BleakwindBuffet.Data

Menu

+Categories: string[]<<get>>
+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Search(terms: string, category:
IEnumerable<IOrderItem>): IEnumerable<IOrderItem>
+FilterByCalories(items: IEnumerable<IOrderItem>, min:
uint?, max: uint?): IEnumerable<IOrderItem>
+FilterByCalories(items: IEnumerable<IOrderItem>, min:
double?, max: double?): IEnumerable<IOrderItem>

46 — 49

<<Interface>>
IOrderItem

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

Combo<<INotifyPropertyChanged>>

+Price: double<<get>>
+Name: string<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>
+Drink: Drink<<get,set>>
+Entree: Entree<<get,set>>
+Side: Side<<get,set>>
-PropertyChangedListener(sender: object, e:
PropertyChangedEventArgs): void
+InvokePropertyChange(propertyName:string):
void

Entree

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

Order<<ObservableCollection<IOrderItem>,iNotifyPropertyChanged>>

+Number: int<<get>>
+Calories: uint<<get>>
+SubTotal: double<<get>>
+Total: double<<get>>
+SalesTaxRate: double<<get>>
-CollectionChangedListener(sender: object,
e:NotifyCollectionChangedEventArgs): void
-CollectionItemChangedListener(sender:object,
e: propertyChangedEventArgs): void

Side

+Size: Size <<get,set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>

Drink

+Size: Size <<get,set>>
+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

BleakwindBuffet.Data.Entrees

GardenOrcOmelette

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

ThugsTBone

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

BriarheartBurger

+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 <<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 <<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

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

FriedMiraak

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

MadOtarGrits

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

VokunSalad

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

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

CandlehearthCoffee

+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>{override}
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string>
<<get>>{override}
+ToString(): string {override}

MarkarthMilk

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

SailorSoda

+Ice: bool <<get, set>>
+Size: Size <<get, set>> {override}
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string>
<<get>>{override}
+ToString(): string {override}

WarriorWater

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

UpdateCashDrawer

+ UpdateCashDrawerValues(viewModel:
CashDrawerViewModel, payment: string,
orderDate: DateTime): void
-AddTenured(viewModel:
CashDrawerViewModel): void
-SubtractChange(viewModel:
CashDrawerViewModel): void

CashDrawerViewModel<<INotifuPropertyChanged>>

+CashDrawerViewModel(o: Order, payment:string)
+PropertyChanged: PropertyChangedEventHandler
+SubTotal: double<<get>>
+Tax: double<<get>>
+Total: double<<get>>
+AmountTenuered: double<<get>>
+AmountOwed: double<<get>>
+AmountOwedDisplay: double<<get>>
+ChangeOwed: double<<get>>
+ChangeOwedDisplay: double<<get>>
+Ones:int<<get,set>>
+OnesChange:int<<get,set>>
+Twos:int<<get,set>>
+TwosChange:int<<get,set>>
+Fives:int<<get,set>>
+FivesChange:int<<get,set>>
+Tens:int<<get,set>>
+TensChange:int<<get,set>>
+Twenties:int<<get,set>>
+TwentiesChange:int<<get,set>>
+Fifties:int<<get,set>>
+FiftiesChange:int<<get,set>>
+Hundreds:int<<get,set>>
+HundredsChange:int<<get,set>>
+OneCent:int<<get,set>>
+PennyChange:int<<get,set>>
+FiftyCent:int<<get,set>>
+HalfDollarChange:int<<get,set>>
+TwentyFiveCent:int<<get,set>>
+QuarterChange:int<<get,set>>
+TenCent:int<<get,set>>
+DimeChange:int<<get,set>>
+FiveCent:int<<get,set>>
+NickelChange:int<<get,set>>
+FinalizeOrder(): void
+CalculateChange():void
+CardOperations():string