## BleakwindBuffet.Data.Enums

**<<Enumeration>>**
**Size**

Small
Medium
Large

**<<Enumeration>>**
**SodaFlavor**

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

## BleakwindBuffet.Data

**IOrderSystem**

Price: double <<get>>
Calories: uint <<get>>
SpecialInstructions: List<string> <<get>>
Description: string <<get>>

**Menu**

+Entrees: IEnumerable<IOrderItem>
+Sides: IEnumerable<IOrderItem>
+Drinks: IEnumerable<IOrderItem>
+FullMenu: IEnumerable<IOrderItem>
+Search(IEnumerable<IOrderItem>, string): IEnumerable<IOrderItem>
+FilterByCategory(IEnumerable<IOrderItem>, IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalories(IEnumerable<IOrderItem>, uint?, uint?): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double?, double?): IEnumerable<IOrderItem>

**OrderMenu**

-salestax: double
+SalesTax: double <<get>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+Calories: uint <<get>>
+Number: int <<get>>
+Count: int <<get>>
+IsReadOnly: bool <<get>>
+OrderMenu()
+Add(IOrderItem): void
+Remove(IOrderItem): void
CollectionChangedListener(Object,
PropertyChangedEventArgs): void
+Clear(): void
+Contains(IOrderItem): bool
+CopyTo(IOrderItem[], int): void
+GetEnumerator(): IEnumerator
+ICollection<IOrderItem>.Remove(IOrderItem)
+IEnumerable<IOrderItem>.Remove(IOrderItem) bool

**Combo**

-entree: Entree
-side: Side
-drink: Drink
-size: Size
+Entree: Entree
+Side: Side
+Drink: Drink
+Size: Size
+Price: double
+Calories: uint
+SpecialInstructions: List<string>
+Description: string <<get>>

## BleakwindBuffet.Data.Entrees

**GardenOrcOmelette**

-brocoli: 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>>
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Description: string <<get>>{override}
+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>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Description: string <<get>>{override}
+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>>
+SpecialInstructions: List<string> <<get>> {override}
+Price: double <<get>> {override}
+Description: 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}

**Entree**

+Price: double <<get>> {abstract}
+Calories: uint <<get>> {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}
+Description: string <<get>>{abstract}

**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>>
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+Description: 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}
+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}
+SpecialInstructions: List<string> <<get>> {override}
+Description: string <<get>>{override}
+ToString(): string {override}

## BleakwindBuffet.Data.Sides

**DragonbornWaffleFries**

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

**FriedMiraak**

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

**MadOtarGrits**

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

**Vokun Salad**

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

**Side**

+size: Size = Size.Small
+Size: Size <<get, set>> {virtual}
+Price: double <<get>> {abstract}
+Calories: uint <<get>> {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}
+Description: string <<get>>{abstract}

## System.ComponentModel

**INotifyPropertyChanged**

+ PropertyChanged PropertyChangedEventHandler <<event>>

## BleakwindBuffet.Data.Drinks

**AretinoAppleJuice**

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

**CandlehearthCoffee**

-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
+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}
+Description: string <<get>>{override}
+ToString(): string {override}

**MarkarthMilk**

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

**SailorSoda**

-ice: bool = true
-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}
+Description: string <<get>>{override}
+ToString(): string {override}

**WarriorWater**

-ice: bool = true
-lemon: bool = false
+Ice: bool <<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 = Size.Small
+Size: Size <<get, set>> {virtual}
+Price: double <<get>> {abstract}
+Calories: uint <<get>> {abstract}
+SpecialInstructions: List<string> <<get>> {abstract}
+Description: string <<get>>{abstract}

## PointOfSale

**MainWindow**

+MainWindow()
+ScreenSwap(UIElement): void

**MenuSelection**

+MenuSelection()
-BriarheartBurger_Click(object, RoutedEventArgs): void
-DoubleDraugr_Click(object, RoutedEventArgs): void
-ThalmorTriple_Click(object, RoutedEventArgs): void
-SmokehouseSkeleton_Click(object, RoutedEventArgs): void
-GardenOrcOmelette_Click(object, RoutedEventArgs): void
-PhillyPoacher_Click(object, RoutedEventArgs): void
-ThugsTBone_Click(object, RoutedEventArgs): void
-SailorSoda_Click(object, RoutedEventArgs): void
-MarkarthMilk_Click(object, RoutedEventArgs): void
-AretinoAppleJuice_Click(object, RoutedEventArgs): void
-CandlehearthCoffee_Click(object, RoutedEventArgs): void
-WarriorWater_Click(object, RoutedEventArgs): void
-VokunSalad_Click(object, RoutedEventArgs): void
-FriedMiraak_Click(object, RoutedEventArgs): void
-MadOtarGrits_Click(object, RoutedEventArgs): void
-DragonbornWaffleFries_Click(object, RoutedEventArgs): void

**ExtensionMethod**

+FindAncestor<T>(DependencyObject): T

**WarriorWaterPOS**

+WarriorWaterPOS()
-doneButton_Click(object, RoutedEventArgs): void

**AretinoAppleJuicePOS**

+AretinoAppleJuice()
-doneButton_Click(object, RoutedEventArgs): void

**MarkarthMilkPOS**

+MarkarthMilk()
-doneButton_Click(object, RoutedEventArgs): void

**SailorSodaPOS**

+SailorSodaPOS()
-doneButton_Click(object, RoutedEventArgs): void

**CandlehearthCoffeePOS**

+CandlehearthCoffeePOS()
-doneButton_Click(object, RoutedEventArgs): void

**Order**

+Order()
-Finish_Click(object, RoutedEventArgs): void
-Cancel_Click(object, RoutedEventArgs): void
-Remove_Click(object, RoutedEventArgs): void
-ItemChange(object, SelectionChangedEventArgs): void

**BriarheartBurgerPOS**

+BriarheartBurgerPOS()
-doneButton_Click(object, RoutedEventArgs): void

**DoubleDraugrPOS**

+DoubleDraugrPOS()
-doneButton_Click(object, RoutedEventArgs): void

**ThalmorTriplePOS**

+ThalmorTriplePOS()
-doneButton_Click(object, RoutedEventArgs): void

**GardenOrcOmelettePOS**

+GardenOrcOmelettePOS()
-doneButton_Click(object, RoutedEventArgs): void

**PhillyPoacherPOS**

+PhillyPoacherPOS()
-doneButton_Click(object, RoutedEventArgs): void

**ThugsTBonePOS**

+ThugsTBonePOS()
-doneButton_Click(object, RoutedEventArgs): void

**SmokehouseSkeletonPOS**

+SmokehouseSkeletonPOS()
-doneButton_Click(object, RoutedEventArgs): void

**VokunSaladPOS**

+VokunSaladPOS()
-doneButton_Click(object, RoutedEventArgs): void

**FriedMiraakPOS**

+FriedMiraakPOS()
-doneButton_Click(object, RoutedEventArgs): void

**MadOtarGritsPOS**

+MadOtarGritsPOS()
-doneButton_Click(object, RoutedEventArgs): void

**DragonbornWaffleFriesPOS**

+DragonbornWaffleFriesPOS()
-doneButton_Click(object, RoutedEventArgs): void

## Website

**Startup**

-memberName
+Configuration: IConfiguration <<get>>
+Startup(IConfiguration)
+ConfigureServices(ServiceCollection): void
+Configure(IApplicationBuilder, IHostingEnvironment): void

**Program**

+Main(string[]): void
+CreateWebHostBuilder(string[]): IWebHostBuilder

## Website.Pages

**AboutModel**

+Message: string <<get, set>>
+OnGet(): void

**ContactModel**

+Message: string <<get, set>>
+OnGet(): void

**ErrorModel**

+RequestId: string <<get, set>>
+ShowRequestId: bool <<get, set>>
+OnGet(): void

**PrivacyModel**

+OnGet(): void

**IndexModel**

+OrderItems: IEnumerable<IOrderItem> <<get, protected set>>
+SearchTerms(string): <<get, set>>
+Entree: List<IOrderItem> <<get, set>>
+Side: List<IOrderItem> <<get, set>>
+Drink: List<IOrderItem> <<get, set>>
+OnGet(string, IEnumerable<string>, double?, double?, int?, int?): void