Combo +PropertyChanged:PropertyChangedEventHandler +Calories: uint +Entree:Entree<get, set> +SalesTaxRate:double +Side:Side<get, set> +Subtotal:double +Drink:Drink<get, set> +Tax:double ObservableCollection<IOrderItem> +Combo([Entree, Side, Drink]) +Total:double +Price:double<get> +Number:uint +Calories:double<get> +Order() +SpecialInstructions:List<string><get> -Collection Changed Listener ([object, Notify Collection Changed Event Args]): void-CollectionItemChangedListener([object, PropertyChangedEventArgs]):void +IsReadOnly:bool <Interface>> IOrderItem +Price:double <<get>> +Entrees():IEnumerable<IOrderItem> +Calories:uint <<get>> +Sides():IEnumerable<IOrderItem> +SpecialInstructions:List<string> << get>> +Drinks():IEnumerable<IOrderItem> +FullMenu():IEnumerable<IOrderItem> leakwindBuffet.Data.Enum leakwindBuffet.Data.Entree BleakwindBuffet.Data.Side BleakwindBuffet.Data.Drink <<Enumeration>> BriarheartBurger +PropertyChanged:PropertyChangedEventHandler Entree Small +OnPropertiesChanged:void(PropertyChangedEventArgs) +PropertyChanged:PropertyChangedEventHandler +PropertyChanged:PropertyChangedEventHandler +Size:Size <<get, set>> Medium +Size:Size <<get>> -bun: bool = true +Price:double <<get>> Large +Price:double <<get>> +Price:double <<get>> -ketchup: bool = true +Calories:uint <<get>> +Calories:uint <<get>> +Calories:uint <<get>> -mustard: bool = true +SpecialInstructions:List<string> <<get>> +SpecialInstructions:List<string> << get>> +SpecialInstructions:Li<mark>st<string> <<get>></mark> -pickle: bool = true -cheese: bool = true <<Enumeration>> +Bun: bool <<get, set>> SodaFlavor -memberName AretinoAppleJuice OragonbornWaffleFries +Ketchup: bool <<get, set>> Blackberry +Mustard: bool <<get, set>> -ice: bool = false -size: Size = Size.Smal Cherry +Pickle: bool <<get, set>> GardenOrcOmelette -size: Size = Size.Small +Price: double <<get> Grapefruit +Cheese: bool <<get, set>> +lce: bool <<get, set>> +Calories: uint <<get> Lemon +Price: double <<get>> +PropertyChanged:PropertyChangedEventHandler +Price: double <<get>> +SpecialInstructions: List<string> <<get>> Peach +Calories: uint <<get>> -broccoli: bool = true +Calories: uint <<get>> +ToString(): string {override} Watermelon +SpecialInstructions: List<string> <<get>> -mushrooms: bool = true +SpecialInstructions: List<string> <<get>> +ToString(). string (override) -tomato: bool = true +ToString(): string {override} -cheddar: bool = true DoubleDraugr +Broccoli: bool <<get, set>> +Mushrooms: bool <<get, set>> FriedMiraak +PropertyChanged:PropertyChangedEventHandler +Tomato: bool <<get, set>> -bun: bool = true +Cheddar: bool <<get, set>> -size: Size = Size.Smal -ketchup: bool = true +Price: double <<get>> +Price: double <<get>> CandlehearthCoffee -mustard: bool = true +Calories: uint <<get>> +Calories: uint <<get>> -pickle: bool = true +SpecialInstructions: List<string> <<get>> +SpecialInstructions: List<string> <<get>> -ice: bool = false -cheese: bool = true -decaf: bool = false +ToString(): string {override} +ToString(): string {override} -tomato: bool = true -roomForCream: bool = false -lettuce: bool = true -size: Size = Size.Small -mayo: bool = true +lce: bool <<get, set>> PhillyPoacher +Bun: bool <<get, set>> MadOtarGrits +Decaf: bool <<get, set>> +Ketchup: bool <<get, set>> +RoomForCream: bool <<get, set>> +Mustard: bool <<get, set>> +PropertyChanged:PropertyChangedEventHandler -size: Size = Size.Smal +Price: double <<get>> +Price: double <<get>> +Pickle: bool <<get, set>> -sirloin: bool = true +Calories: uint <<get>> -onion: bool = true +Cheese: bool <<get, set>> +Calories: uint <<get> +SpecialInstructions: List<string> <<get>> +Tomato: bool <<get, set>> -roll : bool = true +SpecialInstructions: List<string> <<get>> +ToString(): string {override} +Lettuce: bool <<get, set>> +Sirloin: bool <<get, set>> +ToString(): string {override} +Onion: bool <<get, set>> +Mayo: bool <<get, set>> +Price: double <<get>> +Roll: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +Calories: uint <<get>> VokunSalad MarkarthMilk +SpecialInstructions: List<string> <<get>> +ToString(): string {override} -size: Size = Size.Small +ToString(): string {override} -ice: bool = false ThalmorTriple +Price: double <<get>> -size: Size = Size.Small +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +lce: bool << get, set>> SmokehouseSkeleton +PropertyChanged:PropertyChangedEventHandler +Price: double <<get>> -bun: bool = true +ToString(): string {override} +Calories: uint <<get>> -ketchup: bool = true +PropertyChanged:PropertyChangedEventHandler +SpecialInstructions: List<string> <<get>> -mustard: bool = true -sausageLink: bool = true +ToString(): string {override} -pickle: bool = true -egg: bool = true -hashBrowns: bool = true -cheese: bool = true -tomato: bool = true -pancake: bool = true -lettuce: bool = true +SausageLink: bool <<get, set>> -mayo: bool = true +Egg: bool <<get, set>> SailorSoda -bacon: bool = true +HashBrowns: bool <<get, set>> +Pancake: bool <<get, set>> -egg: bool = true -ice: bool = true +Bun: bool <<get, set>> +Price: double <<get>> -size: Size = Size.Small +Ketchup: bool <<get, set>> +Calories: uint <<get>> -flavor: SodaFlavor = SodaFlavor.Cherry
-+Tce: bool << get, set>> +Mustard: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +Pickle: bool <<get, set>> +ToString(): string {override} +Flavor: SodaFlavor <<get, set>> +Cheese: bool <<get, set>> +Price: double <<get>> +Tomato: bool <<get, set>> +Calories: uint <<get>> ThugsTBone +Lettuce: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +Mayo: bool <<get, set>> +ToString(): string {override} +Price: double <<get>> +Bacon: bool <<get, set>> +Calories: uint <<get>> +Egg: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +Price: double <<get>> +ToString(): string {override} +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> {override} WarriorWater +ToString(): string {override} -ice: bool = true -lemon: bool = false -size: Size = Size.Small L-----------------+Lemon: bool <<get, set>> +Price: double <<get>>

+Calories: uint <<get>>

+ToString(): string {override}

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