<<interface>>
IMenuItem

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ PreparationInformation: IEnumerable<string> <<get>>

Entree

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ SalsaType: Salsa <<get, set>>
+ DefaultSalsa: Salsa <<get, set>>
+ PreparationInformation: IEnumerable<string> <<get>>
+ BaseIngredient: IngredientItem <<get, set>>
+ PossibleToppings: Dictionary<Ingredient, IngredientItem> <<get, set>>

Drink

+ Name: string <<get>>
+ Description: string <<get>>
+ Size: Size <<get, set>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ PreparationInformation: IEnumerable<string> <<get>>
+ ToString(): string

IngredientItem

+ IngredientType: Ingredient <get>
+ Name: string <get>
+ Calories: uint <get>
+ decimal UnitCost: decimal
+ Included: bool <get, set>
+ Default: bool <get, set>
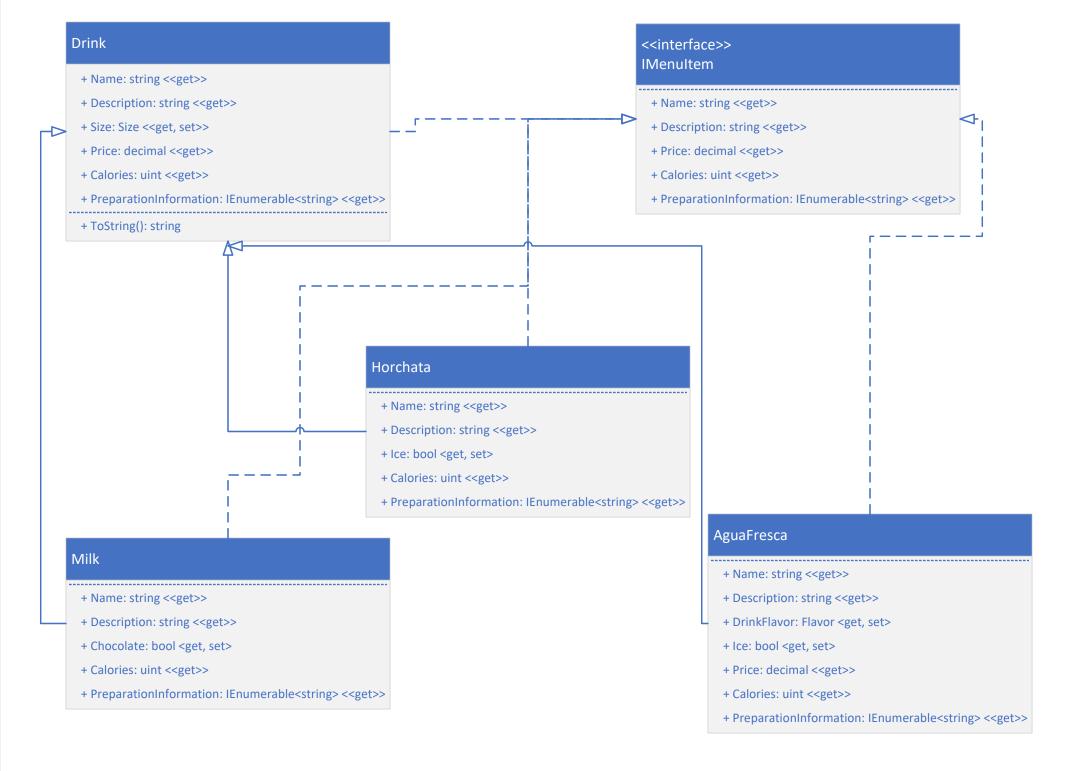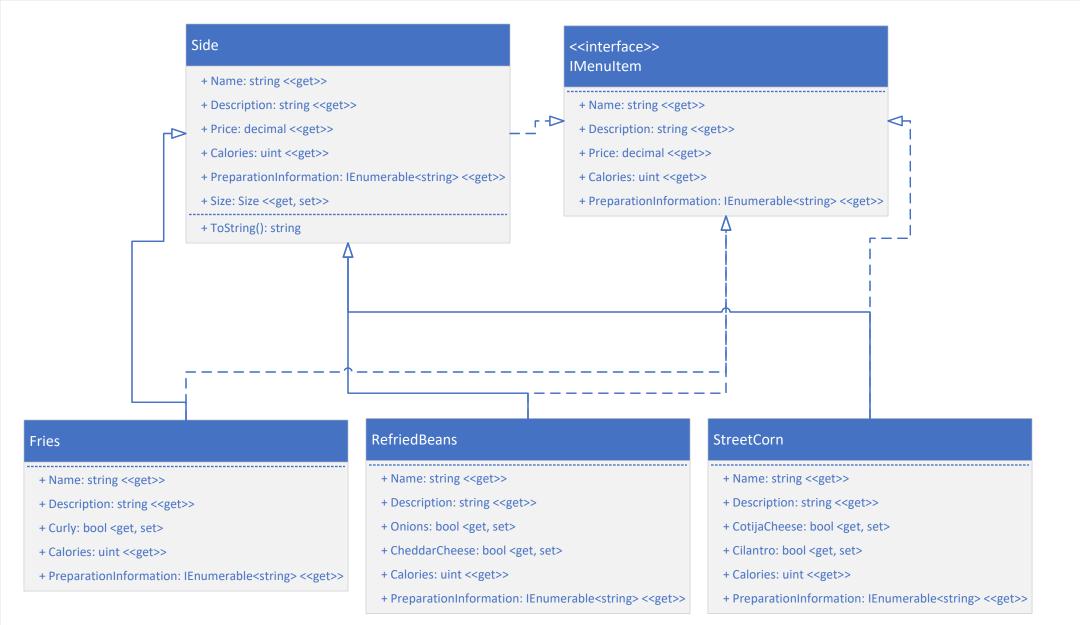+ IngredientItem (i: Ingredient)

<<Enumeration>>
Ingredient

<<Enumeration>>
Salsa

<<Enumeration>>
Size

<<Enumeration>>
Flavor

Side

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ PreparationInformation: IEnumerable<string> <<get>>
+ Size: Size <<get, set>>
+ ToString(): string

<<Interface>>
ICollection<IMenuItem>

Order

+ Subtotal: decimal <<get>>
+ TaxRate: decimal <<get, set>>
+ Tax: decimal <<get>>
+ Total: decimal <<get>>

KidsMeal

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ PreparationInformation: IEnumerable<string> <<get>>
+ DrinkChoice: Drink
+ SideChoice: Side
+ Count: uint

Entree

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ SalsaType: Salsa <<get, set>>
+ DefaultSalsa: Salsa <<get, set>>
+ PreparationInformation: IEnumerable<string> <<get>>
+ BaseIngredient: IngredientItem <<get, set>>
+ PossibleToppings: Dictionary<Ingredient, IngredientItem> <<get, set>>

Bowl

+ Name: string <get>
+ Description: string <get>
+ ToString(): string

CarnitasBowl

+ Name: string <get>
+ Description: string <get>
+ Price: decimal <<get>>

GreenChickenBowl

+ Name: string <get>
+ Description: string <get>
+ Price: decimal <<get>>

SpicySteakBowl

+ Name: string <get>
+ Description: string <get>
+ Price: decimal <<get>>

<<interface>>
IMenuItem

+ Name: string <<get>>
+ Description: string <<get>>
+ Price: decimal <<get>>
+ Calories: uint <<get>>
+ PreparationInformation: IEnumerable<string> <<get>>

Nacho

+ Name: string <get>
+ Description: string <get>
+ ToString(): string

ChickenFajitaNachos

+ Name: string <get>
+ Description: string <get>
+ Price: decimal <<get>>

ClassicNachos

+ Name: string <get>
+ Description: string <get>
+ Price: decimal <<get>>

IngredientItem

+ IngredientType: Ingredient <get>
+ Name: string <get>
+ Calories: uint <get>
+ decimal UnitCost: decimal
+ Included: bool <get, set>
+ Default: bool <get, set>
+ IngredientItem (i: Ingredient)

<<Enumeration>>
Ingredient

<<Enumeration>>
Salsa

<<Enumeration>>
Size

Drink

+ Name: string <<get>>

+ Description: string <<get>>

+ Size: Size <<get, set>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

+ ToString(): string

<<interface>>
IMenuItem

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

IngredientItem

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

<<Enumeration>>
Size

<<Enumeration>>
Flavor

Horchata

+ Name: string <<get>>

+ Description: string <<get>>

+ Ice: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

Milk

+ Name: string <<get>>

+ Description: string <<get>>

+ Chocolate: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

AguaFresca

+ Name: string <<get>>

+ Description: string <<get>>

+ DrinkFlavor: Flavor <get, set>

+ Ice: bool <get, set>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

Side

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

+ Size: Size <<get, set>>

+ ToString(): string

<<interface>>
IMenuItem

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

IngredientItem

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

<<Enumeration>>
Ingredient

<<Enumeration>>
Size

<<Enumeration>>
Flavor

Fries

+ Name: string <<get>>

+ Description: string <<get>>

+ Curly: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

RefriedBeans

+ Name: string <<get>>

+ Description: string <<get>>

+ Onions: bool <get, set>

+ CheddarCheese: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

StreetCorn

+ Name: string <<get>>

+ Description: string <<get>>

+ CotijaCheese: bool <get, set>

+ Cilantro: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

KidsMeal

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

+ DrinkChoice: Drink

+ SideChoice: Side

+ Count: uint

<<interface>>
IMenuItem

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

IngredientItem

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

ChickenNuggetsMeal

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

CornDogBitesMeal

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

SlidersMeal

+ Name: string <<get>>

+ Description: string <<get>>

+ AmericanCheese: bool <<get, set>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

<<Enumeration>>
Ingredient

<<Enumeration>>
Salsa

<<Enumeration>>
Size

<<Enumeration>>
Flavor