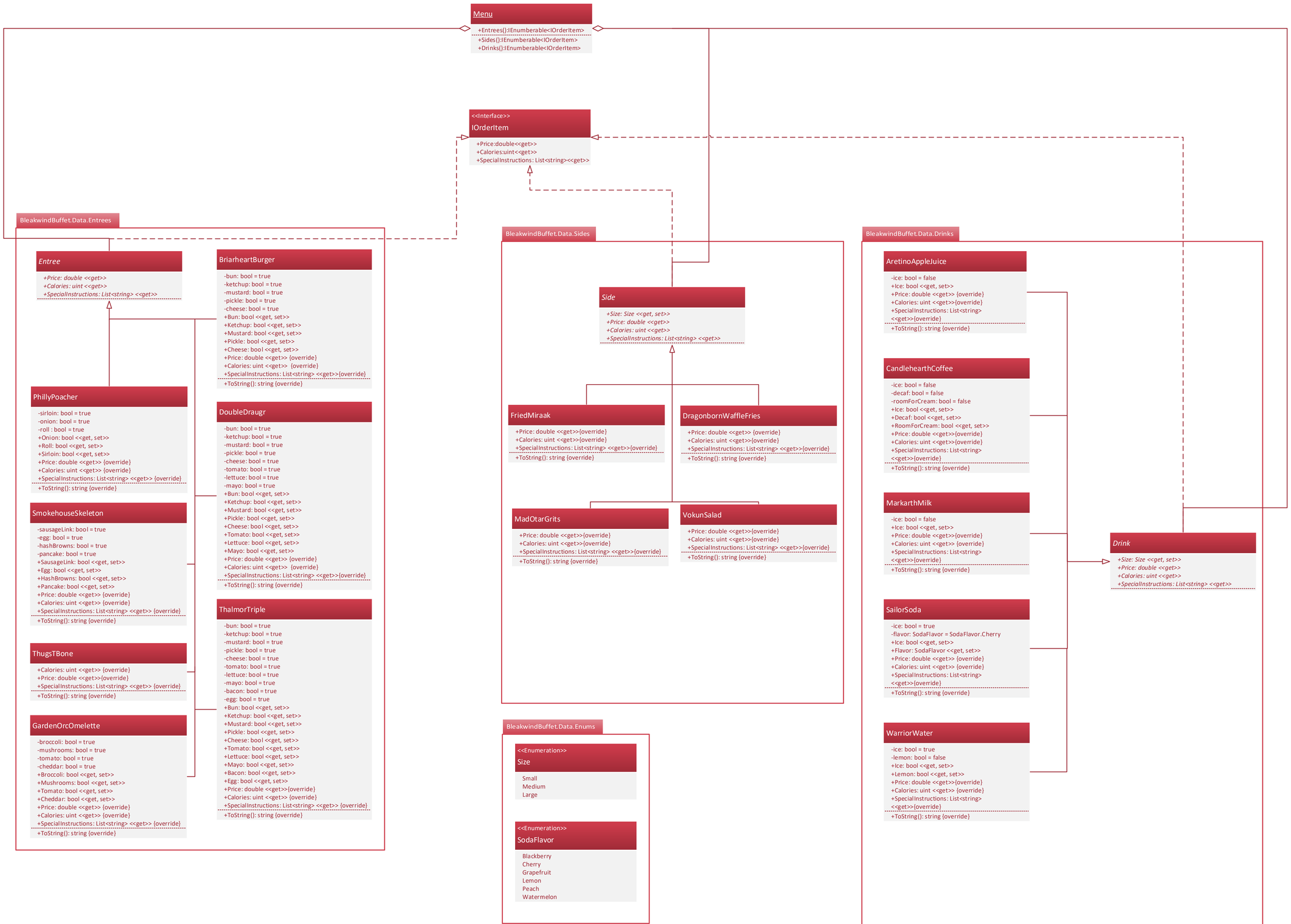
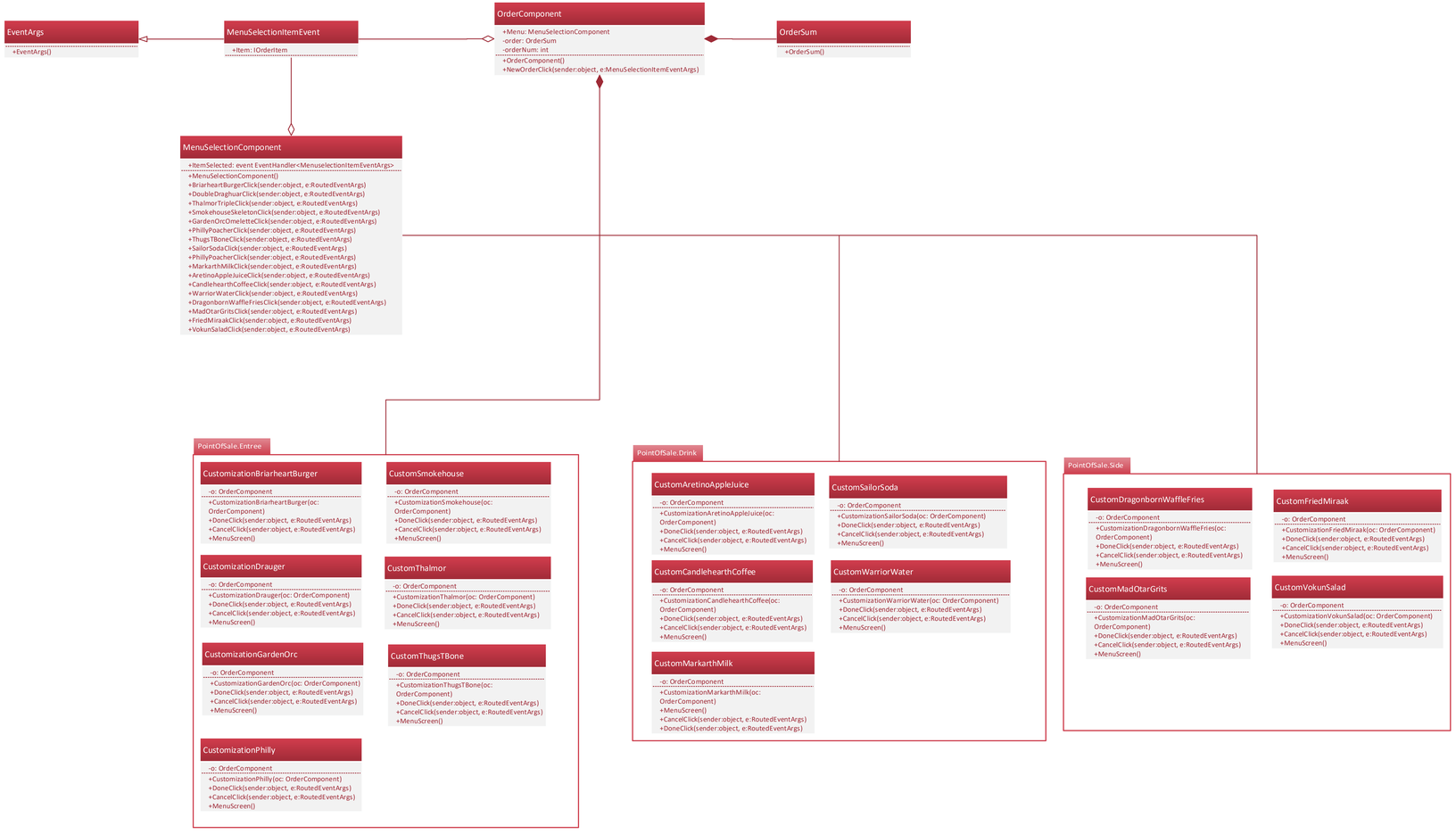

Menu
+Entrees():IEnumberable<IOrderItem>
+Sides():IEnumberable<IOrderItem>
+Drinks():IEnumberable<IOrderItem>
<<Interface>>
IOrderItem
+Price:double<<get>>
+Calories:uint<<get>>
+SpecialInstructions: List<string><<get>>
BleakwindBuffet.Data.Entrees
Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
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}
PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Sirloin: 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}
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>>
+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}
ThugsTBone
+Calories: uint <<get>> {override}
+Price: double <<get>>{override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}
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}
BleakwindBuffet.Data.Sides
Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
FriedMiraak
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
DragonbornWaffleFries
+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}
VokunSalad
+Price: double <<get>>{override}
+Calories: uint <<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small
Medium
Large
<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
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 <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>


EventArgs
+EventArgs()
MenuSelectionItemEvent
+Item : IOrderItem
OrderComponent
+Menu: MenuSelectionComponent
-order: OrderSum
-orderNum: int
+OrderComponent()
+NewOrderClick(sender:object, e:MenuSelectionItemEventArgs)
OrderSum
+OrderSum()
MenuSelectionComponent
+ItemSelected: event EventHandler<MenuselectionItemEventArgs>
+MenuSelectionComponent()
+BriarheartBurgerClick(sender:object, e:RoutedEventArgs)
+DoubleDraghuarClick(sender:object, e:RoutedEventArgs)
+ThalmorTripleClick(sender:object, e:RoutedEventArgs)
+SmokehouseSkeletonClick(sender:object, e:RoutedEventArgs)
+GardenOrcOmeletteClick(sender:object, e:RoutedEventArgs)
+PhillyPoacherClick(sender:object, e:RoutedEventArgs)
+ThugsTBoneClick(sender:object, e:RoutedEventArgs)
+SailorSodaClick(sender:object, e:RoutedEventArgs)
+PhillyPoacherClick(sender:object, e:RoutedEventArgs)
+MarkarthMilkClick(sender:object, e:RoutedEventArgs)
+AretinoAppleJuiceClick(sender:object, e:RoutedEventArgs)
+CandlehearthCoffeeClick(sender:object, e:RoutedEventArgs)
+WarriorWaterClick(sender:object, e:RoutedEventArgs)
+DragonbornWaffleFriesClick(sender:object, e:RoutedEventArgs)
+MadOtarGritsClick(sender:object, e:RoutedEventArgs)
+FriedMiraakClick(sender:object, e:RoutedEventArgs)
+VokunSaladClick(sender:object, e:RoutedEventArgs)
PointOfSale.Entree
CustomizationBriarheartBurger
-o: OrderComponent
+CustomizationBriarheartBurger(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomSmokehouse
-o: OrderComponent
+CustomizationSmokehouse(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomizationDrauger
-o: OrderComponent
+CustomizationDrauger(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomThalmor
-o: OrderComponent
+CustomizationThalmor(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomizationGardenOrc
-o: OrderComponent
+CustomizationGardenOrc(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomThugsTBone
-o: OrderComponent
+CustomizationThugsTBone(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomizationPhilly
-o: OrderComponent
+CustomizationPhilly(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
PointOfSale.Drink
CustomAretinoAppleJuice
-o: OrderComponent
+CustomizationAretinoAppleJuice(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomSailorSoda
-o: OrderComponent
+CustomizationSailorSoda(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomCandlehearthCoffee
-o: OrderComponent
+CustomizationCandlehearthCoffee(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomWarriorWater
-o: OrderComponent
+CustomizationWarriorWater(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomMarkarthMilk
-o: OrderComponent
+CustomizationMarkarthMilk(oc: OrderComponent)
+MenuScreen()
+CancelClick(sender:object, e:RoutedEventArgs)
+DoneClick(sender:object, e:RoutedEventArgs)
PointOfSale.Side
CustomDragonbornWaffleFries
-o: OrderComponent
+CustomizationDragonbornWaffleFries(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomFriedMiraak
-o: OrderComponent
+CustomizationFriedMiraak(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomMadOtarGrits
-o: OrderComponent
+CustomizationMadOtarGrits(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()
CustomVokunSalad
-o: OrderComponent
+CustomizationVokunSalad(oc: OrderComponent)
+DoneClick(sender:object, e:RoutedEventArgs)
+CancelClick(sender:object, e:RoutedEventArgs)
+MenuScreen()