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>

OrderMenu

-salestax: double
+SalesTax: double <<get>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Calories: uint <<get>>
+Number: int <<get>>
+Count: int <<get>>
+IsReadOnly: bool <<get>>
+OrderMenu
+Add(IOrderItem): void
+Remove(IOrderItem): void
CollectionChangedListener(Object,
PropertyChangedEventArgs): void
+Clear(): void
+Contains(IOrderItem): bool
+CopyTo(IOrderItem[], int): void
+GetEnumerator(): IEnumerator
+ICollection<IOrderItem>.Remove(IOrderItem)
+IEnumerable<IOrderItem>.Remove(IOrderItem): bool

Combo

-entree: Entree
-side: Side
-drink: Drink
-size: Size
+Entree: Entree
+Side: Side
+Drink: Drink
+Size: Size
+Price: double
+Calories: uint
+SpecialInstructions: List<string>

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}

System.ComponentModel

INotifyPropertyChanged

+ PropertyChanged:PropertyChangedEventHandler <<event>>

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, 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, RoutedEventArgs): void
-ThugsTBone_Click(object, RoutedEventArgs): void
-SailorSoda_Click(object, RoutedEventArgs): void
-MarkarthMilk_Click(object, RoutedEventArgs): void
-AretinoAppleJuice_Click(object, RoutedEventArgs): void
-CandlehearthCoffee_Click(object, RoutedEventArgs): void
-WarriorWater_Click(object, RoutedEventArgs): void
-VokunSalad_Click(object, RoutedEventArgs): void
-FriedMiraak_Click(object, RoutedEventArgs): void
-MadOtarGrits_Click(object, RoutedEventArgs): void
-DragonbornWaffleFries_Click(object, RoutedEventArgs): void

ExtensionMethod

+FindAncestor<T>(DependencyObject): T

WarriorWaterPOS

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

AretinoAppleJuicePOS

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

MarkarthMilkPOS

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

SailorSodaPOS

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

CandlehearthCoffeePOS

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

Order

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

BriarheartBurgerPOS

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

DoubleDraugrPOS

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

ThalmorTriplePOS

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

GardenOrcOmelettePOS

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

PhillyPoacherPOS

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

ThugsTBonePOS

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

SmokehouseSkeletonPOS

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

VokunSaladPOS

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

FriedMiraakPOS

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

MadOtarGritsPOS

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

DragonbornWaffleFriesPOS

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