

BleakwindBuffet.Data.Enums
<div>&lt;&lt;Enumeration&gt;&gt;</div> <div>Size</div> <div><div>Small</div><div>Medium</div><div>Large</div></div>
<div>&lt;&lt;Enumeration&gt;&gt;</div> <div>SodaFlavor</div> <div><div>Blackberry</div><div>Cherry</div><div>Grapefruit</div><div>Lemon</div><div>Peach</div><div>Watermelon</div></div>

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BleakwindBuffet.Data.Sides
<div>DragonbornWaffleFries</div> <div><div>-size: Size = Size.Small</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div><div>+ToString(): string {override}</div></div>
<div>FriedMiraak</div> <div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div><div>+ToString(): string {override}</div></div>
<div>MadOtarGrits</div> <div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div><div>+ToString(): string {override}</div></div>
<div>VokunSalad</div> <div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div><div>+ToString(): string {override}</div></div>

BleakwindBuffet.Data.Interface
<div>&lt;&lt;Interface&gt;&gt;</div> <div>IOrderItem</div> <div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div></div>
<div>Drink</div> <div><div>+Size: BleakwindBuffet.Data.Enums.Size &lt;&lt;get,set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div></div>
<div>Entree</div> <div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div></div>
<div>Side</div> <div><div>+Size: BleakwindBuffet.Data.Enums.Size &lt;&lt;get,set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div><div>+Description: string &lt;&lt;get&gt;&gt;</div></div>
<div>Menu</div> <div><div>+Entrees(): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+Sides(): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+Drinks(): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+FullMenu(): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+Description: string &lt;&lt;get&gt;&gt;</div></div>

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

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

BleakwindBuffet.Website
<div>ItemFilter.cs {static}</div> <div><div>-items: IEnumerable&lt;IOrderItem&gt; {static}</div><div>+ItemType: string[] &lt;&lt;get&gt;&gt; {static}</div><div>+All: IEnumerable&lt;IOrderItem&gt; &lt;&lt;get&gt;&gt; {static}</div><div>.....</div><div>-ItemFilter(): constructor {static}</div><div>+Search(IEnumerable&lt;IOrderItem&gt;, string): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+FilterByType(IEnumerable&lt;IOrderItem&gt;, IEnumerable&lt;string&gt;: IEnumerable&lt;IOrderItem&gt; {static}</div><div>+FilterByPrice(IEnumerable&lt;IOrderItem&gt;, double, double): IEnumerable&lt;IOrderItem&gt; {static}</div><div>+FilterByCalories(IEnumerable&lt;IOrderItem&gt;, double, double): IEnumerable&lt;IOrderItem&gt; {static}</div></div>