BleakwindBuffet.Data.Enums

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

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

BleakwindBuffet.Data.Generic

<<Interface>>
IOrderItem

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

Menu

+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>

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>>
+ PropertyChanged:PropertyChangedEventHander <<event>>
+ToString(): string {override}

PhillyPoacher

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

ThugsTBone

+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ PropertyChanged:PropertyChangedEventHander <<event>>
+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>>
+ PropertyChanged:PropertyChangedEventHander <<event>>
+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>>
+ PropertyChanged:PropertyChangedEventHander <<event>>
+ToString(): string {override}

ThalmorTriple

-bun: bool = true
-memberName
-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}
+ PropertyChanged:PropertyChangedEventHander <<event>>
+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>>
+ PropertyChanged:PropertyChangedEventHander <<event>>
+ToString(): string {override}

FriedMiraak

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

MadOtarGrits

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

VokunSalad

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

Drink

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

BleakwindBuffet.PointOfSale.Drinks

AretinoAppleJuiceComponent

+AretinoAppleJuiceComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

CandlehearthCoffeeComponent

+CandlehearthCoffeeComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

MarkarthMilkComponent

+MarkarthMilkComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

SailorSodaComponent

+SailorSodaComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

WarriorWaterComponent

+WarriorWaterComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

BleakwindBuffet.PointOfSale.Entrees

BriarheartBurgerComponent

+BriarheartBurgerComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

DoubleDraugrComponent

+DoubleDraugrComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

GardenOrcOmeletteComponent

+GardenOrcOmeletteComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

PhillyPoacherComponent

+PhillyPoacherComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

SmokehouseSkeletonComponent

+SmokehouseSkeletonComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

ThalmorTripleComponent

+ThalmorTripleComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

ThugsTBoneComponent

+ThugsTBoneComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

BleakwindBuffet.PointOfSale.Sides

DragonbornWaffleFriesComponent

+DragonbornWaffleFriesComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

FriedMiraakComponent

+FriedMiraakComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

MadOtarGritsComponent

+MadOtarGritsComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

VokunSaladComponent

+VokunSaladComponent()
-returnButton_Click(sender: object, e: RoutedEventArgs): void
-addButton_Click(sender: object, e: RoutedEventArgs): void

BleakwindBuffet.PointOfSale

ExtensionMethod

+FindAncestor<T>(element: DependencyObject): T {T is a Dependency Object}
+SwitchScreen(elem: DependencyObject, sender: object): void
+AddItem(elem: DependencyObject, sender: object, itemName: string): void

MainWindow

+MainWindow()

MenuSelectionComponent

+MenuSelectionComponent()
+menuButtonClickEvent(sender: object, e: RoutedEventArgs): void

OrderComponent

+OrderComponent()
+SwapScreen(obj: UIElement): void
-cancelButton_Click(sender: object, e: RoutedEventArgs): void