BleakwindBuffet.Data

<<Interface>>
IOrderItem

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

Menu

+Categories: IEnumerable<string> <<get>>
+Entrees: IEnumerable<IOrderItem> <<get>>
+Sides: IEnumerable<IOrderItem> <<get>>
+Drinks: IEnumerable<IOrderItem> <<get>>
+FullMenu: IEnumerable<IOrderItem> <<get>>
+EntreeTypes: IEnumerable<Type> <<get>>
+SideTypes: IEnumerable<Type> <<get>>
+DrinkTypes: IEnumerable<Type> <<get>>
+FullMenuTypes: IEnumerable<Type> <<get>>
+Search(IEnumerable<IOrderItem> string):
IEnumerable<IOrderItem>
+FilterByCategory(IEnumerable<IOrderItem>
IEnumerable<string>): IEnumerable<IOrderItem>
+FilterByCalories(IEnumerable<IOrderItem> int?
int?): IEnumerable<IOrderItem>
+FilterByPrice(IEnumerable<IOrderItem> double?
double?): IEnumerable<IOrderItem>

Order

+Add(item: IOrderItem)
+Remove(item: IOrderItem)
+SalesTaxRate: double <<get, set>>
+Subtotal: double <<get>>
+Tax: double <<get>>
+Total: double <<get>>
+Calories: uint <<get>>
+Number: uint <<get>>

Combo

+Entree: Entree <<get, set>>
+Side: Side <<get, set>>
+Drink: Drink <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>
- -
+ToString(): string {override}

BleakwindBuffet.Data.Enums

Sizes
- -
+GetSizes: IEnumerable<Size>

<<Enumeration>>
Size

Small
Medium
Large

SodaFlavors
- -
+GetFlavors: IEnumerable<SodaFlavors>

<<Enumeration>>
SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

BleakwindBuffet.Data.Drinks

Drink

+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+Description: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>
- -
+ToString(): string {override}

AretinoAppleJuice

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

CandlehearthCoffee

+DisplayName: string <<get>>
+Description: string <<get>>
+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>>
+ToString(): string {override}

MarkarthMilk

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

SailorSoda

+DisplayName: string <<get>>
+Description: string <<get>>
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Calories: uint <<get>>
+Price: double <<get>>
+SpecialInstructions: List<string> <<get>>
- -
+ToString(): string {override}

WarriorWater

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

BleakwindBuffet.Data.Entrees

Entree
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+Description: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>

+ToString(): string {override}

GardenOrcOmelette
+DisplayName: string <<get>>
+Description: string <<get>>
+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>>
+ToString(): string {override}

PhillyPoacher
+DisplayName: string <<get>>
+Description: string <<get>>
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

SmokehouseSkeleton
+DisplayName: string <<get>>
+Description: string <<get>>
+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>>

+ToString(): string {override}

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

+ToString(): string {override}

BriarheartBurger
+DisplayName: string <<get>>
+Description: string <<get>>
+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>>

+ToString(): string {override}

DoubleDraugr
+DisplayName: string <<get>>
+Description: string <<get>>
+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>>

+ToString(): string {override}

ThalmorTriple
+DisplayName: string <<get>>
+Description: string <<get>>
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Cheese: bool <<get, set>>
+Pickle: 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>>
+SpecialInstructions: List<string> <<get>> {override}

+ToString(): string {override}

BleakwindBuffet.Data.Sides

Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+DisplayName: string <<get>>
+Description: string <<get>>
+SpecialInstructions: List<string> <<get>>
+PropertyChanged:
Event<PropertyChangedEventHandler>

+ToString(): string {override}
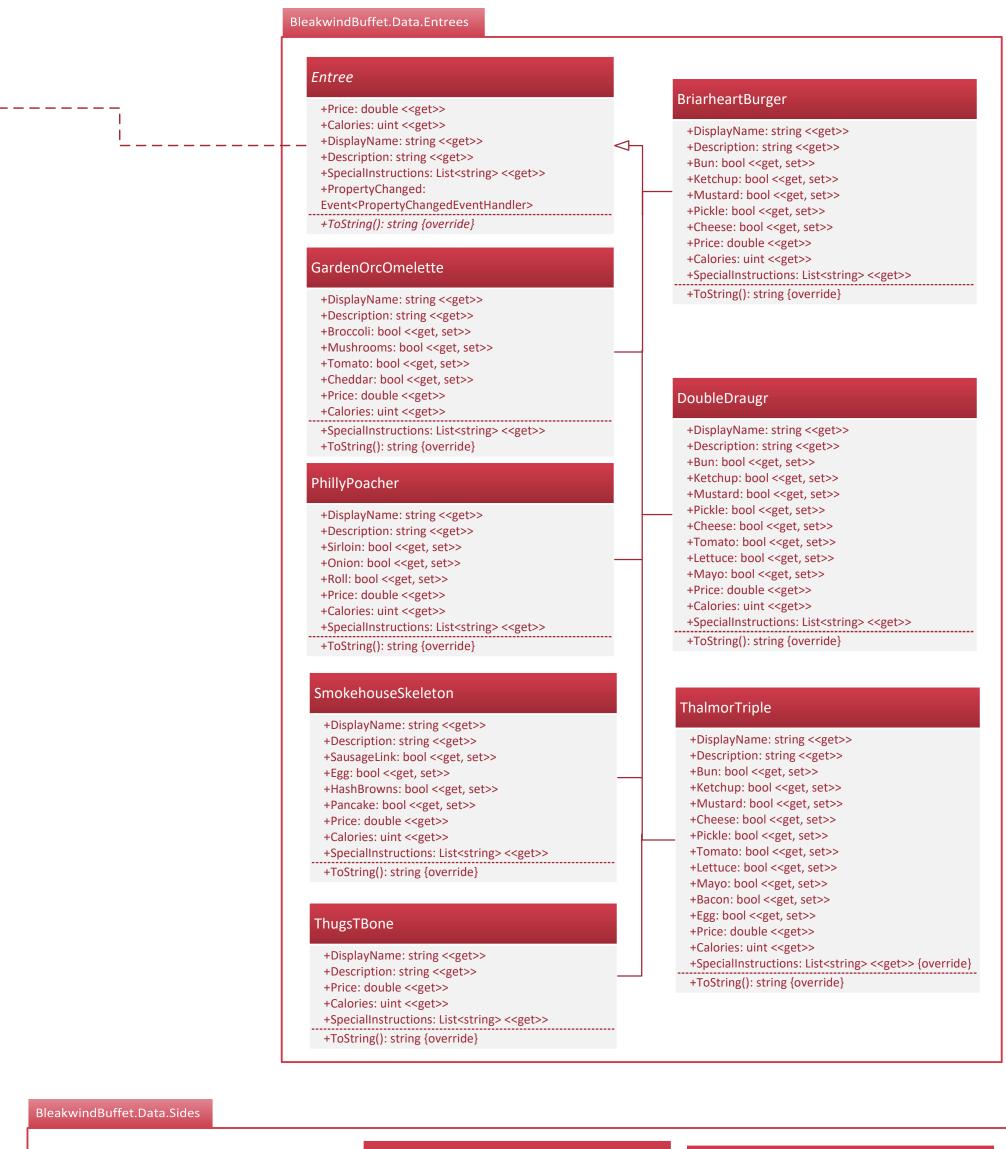
DragonbornWaffleFries
+DisplayName: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
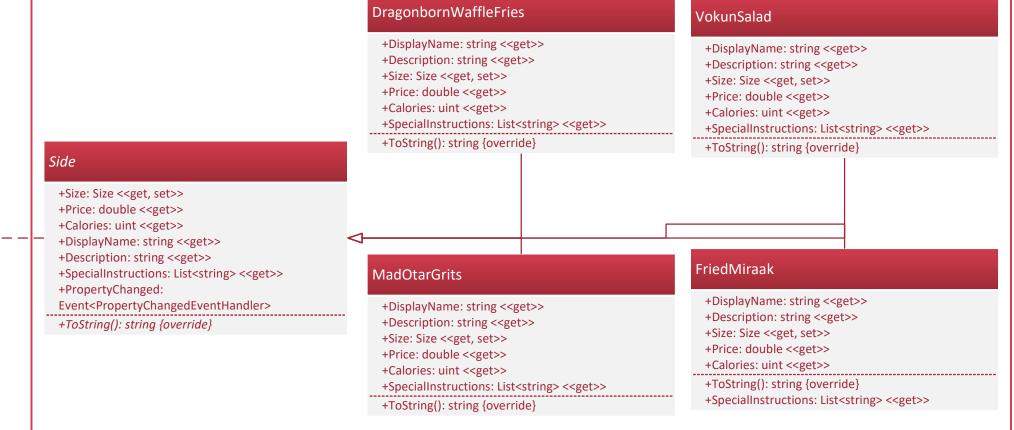+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

VokunSalad
+DisplayName: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

MadOtarGrits
+DisplayName: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

FriedMiraak
+DisplayName: string <<get>>
+Description: string <<get>>
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>

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

Website

Index

+OrderItems: IEnumerable<IOrderItem>
+SearchTerms: string
+Categories: string[]
+CalMin: int?
+CalMax int?
+PriceMin: double?
+PriceMax: double?

MainWindow

-OrderManager

OrderManager

-menu: Menu
-orderList: OrderList
-itemCustomizationPanel: ItemCustomizationPanel
+singleton: OrderManager

+CustomizeItem(item: IOrderItem)

OrderList

+AddItemToOrder(item: IOrderItem)
+ContainsItemInOrder(item: IOrderItem)

OrderItem

+BtnEdit: Button
+BtnRemove: Button
+CustomizationPanel: ItemCustomizationPanel

Menu

-menuCategoryBar: MenuCategoryBar
-menuDisplay: MenuDisplay

+SwitchMenu(newMenu:
IEnumerable<Type>)

MenuDisplay

+NewMenu(items: IEnumerable<Type>)
+ResizeItems()
+OnWindowResized()

MenuCategoryBar

+BtnAllItems: Button
+BtnEntrees: Button
+BtnSides: Button
+BtnDrinks: Button

Item

+ItemImage: ImageSource
+ItemName: String
+ItemType: Type

ItemCustomizationPanel

+BtnAddToOrder: Button
+BtnClose: Button

+LoadOptionsForItem(item: IOrderItem)

OrderItemImageLibrary

+NullImage: ImageSource

+GetImageForIOrderItem(item:Type): ImageSource

BleakwindTextBox

BleakwindButton

BleakwindCheckBox

+Box: CheckBox
+TextBlock: TextBlock