Lettuce: bool <get, set>
- +Mayo: bool <get, set>
- +Mustard: bool <get, set>
- +Pickle: bool <get, set>
- +Tomato: bool <get, set>
- +Price: double = 7.32 <get> [override]
- +Calories: uint = 843 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

SmokehouseSkeleton

- egg: bool = true
- hashbrowns: bool = true
- pancake: bool = true
- sausageLink: bool = true
- +Egg: bool = true <get, set>
- +HashBrowns: bool = true <get, set>
- +Pancake: bool = true <get, set>
- +SausageLink: bool = true <get, set>
- +Price: double = 5.62 <get> [override]
- +Calories: uint = 602 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

GardenOfcOmelette

- 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 = 4.57 <get> [override]
- +Calories: uint = 404 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

ThalornTriple

- bacon: bool = true
- bun: bool = true
- cheese: bool = true
- egg: bool = true
- ketchup: bool = true
- lettuce: bool = true
- mayo: bool = true
- mustard: bool = true
- pickle: bool = true
- tomato: bool = true
- +Bacon: bool = true <get, set>
- +Bun: bool = true <get, set>
- +Cheese: bool = true <get, set>
- +Egg: bool = true <get, set>
- +Ketchup: bool = true <get, set>
- +Lettuce: bool = true <get, set>
- +Mayo: bool = true <get, set>
- +Mustard: bool = true <get, set>
- +Pickle: bool = true <get, set>
- +Tomato: bool = true <get, set>
- +Price: double = 8.32 <get> [override]
- +Calories: uint = 943 <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

Bleakwind Buffet.Data.Sides

DragonbornWaffleFries

- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

MadOtarGrits

- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

FriedMiraak

- +Price: double <get>
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

VokunSalad

- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

Menu

- +Drinks(): IEnumerable<IOrderItem>
- +Entrees(): IEnumerable<IOrderItem>
- +Sides(): IEnumerable<IOrderItem>
- +FullMenu(): IEnumerable<IOrderItem>
- +SearchTerms(string): IEnumerable<IOrderItem>
- +FilterByCalories(menu: IEnumerable<IOrderItem>, min: int?, max: int?)
- +FilterByPrice(menu: IEnumerable<IOrderItem>, min: double?, max: double?)
- +FilterByItemTypes(menu: IEnumerable<IOrderItem>, itemTypes: IEnumerable<string>): IEnumerable<IOrderItem>

Bleakwind Buffet.Data.Drinks

AretinoAppleJuice

- ice: bool = false
- +Ice: bool <get, set>
- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

MarkarthMilk

- ice: bool = false
- +Ice: bool <get, set>
- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

WarriorWater

- ice: bool = true
- lemon: bool = false
- +Ice: bool <get, set>
- +Lemon: bool <get, set>
- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

CandleheartCoffee

- ice: bool = false
- decaf: bool = false
- roomForCream: bool = false
- +Ice: bool <get, set>
- +Decaf: bool <get, set>
- +RoomForCream: bool <get, set>
- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

SailorSoda

- flavor: SodaFlavor = SodaFlavor.Cherry
- ice: bool = false
- +Flavor: SodaFlavor <get, set>
- +Ice: bool <get, set>
- +Price: double <get> [override]
- +Calories: uint <get> [override]
- +SpecialInstructions: List<string> <get> [override]
- +Description: string <get> [override]
- +ToString(): string [override]

Bleakwind Buffet Website

About

- +OnGet: void

Error

- +RequestId: string <get, set>
- +ShowRequestId: bool
- +Logger: ILogger<ErrorModel> (readonly)
- +OnGet: void
- +ErrorModel(logger: ILogger<ErrorModel>)

Index

- +CaloriesMin: int? <get, set>
- +CaloriesMax: int? <get, set>
- +PriceMin: double? <get, set>
- +PriceMax: double? <get, set>
- +OrderItemTypes: string[] = ["Entrees", "Sides", "Drinks"] <get, set>
- +OrderItems: IEnumerable<IOrderItem> <get, #set>
- +SearchTerms: string <get, set>
- +Logger: ILogger<IndexModel> (readonly)
- +OnGet: void
- +IndexModel(logger: ILogger<IndexModel>)

Privacy

- +Logger: ILogger<PrivacyModel> (readonly)
- +OnGet: void
- +PrivacyModel(logger: ILogger<PrivacyModel>)