

BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
Small
Medium
Large
<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

BleakwindBuffet.Data.Sides
DragonbornWaffleFries
-size: Size = Size.Small
+Size: Size <<get, set>>
+PropertyChanged:PropertyChangedEventHandler
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
FriedMiraak
-size: Size = Size.Small
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
MadOtarGrits
-size: Size = Size.Small
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
VokunSalad
-size: Size = Size.Small
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)

BleakwindBuffet.Data.Entrees
GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+PropertyChanged:PropertyChangedEventHandler
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+PropertyChanged:PropertyChangedEventHandler
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+PropertyChanged:PropertyChangedEventHandler
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
ThugsTBone
+PropertyChanged:PropertyChangedEventHandler
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+PropertyChanged:PropertyChangedEventHandler
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+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
+PropertyChanged:PropertyChangedEventHandler
+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, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+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
+PropertyChanged:PropertyChangedEventHandler
+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, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)

BleakwindBuffet.Data.Interface
<<Interface>>
IOrderItem
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>
Drink
+Size: BleakwindBuffet.Data.Enums.Size <<get,set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>
Entree
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>
Side
+Size: BleakwindBuffet.Data.Enums.Size <<get,set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>
Menu
+Entrees(): IEnumerable<IOrderItem> (static)
+Sides(): IEnumerable<IOrderItem> (static)
+Drinks(): IEnumerable<IOrderItem> (static)
+FullMenu(): IEnumerable<IOrderItem> (static)

BleakwindBuffet.Data.Sides
AretinoAppleJuice
-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-price: double = 0.62
-calories: uint = 44
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
CandleHearthCoffee
-size: Size = Size.Small
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-spedalInstructions = new List<string>
-price: double = 0.75
-calories: uint = 7
+PropertyChanged:PropertyChangedEventHandler
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
MarkarthMilk
-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-price: double = 1.05
-calories: uint = 56
+PropertyChanged:PropertyChangedEventHandler
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
SailorSoda
-size: Size = Size.Small
-ice: bool = false
-flavor: BleakwindBuffet.Data.Enums.SodaFlavor = SodaFlavor.Cherry
-specialInstructions = new List<string>
-price: double = 1.42
-calories: uint = 117
+PropertyChanged:PropertyChangedEventHandler
+Flavor: BleakwindBuffet.Data.Enums.SodaFlavor <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)
WarriorWater
-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-lemon: bool = false
-price: double = 0
-calories: uint = 0
+PropertyChanged:PropertyChangedEventHandler
+Lemon: bool <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string (override)

BleakwindBuffet.Website
Index.cshtml
Index.cshtml.cs
+SearchTerms: string <<get, set>>
+ItemTypes:string[] <<get, set>>
+Items:IEnumerable<IOrderItem> <<get, set>>
+OnGet(string,string[],double,double,double,double: void
Privacy.cshtml
Error.cshtml
About.cshtml

BleakwindBuffet.Website
ItemFilter.cs (static)
-items: IEnumerable<IOrderItem> (static)
+ItemType: string[] <<get>> (static)
+All: IEnumerable<IOrderItem> <<get>> (static)
+ItemFilter(): constructor (static)
+Search(IEnumerable<IOrderItem>, string): IEnumerable<IOrderItem> (static)
+FilterByType(IEnumerable<IOrderItem>, IEnumerable<string>: IEnumerable<IOrderItem> (static)
+FilterByPrice(IEnumerable<IOrderItem>, double, double): IEnumerable<IOrderItem> (static)
+FilterByCalories(IEnumerable<IOrderItem>, double, double): IEnumerable<IOrderItem> (static)