Bleakwind Buffet. Data <<interface>> IOrderItem +Calories: uint <<get>> +Price: double <<get>> +SpecialInstructions: List<string> <<get>> Menu +Entrees(): IEnumerable<IOrderItem> +Drinks(): IEnumerable<IOrderItem> +Sides(): IEnumerable<IOrderItem> +FullMenu(): IEnumerable<IOrderItem>

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small Medium

Large

<<Enumeration>>

SodaFlavor

Blackberry

Cherry Grapefruit

Lemon

Peach Watermelon

BleakwindBuffet.Data.Entrees

GardenOrcOmelette

-broccoli: bool = true

-mushrooms: bool = true

-tomato: bool = true

-cheddar: bool = true +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

-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<string> <<get>>

+ToString(): string {override}

SmokehouseSkeleton

-sausageLink: bool = true

-egg: bool = true

-hashBrowns: bool = true -pancake: bool = true

+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 +Price: double <<get>>

+Calories: uint << get>>

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

+ToString(): string {override}

Entrees

+Price: double <<get>> +Calories: uint <<get>>

+SpecialInstructions: 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>>

+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.Sides

Sides

+Size: Size << get, set>> +Price: double <<get>>

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

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 = Size.Small

+Size: Size << get, set>>

+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

+Calories: uint <<get>>

+Size: Size <<get, set>> +Price: double <<get>>

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

BleakwindBuffet.Data.Drinks

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

+Decaf: bool << get, set>>

-roomForCream: bool = false -size: Size = Size.Small

+lce: 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>>

+Calories: uint <<get>>

+Price: double <<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}

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}

Drinks

+Price: double <<get>> +Calories: uint << get>>

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