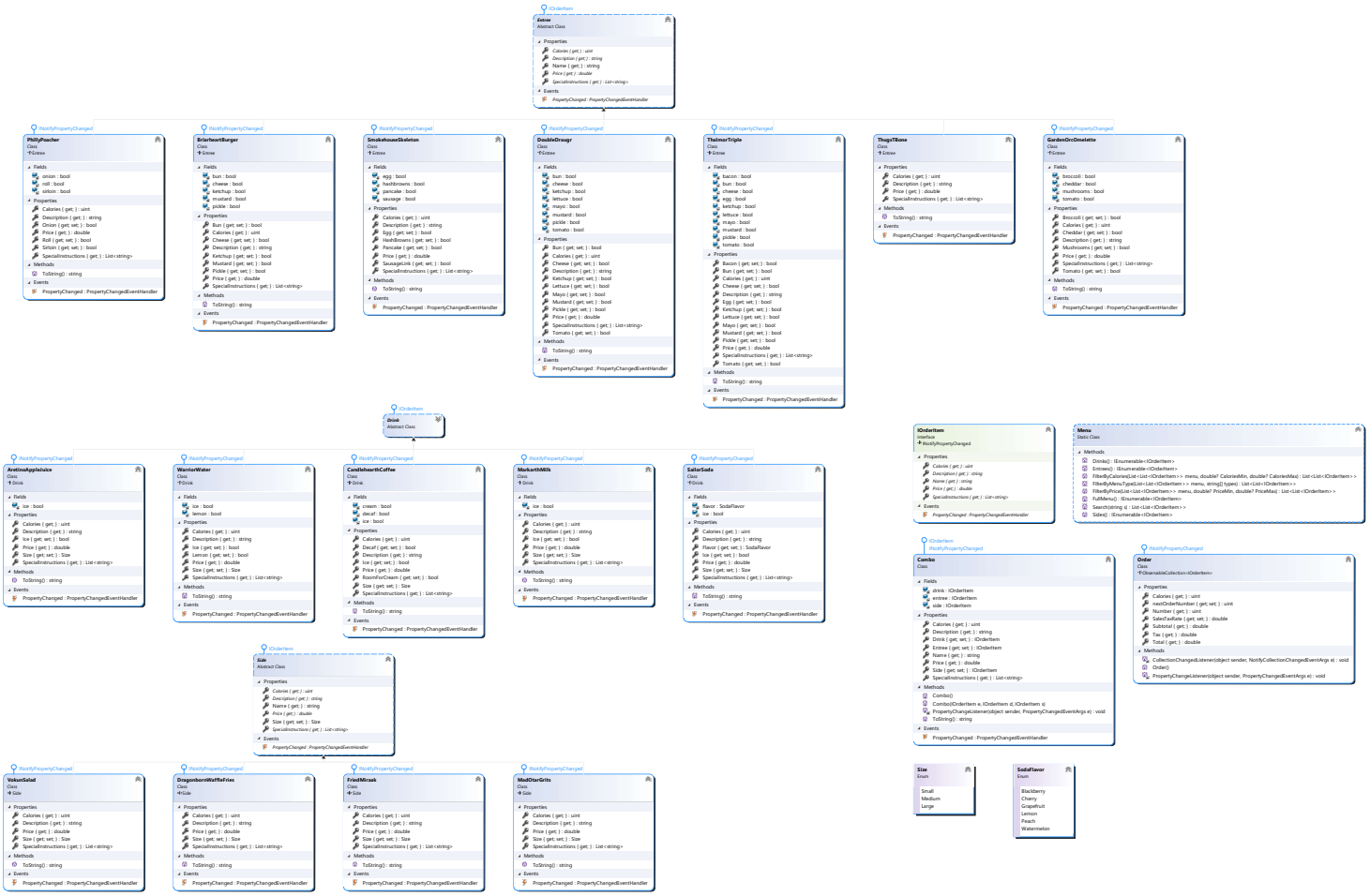
IOrderItem
Entree
Abstract Class
Properties
Calories { get; } : uint
Description { get; } : string
Name { get; } : string
Price { get; } : double
SpecialInstructions { get; } : List<string>
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
PhillyPoacher
Class
Entree
Fields
onion : bool
roll : bool
velvin : bool
Properties
Calories { get; } : uint
Description { get; } : string
Onion { get; set; } : bool
Price { get; } : double
Roll { get; set; } : bool
Velvin { get; set; } : bool
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
BriarheartBurger
Class
Entree
Fields
bun : bool
cheese : bool
ketchup : bool
mustard : bool
pickle : bool
Properties
Bun { get; set; } : bool
Calories { get; } : uint
Cheese { get; set; } : bool
Description { get; } : string
Ketchup { get; set; } : bool
Mustard { get; set; } : bool
Pickle { get; set; } : bool
Price { get; } : double
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
SmokehouseSkeleton
Class
Entree
Fields
egg : bool
hashbrowns : bool
pancake : bool
sausage : bool
Properties
Calories { get; } : uint
Description { get; } : string
Egg { get; set; } : bool
HashBrowns { get; set; } : bool
Pancake { get; set; } : bool
Price { get; } : double
SausageLink { get; set; } : bool
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
DoubleDraugr
Class
Entree
Fields
bun : bool
cheese : bool
ketchup : bool
lettuce : bool
mayo : bool
mustard : bool
pickle : bool
tomato : bool
Properties
Bun { get; set; } : bool
Calories { get; } : uint
Cheese { get; set; } : bool
Description { get; } : string
Ketchup { get; set; } : bool
Lettuce { get; set; } : bool
Mayo { get; set; } : bool
Mustard { get; set; } : bool
Pickle { get; set; } : bool
Price { get; } : double
SpecialInstructions { get; } : List<string>
Tomato { get; set; } : bool
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
ThalmorTriple
Class
Entree
Fields
bacon : bool
bun : bool
cheese : bool
egg : bool
ketchup : bool
lettuce : bool
mayo : bool
mustard : bool
pickle : bool
tomato : bool
Properties
Bacon { get; set; } : bool
Bun { get; set; } : bool
Calories { get; } : uint
Cheese { get; set; } : bool
Description { get; } : string
Egg { get; set; } : bool
Ketchup { get; set; } : bool
Lettuce { get; set; } : bool
Mayo { get; set; } : bool
Mustard { get; set; } : bool
Pickle { get; set; } : bool
Price { get; } : double
SpecialInstructions { get; } : List<string>
Tomato { get; set; } : bool
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
ThugsTBone
Class
Entree
Properties
Calories { get; } : uint
Description { get; } : string
Price { get; } : double
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
GardenOrcOmelette
Class
Entree
Fields
broccoli : bool
cheddar : bool
mushrooms : bool
tomato : bool
Properties
Broccoli { get; set; } : bool
Calories { get; } : uint
Cheddar { get; set; } : bool
Description { get; } : string
Mushrooms { get; set; } : bool
Price { get; } : double
SpecialInstructions { get; } : List<string>
Tomato { get; set; } : bool
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
IOrderItem
Drink
Abstract Class
INotifyPropertyChanged
AretinoAppleJuice
Class
Drink
Fields
ice : bool
Properties
Calories { get; } : uint
Description { get; } : string
Ice { get; set; } : bool
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
WarriorWater
Class
Drink
Fields
ice : bool
lemon : bool
Properties
Calories { get; } : uint
Description { get; } : string
Ice { get; set; } : bool
Lemon { get; set; } : bool
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
CandlehearthCoffee
Class
Drink
Fields
cream : bool
decaf : bool
ice : bool
Properties
Calories { get; } : uint
Decaf { get; set; } : bool
Description { get; } : string
Ice { get; set; } : bool
Price { get; } : double
RoomForCream { get; set; } : bool
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
MarkarthMilk
Class
Drink
Fields
ice : bool
Properties
Calories { get; } : uint
Description { get; } : string
Ice { get; set; } : bool
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
SailorSoda
Class
Drink
Fields
flavor : SodaFlavor
ice : bool
Properties
Calories { get; } : uint
Description { get; } : string
Flavor { get; set; } : SodaFlavor
Ice { get; set; } : bool
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
IOrderItem
Side
Abstract Class
Properties
Calories { get; } : uint
Description { get; } : string
Name { get; } : string
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
VoksunSalad
Class
Side
Properties
Calories { get; } : uint
Description { get; } : string
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
DragonbornWaffleFries
Class
Side
Properties
Calories { get; } : uint
Description { get; } : string
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
FriedMirask
Class
Side
Properties
Calories { get; } : uint
Description { get; } : string
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
MudOtarGritts
Class
Side
Properties
Calories { get; } : uint
Description { get; } : string
Price { get; } : double
Size { get; set; } : Size
SpecialInstructions { get; } : List<string>
Methods
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
IOrderItem
Interface
INotifyPropertyChanged
Properties
Calories { get; } : uint
Description { get; } : string
Name { get; } : string
Price { get; } : double
SpecialInstructions { get; } : List<string>
Events
PropertyChanged : PropertyChangedEventHandler
Menu
Static Class
Methods
Drinks() : IEnumerable<IOrderItem>
Entrees() : IEnumerable<IOrderItem>
FilterByCalories(List<List<IOrderItem>> menu, double? CalorieMin, double? CalorieMax) : List<List<IOrderItem>>
FilterByMenuType(List<List<IOrderItem>> menu, string[] types) : List<List<IOrderItem>>
FilterByPrice(List<List<IOrderItem>> menu, double? PriceMin, double? PriceMax) : List<List<IOrderItem>>
FullMenu() : IEnumerable<IOrderItem>
Search(string q) : List<List<IOrderItem>>
Sides() : IEnumerable<IOrderItem>
IOrderItem
INotifyPropertyChanged
Combo
Class
Fields
drink : IOrderItem
entree : IOrderItem
side : IOrderItem
Properties
Calories { get; } : uint
Description { get; } : string
Drink { get; set; } : IOrderItem
Entree { get; set; } : IOrderItem
Name { get; } : string
Price { get; } : double
Side { get; set; } : IOrderItem
SpecialInstructions { get; } : List<string>
Methods
Combo()
Combo(IOrderItem e, IOrderItem d, IOrderItem s)
PropertyChangeListener(object sender, PropertyChangedEventArgs e) : void
ToString() : string
Events
PropertyChanged : PropertyChangedEventHandler
INotifyPropertyChanged
Order
Class
IObservableCollection<IOrderItem>
Properties
Calories { get; } : uint
nextOrderNumber { get; set; } : uint
Number { get; } : uint
SalesTaxRate { get; set; } : double
Subtotal { get; } : double
Tax { get; } : double
Total { get; } : double
Methods
CollectionChangedListener(object sender, NotifyCollectionChangedEventArgs e) : void
Order()
PropertyChangeListener(object sender, PropertyChangedEventArgs e) : void
Size
Enum
Small
Medium
Large
SodaFlavor
Enum
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon