

## Bleakwind Buffet.Data

```
<<Interface>>
ICollection<OrderItem>
+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
```

```
<<Interface>>
INotifyCollectionChanged
+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
```

```
Combo
+PropertyChanged: PropertyChangedEventHandler (event)
-drink: Drink
-entree: Entree
-side: Side
+Combo(Entree e, Drink d, Side s)
+Entree: Entree<get><set>
+Drink: Drink<get><set>
+Side: Side<get><set>
+Price: double<get><set>
+Calories: uint<get><set>
+SpecialInstructions: List<string><get><set>
#OnPropertyChanged(string name)
-ItemPropertyChangedListener(object sender, PropertyChangedEventArgs e)
```

```
Order
+PropertyChanged: PropertyChangedEventHandler (event)
+CollectionChanged: NotifyCollectionChangedEventHandler(event)
+order: List<OrderItem>
-nextOrderNumber: int = 1
-salesTaxRate: double
+Number: int<get><set>
+Order()
+SalesTaxRate: double<get><set>
+Subtotal: double<get>
+Tax: double<get>
+Total: double<get>
+Calories: uint<get>
+Count: int
+IsReadOnly: bool
+Contains(OrderItem item): bool
+CopyTo(OrderItem[] array, int arrayIndex)(void)
+GetEnumerator(): IEnumerator<OrderItem>
-IEnumerator: IEnumerator.GetEnumerator()
#OnPropertyChanged(string name)
+Add(OrderItem)(void)
+Remove(OrderItem)(void)
-CollectionItemChangedListener(object sender, PropertyChangedEventArgs e)
+Clear(){}
+CopyTo(OrderItem[] array, int arrayIndex)(void)
```

```
<<Interface>>
IOrderItem
Price: double<get>
Calories: uint<get>
SpecialInstructions: List<string><get>
```

```
Menu
+Entrees(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>
+All(): IEnumerable<IOrderItem><get><set>
+Search(string): IEnumerable<IOrderItem>
+FilterByType(IEnumerable<IOrderItem>, IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalories(IEnumerable<IOrderItem>, int? min, int? max): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double? min, double? max): IEnumerable<IOrderItem>
```

```
<<Interface>>
System.ComponentModel.INotifyPropertyChanged
+PropertyChanged: PropertyChangedEventHandler (event)
```

## Bleakwind Buffet.Data.Enums

```
<<Enumeration>>
Size
Small
Medium
Large
```

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

## Bleakwind Buffet.Data.Entrees

```
GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
_instructions: List<string>
+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}
+ToString(): string (override)
```

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

```
SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
_instructions: List<string>
+SausageLink: bool<get, set>
+Egg: bool<get, set>
+HashBrowns: bool<get, set>
+Pancake: bool<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
ThugsTBone
_instructions: List<string>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
Entree
+Price: double<get>
+Calories: uint<get>
+SpecialInstructions: List<string><get>
#OnPropertyChanged(string name)
```

```
BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
_instructions: List<string>
+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}
+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
_instructions: List<string>
+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}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
ThalmoTriple
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-lettuce: bool = true
-mayo: bool = true
-bacon: bool = true
-egg: bool = true
_instructions: List<string>
+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}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

## Bleakwind Buffet.Data.Sides

```
DragonbornWaffleFries
_instructions: List<string>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
FriedMiraak
_instructions: List<string>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
MadOtarGrits
_instructions: List<string>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
VokunSalad
_instructions: List<string>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
Side
#size: Size = Size.Small
+Size: Size<get, set>
+Price: double<get>
+Calories: uint<get>
+SpecialInstructions: List<string><get>
#OnPropertyChanged(string name)
```

## Bleakwind Buffet.Data.Drinks

```
AretinoAppleJuice
-ice: bool = false
_instructions: List<string>
+Ice: bool<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
CandleheartCoffee
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
_instructions: List<string>
+Ice: bool<get, set>
+Decaf: bool<get, set>
+RoomForCream: bool<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
MarkarthMilk
-ice: bool = false
_instructions: List<string>
+Ice: bool<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
SailorSoda
-ice: bool = true
_instructions: List<string>
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool<get, set>
+Flavor: SodaFlavor<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
WarriorWater
-ice: bool = true
-lemon: bool = false
_instructions: List<string>
+Ice: bool<get, set>
+Lemon: bool<get, set>
+Price: double<get>{override}
+Calories: uint<get>{override}
+SpecialInstructions: List<string><get>{override}
+ToString(): string (override)
```

```
Drink
#size: Size = Size.Small
+Size: Size<get, set>
+Price: double<get>
+Calories: uint<get>
+SpecialInstructions: List<string><get>
#OnPropertyChanged(string name)
```



