eakwindBuffet.Data.Entre AretinoAppleJuice GardenOrcOmelette ragonbornWaffleFries BriarheartBurger -broccoli: bool = true -ice: bool = false akwind Buffet. Data. Enums -mushrooms: bool = true -size: Size = Size.Small -size: Size = Size.Small -bun: bool = true -tomato: bool = true +lce: bool <<get, set>> +Size: Size << get, set>> {override} -ketchup: bool = true +Size: Size << get, set>> {override} -cheddar: bool = true +Price: double <<get>> {override} -mustard: bool = true Enumeration>> +Broccoli: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override} -pickle: bool = true +SpecialInstructions: List<string> << get>> {override} +Mushrooms: bool <<get, set>> +Calories: uint <<get>> {override} -cheese: bool = true +Tomato: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} +Bun: bool <<get, set>> +Cheddar: bool <<get, set>> {override} Small +Ketchup: bool <<get, set>> +Price: double <<get>> {override} +ToString(): string {override} Medium +Mustard: bool <<get, set>> +Calories: uint <<get>> {override} Large iedMiraak +Pickle: bool <<get, set>> +SpecialInstructions: List<string> << get>> {override} +Cheese: bool <<get, set>> CandlehearthCoffee +ToString(): string {override} -size: Size = Size.Small +Price: double <<get>> {override} +Size: Size << get, set>> {override} +Calories: uint <<get>> {override} <Enumeration>> -ice: bool = false +Price: double << get>> {override} +SpecialInstructions: List<string> << get>> {override} -decaf: bool = false odaFlavor +Calories: uint <<get>> {override} +ToString(): string {override} -roomForCream: bool = false +SpecialInstructions: List<string> <<get>> {override} -size: Size = Size.Small PhillyPoacher Blackberry +ToString(): string {override} +Ice: bool <<get, set>> Cherry +Decaf: bool <<get, set>> ubleDraugr Grapefruit -sirloin: bool = true +RoomForCream: bool <<get, set>> Lemon -onion: bool = true +Price: double<<get>> MadOtarGrits +Size: Size << get, set>> {override} -bun: bool = true Peach -roll : bool = true +Size: Size<<get, set>> +Price: double <<get>> {override} +Price: double<<get>> +Sirloin: bool <<get, set>> -ketchup: bool = true Watermelon +Calories: uint<<get>> -size: Size = Size.Small +Calories: uint <<get>> {override} +Onion: bool <<get, set>> -mustard: bool = true +Calories: uint<<get>> +SpecialInstructions: List<String><<get>> +Size: Size << get, set>> {override} +SpecialInstructions: List<string> << get>> -pickle: bool = true +Roll: bool <<get, set>> +SpecialInstructions: List<String><<get>> +Price: double <<get>> {override} {override} -cheese: bool = true +Price: double <<get>> {override} +Calories: uint <<get>> {override} +ToString(): string {override} -tomato: bool = true +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override} -lettuce: bool = true +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override} -mayo: bool = true // AarkarthMilk +ToString(): string {override} +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> -ice: bool = false okunSalad +Mustard: bool <<get, set>> -size: Size = Size.Small SmokehouseSkeleton +Pickle: bool <<get, set>> +Ice: bool <<get, set>> -size: Size = Size.Small +Cheese: bool << get, set >> +Size: Size << get, set>> {override} -sausageLink: bool = true +Tomato: bool <<get, set>> +Size: Size << get, set>> {override} +Price: double <<get>> {override} -egg: bool = true +Price: double <<get>>> {override} +Lettuce: bool <<get, set>> +Calories: uint <<get>> {override} -hashBrowns: bool = true +Calories: uint <<get>> {override} +Mayo: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +Price: double<<get>> -pancake: bool = true +Price: double <<get>> {override} +SpecialInstructions: List<string> <<get>> {override} {override} +Size: Size<<get, set>> +SausageLink: bool <<get, set>> +Calories: uint <<get>> {override} +ToString(): string {override} +ToString(): string {override} +Calories: uint<<get>> +Egg: bool <<get, set>> +SpecialInstructions: List<string> << get>> {override} +SpecialInstructions: List<String><<get>> +HashBrowns: bool <<get, set>> +ToString(): string {override} +Pancake: bool <<get, set>> SailorSoda +Price: double <<get>> {override} +Calories: uint <<get>> {override} nalmorTriple -ice: bool = true +SpecialInstructions: List<string> <<get>> {override} -size: Size = Size.Small +ToString(): string {override} -flavor: SodaFlavor = SodaFlavor.Cherry -bun: bool = true -ketchup: bool = true +lce: bool <<get, set>> +Size: Size << get, set>> {override} -mustard: bool = true +Flavor: SodaFlavor << get, set>> -pickle: bool = true ThugsTBone -cheese: bool = true +Price: double <<get>> {override} OrderItem -tomato: bool = true +Calories: uint <<get>> {override} +Price: double <<get>> {override} -lettuce: bool = true +SpecialInstructions: List<string> <<get>> _-----+Calories: uint <<get>> {override} Price:double<<get:>> -mayo: bool = true {override} +SpecialInstructions: List<string> <<get>> {override} -bacon: bool = true +ToString(): string {override} Calories: uint << get>> +ToString(): string {override} -egg: bool = true SpecialInstructions: List<string> <<get>> +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> WarriorWater +Mustard: bool <<get, set>> +Pickle: bool <<get, set>> -ice: bool = true +Cheese: bool << get, set >> -lemon: bool = false +Tomato: bool <<get, set>> -size: Size = Size.Small +Lettuce: bool <<get, set>> +Ice: bool <<get, set>> +Mayo: bool <<get, set>> +Size: Size << get, set>> {override} +Bacon: bool <<get, set>> +Lemon: bool <<get, set>> +Egg: bool <<get, set>> +Price: double <<get>> {override} +Price: double <<get>> {override} +Calories: uint <<get>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> +SpecialInstructions: List<string> <<get>> {override} +FullMenu():IEnumerable<lorderItem> {override} +ToString(): string {override} <u>+Entrees():IEnumerable<IorderItem></u> +ToString(): string {override} +Sides():IEnumerable<lorderItem> +Drinks():IEnumerable<lorderItem>