BleakwindBuffet.Data.Enums

<<Enumeration>>
Size
- Small
- Medium
- Large

<<Enumeration>>
SodaFlavor
- Blackberry
- Cherry
- Grapefruit
- Lemon
- Peach
- Watermelon

BleakwindBuffet.Data

Menu
- +Entrees(): IEnumerable<IOrderItem>
- +Sides(): IEnumerable<IOrderItem>
- +Drinks(): IEnumerable<IOrderItem>
- +FullMenu(): IEnumerable<IOrderItem>
- <<event>>
- + PropertyChangedEventHandler
- +Search(filteredMenu:IEnumerable<IOrderItem>,terms:string):IEnumerable<IOrderItem>
- +FilterByPrice(filteredMenu:IEnumerable<IOrderItem>,min:double, max double):IEnumerable<IOrderItem>
- +FilterByCalories(filteredMenu:IEnumerable<IOrderItem>,min:double,max:double):IEnumerable<IOrderItem>

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

MealCombos
- <<event>>
- +PropertyChangedEventHandler
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string><<get>>
- +Entree: Entree <<get, set>>
- +Drink: Drink<<get, set>>
- +Side: Side<<get, set>>

Order
- <<event>>
- +PropertyChangedEventHandler
- <<event>>
- +NotifyCollectionChangedEventHandler
- +Calories: uint <<get>>
- -nextOrderNumber: int = 1
- +Numer: int <<get, set>>
- +SalesTaxRate: double <<get, set>> = 0.12
- +Subtotal : double <<get>>
- +Tax: double <<get>>
- + Total: double <<get>>
- +Add(item: IOrderItem)
- +Remove(item: IOrderItem)
- +Order()

BleakwindBuffet.Data.Entrees

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

PhillyPoacher
- -sirloin: bool = true
- -onion: bool = true
- -roll : bool = true
- +Sirloin: bool <<get, set>>
- +Onion: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +Roll: bool <<get, set>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

SmokehouseSkeleton
- -sausageLink: bool = true
- -egg: bool = true
- -hashBrowns: bool = true
- -pancake: bool = true
- +SausageLink: bool <<get, set>>
- +Egg: bool <<get, set>>
- +HashBrowns: bool <<get, set>>
- +Pancake: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

ThugsTBone
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

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

BriarheartBurger
- -bun: bool = true
- -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>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

DoubleDraugr
- -bun: bool = true
- -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>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

ThalmorTriple
- -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
- +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}
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

FriedMiraak
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

MadOtarGrits
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

VokunSalad
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice
- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

CandlehearthCoffee
- -ice: bool = false
- -decaf: bool = false
- -roomForCream: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Decaf: bool <<get, set>>
- +RoomForCream: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

MarkarthMilk
- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

SailorSoda
- -ice: bool = true
- -size: Size = Size.Small
- -flavor: SodaFlavor = SodaFlavor.Cherry
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Flavor: SodaFlavor <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

WarriorWater
- -ice: bool = true
- -lemon: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Lemon: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- <<event>>
- + PropertyChangedEventHandler
- +ToString(): string {override}

Drink
- *+ Size: Size <,get, set>>*
- *+ Price: double <<get>>*
- *+ Calories: uint <<get>>*
- *+ SpecialInstructions: List<stirng><<get>>*

BleakwindBuffet.Website.Pages

BleakwindBuffet.Website.Pages.Shared

_Layout.cshtml

ValidationScriptsPartial.cshtrml

_ViewImports.cshtml

_ViewStart.cshtml

About.cshtml

Error.cshtml

Index.cshtml

Index.cshtml.cs
- +MenuResults:IEnumerable<IOrderItem><<get,set>>
- +EntreeItems:IEnumerable<IOrderItem><<get,set>>
- +DrinkItems:IEnumerable<IOrderItem><<get,set>>
- +SideItems:IEnumerable<IOrderItem><<get,set>>
- +SearchTerms:string <<get, set>>
- +Categories:string[] <<get, set>>
- +PriceMax:double <<get,set>>
- +PriceMin:double <<get,set>>
- +CalorieMax:uint <<get,set>>
- +CalorieMax:uint <<get,set>>
- +OnGet(double PriceMax, PriceMin, CalorieMax, CalorieMin):void
- -Organize(): void

Privacy.cshtml

BleakwindBuffet.Website.wwwroot

BleakwindBuffet.Website.wwwroot.css

site.css

BleakwindBuffet.Website.wwwroot.js

site.cs

BleakwindBuffet.Website.wwwroot.lib

- BleakwindBuffet.Website.wwwroot.Lib.bootstrap
- BleakwindBuffet.Website.wwwroot.Lib.jquery
- BleakwindBuffet.Website.wwwroot.Lib.jquery-Validation
- BleakwindBuffet.Website.wwwroot.Lib.jquery-Validation-unobtrusive

favicon.ico

PointOfSale

MainWindow.xaml
- + orderListColumn: Border
- + mainBorder : Border

MainWindow.xaml.cs
- + MainWindow()

MenuButtons.xaml

MenuButtons.xaml.cs
- +MenuButons()
- +menuButtonClick(sender:Object,e:RoutedEventArgs)
- +SwitchScreen(name:string)

ItemsOrderedList.xaml

ItemsOrderedList.xaml.cs
- +ItemsOrderedList()

ThalmorTripleControl.xaml

ThugsTBone.xaml

BriarheartBurgerControl.xaml

BriarheartBurgerControl.xaml.cs
- -buttons: MenuButtons
- +BriarheartBurgerControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

DoubleDraugrControl.xaml

DoubleDraugrControl.xaml.cs
- -buttons: MenuButtons
- +DoubleDraugrControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

PhillyPoacherControl.xaml

PhillyPoacherControl.xaml.cs
- -buttons: MenuButtons
- +PhillyPoacherControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

GardenOrcOmeletteControl.xaml

GardenOrcOmeletteControl.xaml.cs
- -buttons: MenuButtons
- +GardenOrcOmeletteControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

SmokehouseSkeletonControl.xaml

SmokehouseSkeletonControl.xaml.cs
- -buttons: MenuButtons
- +SmokehouseSkeletonControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

ThalmorTripleControl.xaml.cs
- -buttons: MenuButtons
- +ThalmorTripleControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

ThugsTBoneControl.xaml.cs
- -buttons: MenuButtons
- +ThugsTBoneControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

AretinoAppleJuiceControl.xaml

AretinoAppleJuiceControl.xaml.cs
- -buttons: MenuButtons
- +AretinoAppleJuiceControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

CandlehearthCoffeeControl.xaml

CandlehearthCoffeeControl.xaml.cs
- -buttons: MenuButtons
- +CandlehearthCoffeeControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

MarkarthMilkControl.xaml

MarkarthMilkControl.xaml.cs
- -buttons: MenuButtons
- +MarkarthMilkControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

SailorSodaControl.xaml

SailorSodaControl.xaml.cs
- -buttons: MenuButtons
- +SailorSodaControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

WarriorWaterControl.xaml

WarriorWaterControl.xaml.cs
- -buttons: MenuButtons
- +WarriorWaterControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

DragonWaffleFriesControl.xaml

DragonWaffeleFriesControl.xaml.cs
- -buttons: MenuButtons
- +DragonWaffleFriesControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

FriedMiraakControl.xaml

FriedMiraakControl.xaml.cs
- -buttons: MenuButtons
- +FriedMiraakControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

MadOtarGritsControl.xaml

MadOtarGritsControl.xaml.cs
- -buttons: MenuButtons
- +MadOtarGritsControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

VokunSaladControl.xaml

VokunSaladControl.xaml.cs
- -buttons: MenuButtons
- +VokunSaladControl (buttons:MenuButtons)
- +DoneButton_Click(sender:Object,e:RoutedEventArgs)

ComboControl.xaml

ComboControl.xaml.cs
- -buttons: MenuButtons
- +ComboControl(buttons:MenuButtons)
- +menuButtonClick(sender:Object,e:RoutedEventArgs)
- +SwitchScreen(name:string)

PaymentOptionsControl.xaml
- -memberName
- -memberName

PaymentOptionsControl.xaml.cs
- -border: Border
- +PaymentOptionControl(border:Border)
- +ReturnButton_Click(sender:object,e:RoutedEventArgs
- +DCButton_Click(sender:object,e:RoutedEventArgs)
- +CashButton_Click(sender:object,e:RoutedEventArgs)

CashPaymentControl.xaml

CashPaymentControl.xaml.cs
- -border: Border
- + CashPaymentControl(border:Border)
- +CompleteButton_Click(sender:object,e:RoutedEventArgs)
- +ReturnButton_Click(sender:object,e:RoutedEventArgs)
- -LabelControls()

CashViewModel.cs
- +HundredsInDrawer: int <<get, set>>
- +FiftiesInDrawer: int <<get, set>>
- +TwentiesInDrawer: int <<get, set>>
- +TensInDrawer: int <<get, set>>
- +FivesInDrawer: int <<get, set>>
- +TwosInDrawer: int <<get, set>>
- +OnesInDrawer: int <<get, set>>
- +DollarsInDrawer: int <<get, set>>
- +HalfDollarsInDrawer: int <<get, set>>
- +QuartersInDrawer: int <<get, set>>
- +DimesInDrawer: int <<get, set>>
- +NicklesInDrawer: int <<get, set>>
- +PenniesInDrawer: int <<get, set>>
- -hundres:int
- +Hundreds: int <<get, set>>
- -fifties:int
- +Fifties: int <<get, set>>
- -twenties:int
- +Twenties: int <<get, set>>
- -tens:int
- +Tens: int <<get, set>>
- -fives:int
- +Fives: int <<get, set>>
- -twos:int
- +Twos: int <<get, set>>
- -ones:int
- +Ones: int <<get, set>>
- -dollars:int
- +Dollars: int <<get, set>>
- -halfDollars:int
- +HalfDollars: int <<get, set>>
- -quarters:int
- +Quarters: int <<get, set>>
- -dimes:int
- +Dimes: int <<get, set>>
- -nickles:int
- +Nickles: int <<get, set>>
- -pennies:int
- +Pennies: int <<get, set>>
- +Total: double <<get>>
- -TotalRecieved(): double

ChangeQuantityControl.xaml

ChangeQuantityControl.xaml.cs
- -val:int
- +ChangeQuantityControl()
- +AddButton_Click(sender:object,e:RoutedEventArgs)
- +MinusButton_Click(sender:object,e:RoutedEventArgs)

RoundRegister.dll