<<Interface>> **IOrderItem** +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> +EntreeTypes: IEnumerable<Type> +SideTypes: IEnumerable<Type> +DrinkTypes: IEnumerable<Type> +FullMenuTypes: IEnumerable<Type>

BleakwindBuffet.Data.Enums

BleakwindBuffet.Data

<<Enumeration>>

Size

Small Medium Large

Sizes

+GetSizes: IEnumerable<Size>

<<Enumeration>>

SodaFlavor

Blackberry Cherry Grapefruit Lemon Peach

SodaFlavors

Watermelon

+GetFlavors: IEnumerable<SodaFlavors>

BleakwindBuffet.Data.Sides Side -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} DragonbornWaffleFries -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} FriedMiraak +Size: Size <<get, set>> -size: Size = Size.Small +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} MadOtarGrits -size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} VokunSalad -size: Size = Size.Small +Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

+ToString(): string {override}

+SpecialInstructions: List<string> <<get>>

BleakwindBuffet.Data.Entree

Entree

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

GardenOrcOmelette

- -broccoli: bool = true -mushrooms: bool = true
- -tomato: bool = true
- -cheddar: bool = true
- +Broccoli: bool <<get, set;
- +Mushrooms: bool << get,
- +Tomato: bool <<get, set>
- +Cheddar: bool <<get, set
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<
- +ToString(): string {overrid

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>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<
- +ToString(): string {overrid

SmokehouseSkeleton

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

ThugsTBone

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

a.Entrees

| get>> get>> ons: List <string> <<get>> ons: Alance of the set of th</get></string> | \triangleleft |
|--|-----------------|
| ette | |
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| ol < <get, set="">> get, set>> get, set>> get, set>> get>> get>></get,> | |
| ons: List <string> <<get>> g {override}</get></string> | |
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| e e | |
| et, set>> et, set>> set>> get>> | |
| get>> ons: List <string> <<get>> g {override}</get></string> | |
| leton | |
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| set>> ol < <get, set="">> <get, set="">> get>> get>></get,></get,> | |
| ons: List <string> <<get>> g {override}</get></string> | |

get>>

get>>

g {override}

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

BleakwindBuffet.Data.Drinks

Drink

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

AretinoAppleJuice

- -ice: bool = false
- -size: Size = Size.Small
- +lce: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>>
- +ToString(): string {override}

CandlehearthCoffee

- -ice: bool = false
- -decaf: bool = false
- -roomForCream: bool = false
- -size: Size = Size.Small
- +lce: 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

- -ice: bool = false
- -size: Size = Size.Small
- +lce: bool <<get, set>>
- +Size: Size <<get, set>> +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> << get>>
- +ToString(): string {override}

SailorSoda

- -ice: bool = true
- -size: Size = Size.Small
- -flavor: SodaFlavor = SodaFlavor.Cherry
- +lce: bool <<get, set>>
- +Size: Size <<get, set>> +Flavor: SodaFlavor <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>
- +ToString(): string {override}
- +10String(): string {override}

WarriorWater

- -ice: bool = true
- -lemon: bool = false
 -size: Size = Size.Small
- +lce: bool <<get, set>>
- +Size: Size <<get, set>>
- +Lemon: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>>
- +ToString(): string {override}

PointOfSale Item Item Customization PanelOrderList +ItemImage: ImageSource +BtnAddToOrder: Button -list: List<IOrderItem> +ItemName: String +BtnClose: Button +AddItemToOrder(item: IOrderItem) +ItemType: Type -orderItem: IOrderItem +LoadOptionsForItem(item: IOrderItem) OrderManager MainWindow Menu $\hbox{-}Order Manager$ -menu: Menu -menuCategoryBar: MenuCategory -orderList: OrderList -menuDisplay: MenuDisplay -itemCustomizationPanel: +SwitchMenu(newMenu: Item Customization PanelIEnumerable<Type>) +singleton: OrderManager

