BleakwindBuffet.Data.Entrees

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

Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

BriarheartBurger
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Bun: bool <<get, set>>
-memberName
+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
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-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
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-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.Drinks

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

CandlehearthCoffee
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

MarkarthMilk
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-ice: bool = false
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

SailorSoda
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-ice: bool = true
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

WarriorWater
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
-size: Size = Size.Small
-ice: bool = true
-lemon: bool = false
+Ice: bool <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

Drink
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

BleakwindBuffet.Data.Sides

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

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

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

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

Side
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

BleakwindBuffet.Data.Enums

<<Enumeration>>
Size
Small
Medium
Large

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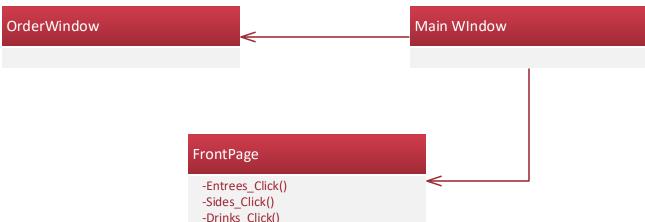Lemon
Peach
Watermelon

Menu
+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>()

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

OrderWindow

Main WIndow

FrontPage
- -Entrees_Click()
- -Sides_Click()
- -Drinks_Click()

Type Menus

Entrees
- -Back_Click()
- -Briarheart_Click()
- -Draugr_Click()
- -Thalmor_Click()
- -Garden_Click()
- -Philly_Click()
- -Skeleton_Click()
- -Thug_Click()

Sides
- -Back_Click()
- -Dragonborn_Click()
- -Miraak_Click()
- -MadOtar_Click()
- -Vokun)_Click()

Drinks
- -Back_Click()
- -Apple_Click()
- -Coffee_Click()
- -Milk_Click()
- -Soda_Click()
- -Water_Click()

Entree Menus

BriarheartBurger
- -burg:Data.Entrees.BriarheartBurger
- -Back_Click()
- -AddItem_Click()

DoubleDraugr
- -burg:Data.Entrees.DoubleDraugr
- -Back_Click()
- -AddItem_Click()

ThalmorTriple
- -burg:Data.Entrees.ThalmorTriple
- -Back_Click()
- -AddItem_Click()

GardenOrcOmelette
- -notBurg:Data.Entrees.GardenOrcOmelette
- -Back_Click()
- -AddItem_Click()

PhillyPoacher
- -notBurg:Data.Entrees.PhillyPoacher
- -Back_Click()
- -AddItem_Click()

SmokehouseSkeleton
- -notBurg:Data.Entrees.SmokehouseSkeleton
- -Back_Click()
- -AddItem_Click()

ThugsTBone
- -notBurg:Data.Entrees.ThugsTBone
- -Back_Click()
- -AddItem_Click()

Side Menus

DragonbornWaffleFries
- -side:Data.Sides.DragonbornWaffleFries
- -Back_Click()
- -AddItem_Click()

FriedMIraak
- -side:Data.Sides.FriedMiraak
- -Back_Click()
- -AddItem_Click()

MadOtarGrits
- -side:Data.Sides.MadOtarGrits
- -Back_Click()
- -AddItem_Click()

VokunSalad
- -side:Data.Sides.VokunSalad
- -Back_Click()
- -AddItem_Click()

Drink Menus

AretinoAppleJuice
- -drink:Data.Drinks.AretinoAppleJuice
- -Back_Click()
- -AddItem_Click()

CandlehearthCoffee
- -drink:Data.Drinks.AretinoAppleJuice
- -Back_Click()
- -AddItem_Click()

MarkarthMIlk
- -drink:Data.Drinks.AretinoAppleJuice
- -Back_Click()
- -AddItem_Click()

SailorSoda
- -drink:Data.Drinks.AretinoAppleJuice
- -Back_Click()
- -AddItem_Click()

WarriorWater
- -drink:Data.Drinks.AretinoAppleJuice
- -Back_Click()
- -AddItem_Click()