

BleakwindBuffet.Data.Enums
<div><<Enumeration>></div> <div>Size</div>
<div><div>Small</div><div>Medium</div><div>Large</div></div>
<div><<Enumeration>></div> <div>SodaFlavor</div>
<div><div>Blackberry</div><div>Cherry</div><div>Grapefruit</div><div>Lemon</div><div>Peach</div><div>Watermelon</div></div>

BleakwindBuffet.Data.Menu
<div><<Interface>></div> <div>IOrderItem</div>
<div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div></div>
<div>Menu</div>
<div><div>+Entrees: IEnumerable<IOrderItem></div><div>+Sides: IEnumerable<IOrderItem></div><div>+Drinks: IEnumerable<IOrderItem></div><div>+FullMenu: IEnumerable<IOrderItem></div></div>

BleakwindBuffet.Data.Entrees
<div>GardenOrcOmelette</div>
<div><div>+Broccoli: bool <<get, set>></div><div>+Mushrooms: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Cheddar: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>PhillyPoacher</div>
<div><div>+Sirloin: bool <<get, set>></div><div>+Onion: bool <<get, set>></div><div>+Roll: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>SmokehouseSkeleton</div>
<div><div>+SausageLink: bool <<get, set>></div><div>+Egg: bool <<get, set>></div><div>+HashBrowns: bool <<get, set>></div><div>+Pancake: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>ThugsTBone</div>
<div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>Entree</div>
<div><div>+Size: Size <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div></div>
<div>BriarheartBurger</div>
<div><div>+Bun: bool <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>DoubleDraugr</div>
<div><div>+Bun: bool <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Lettuce: bool <<get, set>></div><div>+Mayo: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>ThalmorTriple</div>
<div><div>+Bun: bool <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Lettuce: bool <<get, set>></div><div>+Mayo: bool <<get, set>></div><div>+Bacon: bool <<get, set>></div><div>+Egg: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>

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

BleakwindBuffet.Data.Drinks
<div>AretinoAppleJuice</div>
<div><div>+Ice: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>CandlehearthCoffee</div>
<div><div>+Ice: bool <<get, set>></div><div>+Decaf: bool <<get, set>></div><div>+RoomForCream: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>MarkarthMilk</div>
<div><div>+Ice: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>SailorSoda</div>
<div><div>+Ice: bool <<get, set>></div><div>+Flavor: SodaFlavor <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>WarriorWater</div>
<div><div>+Ice: bool <<get, set>></div><div>+Lemon: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>Drink</div>
<div><div>+Size: Size <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div></div>