

BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small Medium Large
<<Enumeration>>
SodaFlavor
Blackberry Cherry Grapefruit Lemon Peach Watermelon

BleakwindBuffet.Data
IOrderSystem
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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +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>> +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}
Entree
+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} +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>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}

BleakwindBuffet.Data.Sides
DragonbornWaffleFries
+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
FriedMiraak
+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
MadOtarGrits
+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
Vokun Salad
+Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
Side
+size: Size = Size.Small +Size: Size <<get, set>> {virtual} +Price: double <<get>> {override} {abstract} +Calories: uint <<get>> {override} {abstract} +SpecialInstructions: List<string> <<get>> {abstract}

BleakwindBuffet.Data.Drinks
AretinoAppleJuice
-ice: bool = false +Ice: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
CandlehearthCoffee
-ice: bool = false -decaf: bool = false -roomForCream: bool = false +Ice: bool <<get, set>> +Decaf: bool <<get, set>> +RoomForCream: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
MarkarthMilk
-ice: bool = false +Ice: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
SailorSoda
-ice: bool = true -flavor: SodaFlavor = SodaFlavor.Cherry +Ice: bool <<get, set>> +Flavor: SodaFlavor <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
WarriorWater
-ice: bool = true -lemon: bool = false +Ice: bool <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} +ToString(): string {override}
Drink
+size: Size = Size.Small +Size: Size <<get, set>> {virtual} +Price: double <<get>> {abstract} +Calories: uint <<get>> {abstract} +SpecialInstructions: List<string> <<get>> {abstract}

PointOfSale
MainWindow
+MainWindow() +ScreenSwap(UIElement): void
MenuSelection
+MenuSelection() BriarheartBurger_Click(object, RouterEventArgs): void DoubleDragur_Click(ThalmorTriple_Click(object, RouterEventArgs): void SmokehouseSkeleton_Click(object, RouterEventArgs): void GradenOrcOmelette_Click(object, RouterEventArgs): void PhillyPoacher_Click(object, RouterEventArgs): void ThugsTBone_Click(object, RouterEventArgs): void SailorSoda_Click(object, RouterEventArgs): void MarkarthMilk_Click(object, RouterEventArgs): void AretinoAppleJuice_Click(object, RouterEventArgs): void CandlehearthCoffee_Click(object, RouterEventArgs): void WarriorWater_Click(object, RouterEventArgs): void VokunSalad_Click(object, RouterEventArgs): void FriedMiraal_Click(object, RouterEventArgs): void MadOtarGrits_Click(object, RouterEventArgs): void DragonbornWaffleFries_Click(object, RouterEventArgs): void
AretinoAppleJuice
+AretinoAppleJuice() -doneButton_Click(object, RoutedEventArgs): void
SmokeHouseSkeleton
+SmokeHouseSkeleton() -doneButton_Click(object, RoutedEventArgs): void
ExtentionMethod
+FindAncestor<T>(DependencyObject): T +SpecialInstructions: List<string> <<get>> {override}
Order
+Order()
BriarheartBurgerPOS
+BriarheartBurger() -doneButton_Click(object, RoutedEventArgs): void
DoubleDraugr
+DoubleDraugr() -doneButton_Click(object, RoutedEventArgs): void
ThalmorTriple
+ThalmorTriple() -doneButton_Click(object, RoutedEventArgs): void
GardenOrcOmelette
+GardenOrcOmelette() -doneButton_Click(object, RoutedEventArgs): void
ThugsTBone
+ThugsTBone() -doneButton_Click(object, RoutedEventArgs): void
CandleheartCoffee
+CandleheartCoffee() -doneButton_Click(object, RoutedEventArgs): void
cMarkarthMilk
+cMarkarthMilk() -doneButton_Click(object, RoutedEventArgs): void
SailorSoda
+SailorSoda() -doneButton_Click(object, RoutedEventArgs): void
DragonbornWaffleFries
+DragonbornWaffleFries() -doneButton_Click(object, RoutedEventArgs): void
FriedMiraak
+FriedMiraak() -doneButton_Click(object, RoutedEventArgs): void
MadOtar
+MadOtar() -doneButton_Click(object, RoutedEventArgs): void
VokunSalad
+VokunSalad -doneButton_Click(object, RoutedEventArgs): void