## BleakwindBuffet.PointOfSale

### MainWindow
+order: Order = new Order()

+MainWindow()
+ReturnToMenuSelection(): void
+OpenCustomizeOptions(string): void
+ModifyCustomizedOptions(IOrderItem): void

### MenuSelectionComponent
+orderChoiceName: string
+parentScreen: MainWindow

+MenuSelectionComponent(MainWindow
+OrderChoiceSelected(object, RoutedEventArgs): void

### SpecificItemCustomization
+parentScreen: MainWindow
+orderItem: IOrderItem
+checkBoxes: Checkbox[]
+comboBoxes: Combobox[]
+checkBoxBindings: Binding[]
+comboBoxBindings: Binding[]
+enumOptions: Dictionary<string, string[]>

+SpecificItemCustomization(MainWindow, string)
+SpecificItemCustomization(MainWindow, IOrderItem)
+InitializeFormComponents(): void
+CreateOrderItem(string): void
+InitializeCheckBoxes(int, PropertyInfo): void
+InitializeComboBoxes(int, PropertyInfo): void
+ExitWindow(object, RoutedEventArgs): void

### OrderComponent
+parentScreen: MainWindow

+OrderComponent(MainWindow)
+RemoveItem(object, RoutedEventArgs): void
+ModifyItem(object, RoutedEventArgs): void
+ClearOrder(object, RoutedEventArgs): void

## System.ComponentModel

<<Interface>>
### INotifyPropertyChanged
+PropertyChanged: PropertyChangedEventHandler <<event>>

## System.Collections.Specialized

<<Interface>>
### INotifyCollectionChanged
+CollectionChanged: NotifyCollectionChangedEventHandler <<event>>

## System.Collections.Generic

<<Interface>>
### ICollection<T>
+Count: int <<get>>
+IsReadOnly: bool <<get>>

+Add(T): void
+Clear(): void
+Contains(T): bool
+CopyTo(T[], int): void
+Remove(T): bool

## BleakwindBuffet.Data

### *Entree*
*+Price: double <<get>>*
*+Calories: uint <<get>>*
*+SpecialInstructions: List<string> <<get>>*
*+PropertyChanged: PropertyChangedEventHandler <<event>>*
*+Description: string <<get>>*

### *Side*
*+Size: Size <<get, set>>*
*+Price: double <<get>>*
*+Calories: uint <<get>>*
*+SpecialInstructions: List<string> <<get>>*
*+PropertyChanged: PropertyChangedEventHandler <<event>>*
*+Description: string <<get>>*

### *Drink*
*+Size: Size <<get, set>>*
*+Price: double <<get>>*
*+Calories: uint <<get>>*
*+SpecialInstructions: List<string> <<get>>*
*+PropertyChanged: PropertyChangedEventHandler <<event>>*
*+Description: string <<get>>*

### Menu
+Entrees: IEnumerable<IOrderItem>
+Sides:IEnumerable<IOrderItem>
+Drinks:IEnumerable<IOrderItem>
+All:IEnumerable<IOrderItem>

+Search(IEnumerable<IOrderItem>, string): IEnumerable<IOrderItem>
+FilterByCategory(IEnumerable<IOrderItem>, IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalories(IEnumerable<IOrderItem>, int?, int?): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double?, double?): IEnumerable<IOrderItem>

<<Interface>>
### IOrderItem
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string><<get>>
+Description: string <<get>>

### Combo
+ PropertyChanged: PropertyChangedEventHandler <<event>>
- entree: Entree = null;
- side: Side = null;
- drink: Drink = null;
+ CEntree: Entree <<get, set>>
+ CSide: Side <<get, set>>
+ CDrink: Drink <<get, set>>
+ Price: double <<get>>
+ Calories: uint <<get>>
+Description: string <<get>>
+ SpecialInstructions: List<string> <<get>>

+ Combo (Entree, Side, Drink)
+ ComboPropertyChangedInvoker(object, PropertyChangedEventArgs): void

### Order
+PropertyChanged: PropertyChangedEventHandler <<event>>
+CollectionChanged: NotifyCollectionChangedEventHandler <<event>>
-salesTaxRate: double = 0.12
-number: int
+nextOrderNumber: int = 1
-orderItems: List<IOrderItem> = new List<IOrderItem>()
+IsReadOnly: bool
+Count: int
+SalesTaxRate: double <<get, set>>
+Number: int <<get, set>>
+Calories: uint <<get>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+this[int]: IOrderItem <<get, set>>

+Order()
+Add(IOrderItem): void
+Remove(IOrderItem): bool
+Clear(): void
+Contains(IOrderItem): bool
+CopyTo(IOrderItem[], int): void
+GetEnumerator(): IEnumerator<IOrderItem>
+OrderPropertyChangedInvoker(object, PropertyChangedEventArgs):void

## 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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>
+SpecialInstructions: List<string> <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+ToString(): string {override}

### ThugsTBone
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+ToString(): string {override}

### 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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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}
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+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: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+ToString(): string {override}

### FriedMiraak
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+ToString(): string {override}

### MadOtarGrits
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+ToString(): string {override}

### VokunSalad
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+Description: string <<get>>

+ToString(): string {override}

## BleakwindBuffet.Data.Drinks

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

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+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>>
+PropertyChanged: PropertyChangedEventHandler <<event>>
+Name: string <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>>

+ToString(): string {override}

## BleakwindBuffet.Data.Enums

<<Enumeration>>
### Size
Small
Medium
Large

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

## BleakwindBuffet.Website

### Program
+Main(string[]): void

+CreateHostBuilder(string[]): IHostBuilder

### Startup
+Configuration: IConfiguration <<get>>

+Startup(IConfiguration)

+ConfigureServices(IServiceCollection): void

+Configure(IApplicationBuilder, IWebHostEnvironment): void

### PrivacyModel
-_logger: ILogger<PrivacyModel>

+PrivacyModel(ILogger<PrivacyModel>)

+OnGet: void

### Index
+ItemTypeOptions: string[] <<get>>
+OrderItems: IEnumerable<IOrderItem> <<get, set>>
+TextSearch: string <<get, set>>
+ItemTypes: string[] <<get, set>>
+CaloriesMin: int? <<get, set>>
+CaloriesMax: int? <<get, set>>
+PriceMin: doublet? <<get, set>>
+PriceMax: double? <<get, set>>

+OnGet(): void

### About
+OnGet(): void