Medium Large <<Enumeration>> SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon Bleakwind Buffet. Data IOrderSystem Price: double <<get>> Calories: uint << get>> SpecialInstructions: List<string> <<get>> <u>Menu</u> +Entrees: IEnumerable<IOrderItem> +Sides: IEnumerable<IOrderItem> +Drinks: IEnumerable<IOrderItem> +FullMenu: IEnumerable<IOrderItem> +Search(IEnumerable<IOrderItem>, string): IEnumerable<IOrderItem>
+FilterByCategory(IEnumerable<IOrderItem>, IEnumerablestring>): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem>, double?), double?); IEnumerable<IOrderItem>  $\pm Filter By Calories (IEnumerable < IOrder Item>, int?); IEnumerable < IOrder Item>$ 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 Collection Changed Listener (Object, PropertyChangedEventArgs): void +Clear(): void +Contains(IOrderItem): bool +CopyTo(IOrderItem[], int): void +GetEnumerator(): IEnumerator +ICollection<IOrderItem>.Removel(IOrderItem) +IEnumerable<IOrderItem>.Remove(IOrderItem):bool Combo -entree: Entree -side: Side -drink: Drink -size: Size +Entree: Entree ointOfSale +Side: Side +Drink: Drink +Size: Size +Price: double MainWindow +Calories: uint +SpecialInstructions: List<string> +FindAncestor<T>(DependencyObject): T

Bleakwind Buffet. Data. Enums

<<Enumeration>>

Small

Bleakwind Buffet. 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} +ToString(): string {override}

### PhillyPoacher

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

### mokehouseSkeleton

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

### ThugsTBone

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

{abstract}

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

### 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} +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} +ToString(): string {override}

### halmorTriple

-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}

Bleakwind Buffet. Data. Sides

## DragonbornWaffleFries |

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

### FriedMiraak

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

### MadOtarGrits

Vokun Salad

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

### +Price: double <<get>> {override}

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

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

Startup

-memberName

+Startup(IConfiguration)

+Main(string[]): void

+Configuration: IConfiguration <<get>>

+ConfigureServices(IServiceCollection): void

+Configure(IApplicationBuilder, IHostingEnvironment): void

+CreateWebHostBuilder(string[]): IWebHostBuilder

### ystem.ComponentModel

INotifyPropertyChanged + PropertyChanged:PropertyChangedEventHander << event>>

### leakwind Buffet. Data. Drinks

{override}

Aretino Apple Juice -ice: bool = false +lce: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>>

### CandlehearthCoffee

+ToString(): string {override}

-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}

### MarkarthMilk

+ToString(): string {override}

+ToString(): string {override}

-ice: bool = false +lce: bool <<get, set>> +Price: double << get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

### ailorSoda

-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>>

+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}

+ToString(): string {override}

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

/ebsite.Pages

+SpecialInstructions: List<string> <<get>> {abstract}

+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 -CandlehearthCoffee\_Click(object, RoutedEventArgs): void -WarriorWater\_Click(object, RoutedEventArgs): void -VokunSalad\_Click(object, RoutedEventArgs): void -Fried Miraak\_Click(object, Routed Event Args): void -MadOtarGrits\_Click(object, RoutedEventArgs): void -DragonbornWaffleFries\_Click(object, RoutedEventArgs): void

## ExtensionMethod

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() -Finish\_Click(object, RoutedEventArgs): void -Cancel\_Click(object, RoutedEventArgs): void -Remove\_Click(object, RoutedEventArgs): void

-ItemChange((object, SelectionChangedEventArgs): void

## BriarheartBurgerPOS

+ToString(): string {override}

+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

-doneButton\_Click(object, RoutedEventArgs): void

## DragonbornWaffleFriesPOS

+MadOtarGritsPOS()

+DragonbornWaffleFriesPOS() -doneButton\_Click(object, RoutedEventArgs): void

## AboutModel

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

## ContactModel

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

### +RequestId: string << get, set>> +ShowRequestId: bool <<get, set>>

ErrorModel

+OnGet(): void

rivacyModel

+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