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
- +Broccoli: bool <<get, set>>
- +Mushrooms: bool <<get, set>>
- +Tomato: bool <<get, set>>
- +Cheddar: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

PhillyPoacher
- -sirloin: bool = true
- -onion: bool = true
- -roll : bool = true
- +Sirloin: bool <<get, set>>
- +Onion: bool <<get, set>>
- +Roll: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +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>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

ThugsTBone
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

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>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +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>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +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>>
- +Calories: uint <<get>>
- +Name: string <<get>>
- +SpecialInstructions: List<string> <<get>> (override)
- +ToString(): string (override)

BleakwindBuffet.Data.Sides

DragonbornWaffleFries
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

FriedMiraak
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

MadOtarGrits
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

VokunSalad
- -size: Size = Size.Small
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

Side
- *<<virtual>>+Size:Size <<get, set>>*
- *+Price:double <<get>>*
- *+Calories:uint <<get>>*
- *+SpecialInstructions:List<string> <<get>>*

BleakwindBuffet.Data.Drinks

AretinoAppleJuice
- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

CandlehearthCoffee
- -ice: bool = false
- -decaf: bool = false
- -roomForCream: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Decaf: bool <<get, set>>
- +RoomForCream: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

MarkarthMilk
- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

SailorSoda
- -ice: bool = true
- -size: Size = Size.Small
- -flavor: SodaFlavor = SodaFlavor.Cherry
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Flavor: SodaFlavor <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

WarriorWater
- -ice: bool = true
- -lemon: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Lemon: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +Name: string <<get>>
- +ToString(): string (override)

Drink
- *<<virtual>>+Size:Size <<get, set>>*
- *+Price:double <<get>>*
- *+Calories:uint <<get>>*
- *+SpecialInstructions:List<string> <<get>>*
- +Name: string <<get>>

BleakwindBuffet.Data

<<interface>> IOrderItem
- Price:double <<get>>
- Calories:uint <<get>>
- SpecialInstructions:List<string> <<get>>

Menu
- +Entrees():IEnumerable<IOrderItem>
- +Sides():IEnumerable<IOrderItem>
- +Drinks():IEnumerable<IOrderItem>
- +FullMenu():IEnumerable<IOrderItem>

Combo
- +PropertyChanged:PropertyChangedEventHandler
- -entree:Entree
- -drink:Drink
- -side:Side
- +Entree:Entree <<get, set>>
- +Drink:Drink <<get, set>>
- +Side:Side <<get, set>>
- +Price:double <<get>>
- +Calories:uint <<get>>
- +SpecialInstructions:List<string> <<get>>
- -OnPriceChanged(sender:object, e:PropertyChangedEventArgs):void
- -OnCaloriesChanged(sender:object, e:PropertyChangedEventArgs):void
- -OnSpecialInstructionsChanged(sender:object, e:PropertyChangedEventArgs):void

Order
- -orderItems:List<IOrderItem>
- -nextOrderNumber:uint
- +CollectionChanged:NotifyCollectionChangedEventHandler
- +PropertyChanged:PropertyChangedEventHandler
- +SalesTaxRate:double <<get, set>>
- +Subtotal:double <<get>>
- +Tax:double <<get>>
- +Total:double <<get>>
- +Calories:uint <<get>>
- +Number:uint <<get, private set>>
- +Count:int <<get>>
- +Add(item:IOrderItem):void
- +Remove(item:IOrderItem):void
- +Clear():void
- +Contains(IOrderItem item):bool
- +GetEnumerator():IEnumerator<IOrderItem>
- +Order()
- -OnPriceChanged(sender:object, e:PropertyChangedEventArgs):void
- -OnCaloriesChanged(sender:object, e:PropertyChangedEventArgs):void

System.Collections.Specialized

INotifyCollectionChanged

ICollection<T>

System.ComponentModel

INotifyPropertyChanged
- +PropertyChanged:PropertyChangedEventHandler

BleakwindBuffet.PointOfSale.SpecialInstructions

BriarheartBurgerInstructions
- +bunBox:CheckBox
- +ketchupBox:CheckBox
- +mustardBox:CheckBox
- +pickleBox:CheckBox
- +cheeseBox:CheckBox

SmokehouseSkeletonInstructions
- +sausageBox:CheckBox
- +eggBox:CheckBox
- +hashBox:CheckBox
- +pancakeBox:CheckBox

CandlehearthCoffeeInstructions
- +sizeListBox:ListBox
- +decafBox:CheckBox
- +iceBox:CheckBox
- +creamBox:CheckBox

DoubleDraugrInstructions
- +bunBox:CheckBox
- +ketchupBox:CheckBox
- +mustardBox:CheckBox
- +pickleBox:CheckBox
- +cheeseBox:CheckBox
- +tomatoBox:CheckBox
- +lettuceBox:CheckBox
- +mayoBox:CheckBox

GardenOrcOmeletteInstructions
- +broccoliBox:CheckBox
- +mushroomsBox:CheckBox
- +tomatoBox:CheckBox
- +cheddarBox:CheckBox

DrinkSpecialInstructions
- +sizeListBox:ListBox
- +drinkName:TextBlock
- +iceBox:CheckBox

PhillyPoacherInstructions
- +sirloinBox:CheckBox
- +onionBox:CheckBox
- +rollBox:CheckBox

SideSpecialInstructions
- +sizeListBox:ListBox

ThalmorTripleInstructions
- +bunBox:CheckBox
- +ketchupBox:CheckBox
- +mustardBox:CheckBox
- +pickleBox:CheckBox
- +cheeseBox:CheckBox
- +tomatoBox:CheckBox
- +lettuceBox:CheckBox
- +mayoBox:CheckBox
- +baconBox:CheckBox
- +eggBox:CheckBox

SailorSodaInstructions
- +sizeListBox:ListBox
- +flavorListBox:ListBox
- +drinkName:TextBlock
- +iceBox:CheckBox

WarriorWaterInstructions
- +sizeListBox:ListBox
- +drinkName:TextBlock
- +iceBox:CheckBox
- +lemonBox:CheckBox

BleakwindBuffet.PointOfSale

MainWindow
- -MainGrid

MainGrid
- -mainGrid:Grid
- -orderScreen:OrderScreen
- -menuSelect:MenuSelectionScreen
- -entreeMenu:EntreeMenu
- -drinkMenu:DrinkMenu
- -sideMenu:SideMenu
- -combo:Combo
- -paymentScreen:PaymentScreen
- -briarheartBurger:BriarheartBurgerInstructions
- -doubleDraugr:DoubleDraugrInstructions
- -thalmorTriple:ThalmorTripleInstructions
- -smokehouseSkeleton:SmokehouseSkeletonInstructions
- -gardenOrcOmelette:GardenOrcOmeletteInstructions
- -candlehearthCoffee:CandlehearthCoffeeInstructions
- -sailorSoda:SailorSodaInstructions
- -milkInstructions:WarriorWaterInstructions
- -applejuiceInstructions:DrinkSpecialInstructions("applejuice")
- -waterInstructions:DrinkSpecialInstructions("water")
- -dragonbornInstructions:SideSpecialInstructions("dragonborn")
- -miraakInstructions:SideSpecialInstructions("miraak")
- -saladInstructions:SideSpecialInstructions("salad")
- -gritsInstructions:SideSpecialInstructions("grits")
- -GoToMenuSelection():void
- -BackButtonClick(sender:object, e:RoutedEventArgs):void
- -CardButtonClick(sender:object, e:RoutedEventArgs):void
- -CashButtonClick(sender:object, e:RoutedEventArgs):void
- -ReturnToOrdering(sender:object, e:RoutedEventArgs):void
- -DoneButtonClick(sender:object, e:RoutedEventArgs):void
- -AddCombo(sender:object, e:RoutedEventArgs):void
- -ComboSelection(sender:object, e:SelectionChangedEventArgs):void
- -GoToSelectedScreen(sender:object, e:SelectionChangedEventArgs):void
- -CompleteButtonClick(sender:object, e:RoutedEventArgs):void
- -GoToEntreeMenu(sender:object, e:RoutedEventArgs):void
- -GoToDrinkMenu(sender:object, e:RoutedEventArgs):void
- -GoToSideMenu(sender:object, e:RoutedEventArgs):void
- -GoToSideInstructions(sender:object, e:RoutedEventArgs):void
- -GoToBriarheartInstructions(sender:object, e:RoutedEventArgs):void
- -GoToDraugrInstructions(sender:object, e:RoutedEventArgs):void
- -GoToThalmorInstructions(sender:object, e:RoutedEventArgs):void
- -GoToSmokehouseInstructions(sender:object, e:RoutedEventArgs):void
- -GoToGardenOrcInstructions(sender:object, e:RoutedEventArgs):void
- -GoToSailorSodaInstructions(sender:object, e:RoutedEventArgs):void
- -GoToCandlehearthInstructions(sender:object, e:RoutedEventArgs):void
- -GoToMarkarthMilkInstructions(sender:object, e:RoutedEventArgs):void
- -GoToAretinoAppleJuiceInstructions(sender:object, e:RoutedEventArgs):void
- -GoToWarriorWaterInstructions(sender:object, e:RoutedEventArgs):void
- -GoToDragonbornWaffleFriesInstructions(sender:object, e:RoutedEventArgs):void
- -GoToFriedMiraakInstructions(sender:object, e:RoutedEventArgs):void
- -GoToVokunSaladInstructions(sender:object, e:RoutedEventArgs):void
- -GoToMadOtarGritsInstructions(sender:object, e:RoutedEventArgs):void
- -GoToDrinkSelection(sender:object, e:RoutedEventArgs):void
- -GoToSelectedScreen(sender:object, e:SelectionChangedEv

EntreeMenu
- +briarheartButton:Button
- +draugrButton:Button
- +thalmorButton:Button
- +smokehouseButton:Button
- +orcButton:Button
- +tboneButton:Button
- +phillyButton:Button
- +backButton:Button

DrinkMenu
- +sodaButton:Button
- +milkButton:Button
- +applejuiceButton:Button
- +coffeeButton:Button
- +waterButton:Button
- +backButton:Button

SideMenu
- +saladButton:Button
- +miraakButton:Button
- +gritsButton:Button
- +friesButton:Button
- +backButton:Button

MenuSelectionScreen
- +entreesButton:Button
- +drinksButton:Button
- +sidesButton:Button

OrderScreen
- +orderNum:TextBlock
- +orderList:ListView
- +subtotal:TextBlock
- +tax:TextBlock
- +total:TextBlock
- +orderPrice:TextBlock
- +orderName:TextBlock
- +removeButton:Button
- +completeButton:Button
- +cancelButton:Button
- -RemoveButtonClick(sender:object, e:RoutedEventArgs):void

ReceiptMaker
- +ReceiptMaker(order:Order):void
- +ReceiptMaker(order:Order, dChangeOwed:double):void

PaymentScreen
- +cashButton:Button
- +cardButton:Button
- +backButton:Button

CurrencyControl
- +currencyText:TextBlock
- +customerText:TextBlock
- +changeText:TextBlock
- +plusButton:Button
- +minusButton:Button
- +CurrencyValueProperty:DependencyProperty
- +CustomerQuantityProperty:DependencyProperty
- +ChangeQuantityProperty:DependencyProperty
- +CurrencyTypeProperty:DependencyProperty
- +CurrencyType:char
- +ChangeQuantity:int
- +CustomerQuantity:int
- +CurrencyValue:string
- +CurrencyControl()
- +PlusButtonClick(sender:object, e:RoutedEventArgs):void
- +MinusButtonClick(sender:object, e:RoutedEventArgs):void

CashRegisterView
- +backButton:Button
- +finalizeButton:Button
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +CurrencyControl
- +FinalizeButtonClick(sender:object, e:RoutedEventArgs):void

CashRegisterModelView
- +PropertyChanged:PropertyChangedEventHandler
- +Order:Order
- +AmountDue:double <<get>>
- +ChangeDue:double <<get>>
- -total:double
- +Total:double <<get, set>>
- +HundredsInDrawer:int <<get,set>>
- +FiftiesInDrawer:int <<get,set>>
- +TwentiesInDrawer:int <<get,set>>
- +TensInDrawer:int <<get,set>>
- +FivesInDrawer:int <<get,set>>
- +TwosInDrawer:int <<get,set>>
- +OnesInDrawer:int <<get,set>>
- +DollarCoinsInDrawer:int <<get,set>>
- +HalfDollarCoinsInDrawer:int <<get,set>>
- +QuartersInDrawer:int <<get,set>>
- +DimesInDrawer:int <<get,set>>
- +NickelsInDrawer:int <<get,set>>
- +PenniesInDrawer:int <<get,set>>
- -hundredsFromCustomer:int
- +HundredsFromCustomer:int <<get,set>>
- -fiftiesFromCustomer:int
- +FiftiesFromCustomer:int <<get,set>>
- -twentiesFromCustomer:int
- +TwentiesFromCustomer:int <<get,set>>
- -tensFromCustomer:int
- +TensFromCustomer:int <<get,set>>
- -fivesFromCustomer:int
- +FivesFromCustomer:int <<get,set>>
- -twosFromCustomer:int
- +TwosFromCustomer:int <<get,set>>
- -onesFromCustomer:int
- +OnesFromCustomer:int <<get,set>>
- -dollarCoinsFromCustomer:int
- +DollarCoinsFromCustomer:int <<get,set>>
- -halfDollarCoinsFromCustomer:int
- +HalfDollarCoinsFromCustomer:int <<get,set>>
- -quartersFromCustomer:int
- +QuartersFromCustomer:int <<get,set>>
- -dimesFromCustomer:int
- +DimesFromCustomer:int <<get,set>>
- -nickelsFromCustomer:int
- +NickelsFromCustomer:int <<get,set>>
- -penniesFromCustomer:int
- +PenniesFromCustomer:int <<get,set>>
- -hundredsAsChange:int
- +HundredsAsChange:int <<get,set>>
- -fiftiesAsChange:int
- +FiftiesAsChange:int <<get,set>>
- -twentiesAsChange:int
- +TwentiesAsChange:int <<get,set>>
- -tensAsChange:int
- +TensAsChange:int <<get,set>>
- -fivesAsChange:int
- +FivesAsChange:int <<get,set>>
- -twosAsChange:int
- +TwosAsChange:int <<get,set>>
- -onesAsChange:int
- +OnesAsChange:int <<get,set>>
- -dollarCoinsAsChange:int
- +DollarCoinsAsChange:int <<get,set>>
- -halfDollarCoinsAsChange:int
- +HalfDollarCoinsAsChange:int <<get,set>>
- -quartersAsChange:int
- +QuartersAsChange:int <<get,set>>
- -dimesAsChange:int
- +DimesAsChange:int <<get,set>>
- -nickelsAsChange:int
- +NickelsAsChange:int <<get,set>>
- -penniesAsChange:int
- +PenniesAsChange:int <<get,set>>
- +OpenDrawer():void
- +MakeChange(amount:double):void

BleakwindBuffet.Website.Pages

IndexModel
- _logger:ILogger<IndexModel>
- +IndexModel(logger: ILogger<IndexModel>)
- +DisplayEntrees():string
- +DisplaySides():string
- +DisplayDrinks():string

AboutModel

PrivacyModel
- _logger:ILogger<PrivacyModel>
- +PrivacyModel(logger: ILogger<PrivacyModel>)