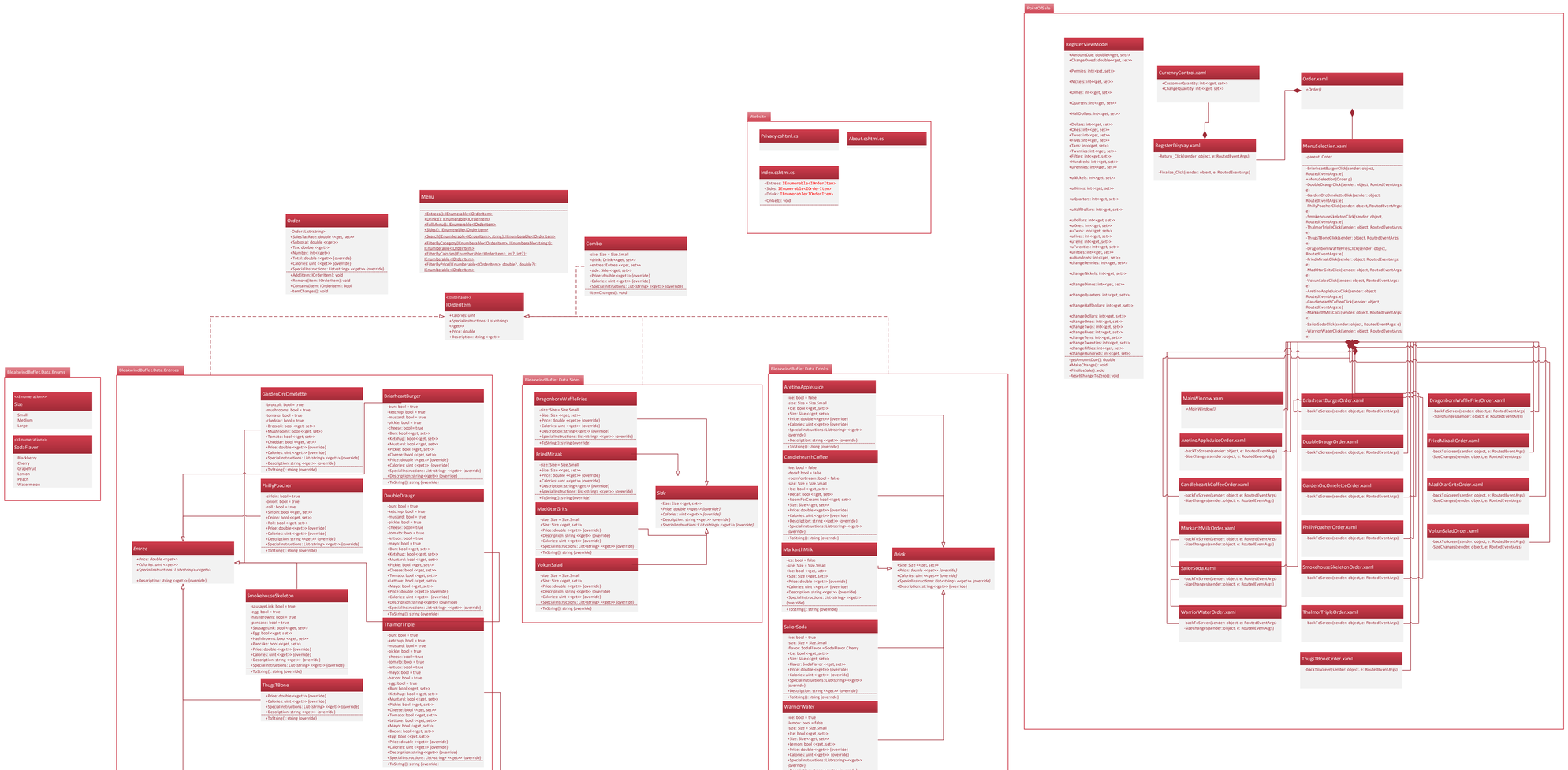
PointOfData
RegisterViewModel
+AmountDue: double<<get, set>>
+ChangeOwed: double<<get, set>>
+Pennies: int<<get, set>>
+Nickels: int<<get, set>>
+Dimes: int<<get, set>>
+Quarters: int<<get, set>>
+HalfDollars: int<<get, set>>
+Dollars: int<<get, set>>
+One: int<<get, set>>
+Twos: int<<get, set>>
+Fives: int<<get, set>>
+Tens: int<<get, set>>
+Twenties: int<<get, set>>
+Fifties: int<<get, set>>
+Hundreds: int<<get, set>>
+uPennies: int<<get, set>>
+uNickels: int<<get, set>>
+uDimes: int<<get, set>>
+uQuarters: int<<get, set>>
+uHalfDollars: int<<get, set>>
+uDollars: int<<get, set>>
+uOnes: int<<get, set>>
+uTwos: int<<get, set>>
+uFives: int<<get, set>>
+uTens: int<<get, set>>
+uTwenties: int<<get, set>>
+uFifties: int<<get, set>>
+uHundreds: int<<get, set>>
+changePennies: int<<get, set>>
+changeNickels: int<<get, set>>
+changeDimes: int<<get, set>>
+changeQuarters: int<<get, set>>
+changeHalfDollars: int<<get, set>>
+changeDollars: int<<get, set>>
+changeOnes: int<<get, set>>
+changeTwos: int<<get, set>>
+changeFives: int<<get, set>>
+changeTens: int<<get, set>>
+changeTwenties: int<<get, set>>
+changeFifties: int<<get, set>>
+changeHundreds: int<<get, set>>
-getAmountDue(): double
+MakeChange(): void
+FinalizeSale(): void
-ResetChangeToZero(): void
CurrencyControl.xaml
+CustomerQuantity: int <<get, set>>
+ChangeQuantity: int <<get, set>>
Order.xaml
+Order()
RegisterDisplay.xaml
-Return_Click(sender: object, e: RoutedEventArgs)
-Finalize_Click(sender: object, e: RoutedEventArgs)
MenuSelection.xaml
-parent: Order
-BriarheartBurgerClick(sender: object, RoutedEventArgs: e)
+MenuSelection(Order p)
-DoubleDraugrClick(sender: object, RoutedEventArgs: e)
-GardenOrcOmeletteClick(sender: object, RoutedEventArgs: e)
-PhillyPoacherClick(sender: object, RoutedEventArgs: e)
-SmokehouseSkeletonClick(sender: object, RoutedEventArgs: e)
-ThalmorTripleClick(sender: object, RoutedEventArgs: e)
-ThugsTBoneClick(sender: object, RoutedEventArgs: e)
-DragonbornWaffleFriesClick(sender: object, RoutedEventArgs: e)
-FriedMirsakClick(sender: object, RoutedEventArgs: e)
-MadOtarGritsClick(sender: object, RoutedEventArgs: e)
-VokunSaladClick(sender: object, RoutedEventArgs: e)
-AretinoAppleJuiceClick(sender: object, RoutedEventArgs: e)
-CandlehearthCoffeeClick(sender: object, RoutedEventArgs: e)
-MarkarthMilkClick(sender: object, RoutedEventArgs: e)
-SailorSodaClick(sender: object, RoutedEventArgs: e)
-WarriorWaterClick(sender: object, RoutedEventArgs: e)
MainWindow.xaml
+MainWindow()
BriarheartBurgerOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
DragonbornWaffleFriesOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
AretinoAppleJuiceOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
DoubleDraugrOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
FriedMirsakOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
CandlehearthCoffeeOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
GardenOrcOmeletteOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
MadOtarGritsOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
MarkarthMilkOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
PhillyPoacherOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
VokunSaladOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
SailorSodaOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
SmokehouseSkeletonOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
WarriorWaterOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
-SizeChanges(sender: object, e: RoutedEventArgs)
ThalmorTripleOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
ThugsTBoneOrder.xaml
-backToScreen(sender: object, e: RoutedEventArgs)
Website
Privacy.cshtml.cs
About.cshtml.cs
Index.cshtml.cs
+Entrees: IEnumerable<IOrderItem>
+Sides: IEnumerable<IOrderItem>
+Drinks: IEnumerable<IOrderItem>
+OnGet(): void
Menu
+Entrees(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Search(IEnumerable<IOrderItem>, string): IEnumerable<IOrderItem>
+FilterByCategory(IEnumerable<IOrderItem>, IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalorie(IEnumerable<IOrderItem>, int?, int?): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double?, double?): IEnumerable<IOrderItem>
Order
-Order: List<string>
+SalesTaxRate: double <<get, set>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Number: int <<get>>
+Total: double <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+AddItem: IOrderItem(): void
+RemoveItem: IOrderItem(): void
+ContainsItem: IOrderItem(): bool
-ItemChanges(): void
Combo
-size: Size = Size.Small
+drink: Drink <<get, set>>
+entree: Entree <<get, set>>
+side: Side <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
-itemChanges(): void
<<Interface>>
IOrderItem
+Calories: uint
+SpecialInstructions: List<string>
<<get>>
+Price: double
+Description: string <<get>>
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>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: string <<get>> [override]
+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>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: string <<get>> [override]
+ToString(): string [override]
PhillyPoacher
-onion: bool = true
-onion: bool = true
-roll: bool = true
+Onion: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<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]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+Description: string <<get>> [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]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
ThugsTBone
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: 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]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
BleakwindBuffet.Data.Sides
DragonbornWaffleFries
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
FriedMirsak
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
MadOtarGrits
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Description: string <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
VokunSalad
-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Description: string <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
Side
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
BleakwindBuffet.Data.Drinks
AretinoAppleJuice
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+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>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+ToString(): string [override]
MarkarthMilk
-ice: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+Description: string <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+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>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: string <<get>> [override]
+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>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: string <<get>> [override]
+ToString(): string [override]
Drink
+Size: Size <<get, set>>
+Price: double <<get>> [override]
+Calories: uint <<get>> [override]
+SpecialInstructions: List<string> <<get>> [override]
+Description: string <<get>> [override]