

BleakwindBuffet.Data.Enums

<<Enumeration>> Size
Small
Medium
Large

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

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 -specialInstructions = 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, set>> +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
Privacy.cshtml
Error.cshtml
About.cshtml

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}