Small Medium Large SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon Bleakwind Buffet. Data IOrderSystem Price: double <<get>> Calories: uint << get>> <u>Menu</u> OrderMenu -salestax: double +SalesTax: double <<get>> +Subtotal: double <<get>> +Tax: double <<get>> +Count: int <<get>> +OrderMenu +Clear(): void Combo -entree: Entree -side: Side -drink: Drink -size: Size +Entree: Entree +Side: Side +Drink: Drink +Size: Size +Price: double +Calories: uint

Bleakwind Buffet. Data. Enums <<Enumeration>> <<Enumeration>> SpecialInstructions: List<string> <<get>>

> +Entrees: IEnumerable<IOrderItem> +Sides: IEnumerable<IOrderItem> +Drinks: IEnumerable<IOrderItem> +FullMenu: IEnumerable<IOrderItem> +All: IEnumerable<IOrderItem> +Search: IEnumerable<IOrderItem> +Search: IEnumerable<IOrderItem> +FilterByCategory: IEnumerable<IOrderItem>

+FilterByPrice: IEnumerable<IOrderItem> <u>+FilterByCalories: IEnumerable<IOrderItem></u>

+Total: double << get>> +Calories: uint <<get>> +Number: int <<get>> +IsReadOnly: bool <<get>> +Add(IOrderItem): void +Remove(IOrderItem): void Collection Changed Listener (Object, PropertyChangedEventArgs): void +Contains(IOrderItem): bool +CopyTo(IOrderItem[], int): void +GetEnumerator(): IEnumerator

+ICollection<IOrderItem>.Removel(IOrderItem) +IEnumerable<IOrderItem>.Remove(IOrderItem):bool

+SpecialInstructions: List<string>

Bleakwind Buffet. Data. Entrees

PhillyPoacher

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>> {override} +Calories: uint <<get>> {override}

+SpecialInstructions: List<string> << get>> {override} +ToString(): string {override}

-sirloin: bool = true -onion: bool = true -roll : bool = true +Sirloin: bool <<get, set>> +Roll: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

+ToString(): string {override} mokehouseSkeleton

-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>> +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +Price: double <<get>> {override}

+ToString(): string {override}

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

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

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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} +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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

halmorTriple -bun: bool = true -ketchup: bool = true

+ToString(): string {override}

-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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} Bleakwind Buffet. Data. Sides

DragonbornWaffleFries

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

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

MadOtarGrits

FriedMiraak

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

Vokun Salad

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

+Price: double <<get>> {override}

+size: Size = Size.Small -memberName +Size: Size << get, set>> {virtual} +Price: double <<get>> {override} {abstract} +Calories: uint <<get>> {override} {abstract} +SpecialInstructions: List<string> << get>> {abstract}

ystem.ComponentModel

INotifyPropertyChanged + PropertyChanged:PropertyChangedEventHander << event>>

-ice: bool = true -lemon: bool = false

WarriorWater

{abstract}

leakwind Buffet. Data. Drinks

Aretino Apple Juice

+lce: bool <<get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

-roomForCream: bool = false

+RoomForCream: bool <<get, set>>

+Price: double << get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

+SpecialInstructions: List<string> <<get>>

CandlehearthCoffee

-ice: bool = false

{override}

MarkarthMilk

{override}

ailorSoda

-ice: bool = true

+Ice: bool <<get, set>>

-ice: bool = false

+lce: bool <<get, set>>

+Price: double << get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

+SpecialInstructions: List<string> << get>>

-flavor: SodaFlavor = SodaFlavor.Cherry

+SpecialInstructions: List<string> <<get>>

+Flavor: SodaFlavor << get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

-decaf: bool = false

+lce: bool <<get, set>>

+Decaf: bool <<get, set>>

+SpecialInstructions: List<string> << get>>

-ice: bool = false

{override}

+lce: bool <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}

+size: Size = Size.Small +Size: Size << get, set>> {virtual} +Price: double <<get>> {abstract} +Calories: uint <<get>> {abstract} +SpecialInstructions: List<string> << get>>

ointOfSale

MainWindow

+MainWindow() +ScreenSwap(UIElement): void

MenuSelection

+MenuSelection() -BriarheartBurger_Click(object, RoutedEventArgs): void -DoubleDraugr_Click(object, RoutedEventArgs): void -ThalmorTriple_Click(object, RoutedEventArgs): void -SmokehouseSkeleton_Click(object, RoutedEventArgs): void -GardenOrcOmelette_Click(object, RoutedEventArgs): void -PhillyPoacher_Click(object, Routed EventArgs): void -ThugsTBone_Click(object, RoutedEventArgs): void -SailorSoda_Click(object, RoutedEventArgs): void -MarkarthMilk_Click(object, RoutedEventArgs): void -CandlehearthCoffee_Click(object, RoutedEventArgs): void -WarriorWater_Click(object, RoutedEventArgs): void -VokunSalad_Click(object, RoutedEventArgs): void -Fried Miraak_Click(object, Routed EventArgs): void

ExtensionMethod

-MadOtarGrits_Click(object, RoutedEventArgs): void

-DragonbornWaffleFries_Click(object, RoutedEventArgs): void

+FindAncestor<T>(DependencyObject): T

+WarriorWaterPOS() -doneButton_Click(object, RoutedEventArgs): void

AretinoAppleJuice

WarriorWater

+MarkarthMilk()

CandlehearthCoffee

+AretinoAppleJuice() -doneButton_Click(object, RoutedEventArgs): void

MarkarthMilk

SailorSoda

-doneButton_Click(object, RoutedEventArgs): void

+SailorSodaPOS() -doneButton_Click(object, RoutedEventArgs): void

+CandlehearthCoffeePOS() -doneButton_Click(object, RoutedEventArgs): void

+Order() -Finish_Click(object, RoutedEventArgs): void -Cancel_Click(object, RoutedEventArgs): void

-Remove_Click(object, RoutedEventArgs): void -ItemChange((object, SelectionChangedEventArgs): void BriarheartBurger

ThalmorTriple

GardenOrcOmelette

+GardenOrcOmelettePOS()

+ToString(): string {override}

+BriarheartBurgerPOS() -doneButton_Click(object, RoutedEventArgs): void

DoubleDraugr

+DoubleDraugrPOS() -doneButton_Click(object, RoutedEventArgs): void

+ThalmorTriplePOS() -doneButton_Click(object, RoutedEventArgs): void

-doneButton_Click(object, RoutedEventArgs): void PhillyPoacher

+PhillyPoacherPOS() -doneButton_Click(object, RoutedEventArgs): void

ThugsTBone +ThugsTBonePOS() -doneButton_Click(object, RoutedEventArgs): void

SmokehouseSkeleton

+SmokehouseSkeletonPOS() -doneButton_Click(object, RoutedEventArgs): void

VokunSalad +VokunSaladPOS() -doneButton_Click(object, RoutedEventArgs): void

FriedMiraak +FriedMiraakPOS() -doneButton_Click(object, RoutedEventArgs): void

MadOtarGrits

+MadOtarGritsPOS()

DragonbornWaffleFries +DragonbornWaffleFriesPOS()

-doneButton_Click(object, RoutedEventArgs): void

-doneButton_Click(object, RoutedEventArgs): void

Bleakwind Buffet. Website

Program

Startup

Privacy