

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>

Combo

+Combo()
+PropertyChanged: PropertyChangedEventHandler
-drink: Drink
-entree: Entree
-side: Side
-price: double = 0
+Price: double <<get>>
-calories: uint = 0
+Calories: uint <<get>>
-specialInstructions: List<string>
+SpecialInstructions: List<string> <<get>>

Order

+Order()
+Add():void
+Remove():void
+Clear():void
+Contains():bool
+CopyTo():void
+ GetEnumerator():IEnumerator<IOrderItem>
+PropertyChanged: PropertyChangedEventHandler
+CollectionChanged: NotifyCollectionChangedEventHandler
-nextOrderNumber: int = 1
+Number: int <<get>>
-salesTaxRate: double = .12
+SalesTaxRate: double <<get, set>>
-subtotal: double = 0
+Subtotal: double <<get>>
-tax: double = 0
+Tax: double <<get>>
-total: double = 0
+Total: double <<get>>
-price: double = 0
+Price: double <<get, set>>
-calories: uint = 0
+Calories: uint <<get>>
-specialInstructions: List<string>
+SpecialInstructions: List<string> <<get>>
+Count: int = (ICollection<IOrderItem>).Count
+IsReadOnly: bool = (ICollection<IOrderItem>).IsReadOnly

BleakwindBuffet.PointOfSale

MenuScreen.xaml

-menu: Menu
-entrees: IEnumerable<IOrderItem> = Menu.Entrees
-sides: IEnumerable<IOrderItem> = Menu.Sides
-drinks: IEnumerable<IOrderItem> = Menu.Drinks
-size: string = Small
-flavor: string = Blackberry

-AddMenuItemToColumn(): void
-CreateButton(): void
-Selection(): void
-RadioChecked(): void
-OKSelection(): void
-CancelOrder(): void
-AddCombo(): void
-CreateCombo(): void
-ReturnToOrder(): void
-CompleteOrder(): void
-Cash(): void
-CreditDebit(): void
-PrintReceipt(): void
-reset(): void
-removeClick(): void
-NewOrder(): 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>>
+SpecialInstructions: List<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>>
+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>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

ThugsTBone

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

Entree

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

FriedMiraak

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

MadOtarGrits

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

VokunSalad

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

Side

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

BleakwindBuffet.Data

<<Interface>>

IOrderItem

+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>>
+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>>
+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>>
+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>>
+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>>
+ToString(): string {override}

Drink

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

MainWindow.xaml

CashDrawerUpdate

+PropertyChanged: PropertyChangedEventHandler
+Pennies: int <<get>>
+Nickels: int <<get>>
+Dimes: int <<get>>
+Quarters: int <<get>>
+Dollars: int <<get>>
+HalfDollars: int <<get>>
+Ones: int <<get>>
+Twos: int <<get>>
+Fives: int <<get>>
+Tens: int <<get>>
+Twenties: int <<get>>
+Fifties: int <<get>>
+Hundreds: int <<get>>
+Total: double <<get>>

cPennies: int
cNickels: int
cDimes: int
cQuarters: int
cDollars: int
cHalfDollars: int
cOnes: int
cTwos: int
cFives: int
cTens: int
cTwenties: int
cFifties: int
cHundreds: int
cPennies: int
cNickels: int
cDimes: int
cQuarters: int
cDollars: int
cHalfDollars: int
cOnes: int
cTwos: int
cFives: int
cTens: int
cTwenties: int
cFifties: int
cHundreds: int

gPennies: int
gNickels: int
gDimes: int
gQuarters: int
gDollars: int
gHalfDollars: int
gOnes: int
gTwos: int
gFives: int
gTens: int
gTwenties: int
gFifties: int
gHundreds: int
gPennies: int
gNickels: int
gDimes: int
gQuarters: int
gDollars: int
gHalfDollars: int
gOnes: int
gTwos: int
gFives: int
gTens: int
gTwenties: int
gFifties: int
gHundreds: int

Drawer.xaml

-AmountGiven: double
-AmountOwed: double

-AddBill(): void
-RemoveBill(): void
-update(): void
-FinalizeClick(): void