Small Medium Large <Enumeration>> SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon Bleakwind Buffet. Data

<u>Menu</u>

- + Entrees(): IEnumerable<IOrderItem>
- + Sides(): IEnumerable<IOrderItem>
- + Drinks(): IEnumerable<IOrderItem>
- + FullMenu(): IEnumerable<IOrderItem>

IOrderItem

- -memberName
- + Price : double <<get>>
- + Calories: uint <<get>>
- + SpecialInstructions:List<string> <<get>>

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GardenOrcOmelette
                                                                  BriarheartBurger
 -broccoli: bool = true
                                                                   -bun: bool = true
 -mushrooms: bool = true
                                                                   -ketchup: bool = true
 -tomato: bool = true
                                                                    -mustard: bool = true
 -cheddar: bool = true
                                                                    -pickle: bool = true
 +Broccoli: bool <<get, set>>
                                                                   -cheese: bool = true
 +Mushrooms: bool <<get, set>>
                                                                   +Bun: bool <<get, set>>
 +Tomato: bool <<get, set>>
                                                                   +Ketchup: bool <<get, set>>
 +Cheddar: bool <<get, set>>
                                                                   +Mustard: bool <<get, set>>
 +Price: double <<get>>
                                                                   +Pickle: bool <<get, set>>
 +Calories: uint <<get>>
                                                                   +Cheese: bool << get, set >>
 +SpecialInstructions: List<string> << get>>
                                                                   +Price: double <<get>>
 +ToString(): string {override}
                                                                   +Calories: uint <<get>>
                                                                   +SpecialInstructions: List<string> <<get>>
                                                                   +ToString(): string {override}
PhillyPoacher
                                                                 DoubleDraugr
 -sirloin: bool = true
 -onion: bool = true
                                                                   -bun: bool = true
 -roll : bool = true
                                                                   -ketchup: bool = true
 +Sirloin: bool <<get, set>>
                                                                   -mustard: bool = true
 +Onion: bool << get, set>>
                                                                    -pickle: bool = true
 +Roll: bool <<get, set>>
                                                                   -cheese: bool = true
 +Price: double <<get>>
                                                                    -tomato: bool = true
 +Calories: uint <<get>>
                                                                    -lettuce: bool = true
 +SpecialInstructions: List<string> << get>>
                                                                    -mayo: bool = true
 +ToString(): string {override}
                                                                    +Bun: bool <<get, set>>
                                                                   +Ketchup: bool <<get, set>>
                                                                   +Mustard: bool <<get, set>>
SmokehouseSkeleton
                                                                   +Pickle: bool <<get, set>>
                                                                   +Cheese: bool <<get, set>>
 -sausageLink: bool = true
                                                                   +Tomato: bool <<get, set>>
 -egg: bool = true
                                                                   +Lettuce: bool <<get, set>>
 -hashBrowns: bool = true
                                                                   +Mayo: bool <<get, set>>
 -pancake: bool = true
                                                                   +Price: double <<get>>
 +SausageLink: bool <<get, set>>
                                                                   +Calories: uint <<get>>
 +Egg: bool <<get, set>>
                                                                   +SpecialInstructions: List<string> << get>>
 +HashBrowns: bool <<get, set>>
                                                                   +ToString(): string {override}
 +Pancake: bool <<get, set>>
 +Price: double <<get>>
 +Calories: uint <<get>>
                                                                   ThalmorTriple
 +SpecialInstructions: List<string> << get>>
 +ToString(): string {override}
                                                                   -bun: bool = true
                                                                    -ketchup: bool = true
                                                                    -mustard: bool = true
                                                                    -pickle: bool = true
ThugsTBone
                                                                    -cheese: bool = true
                                                                    -tomato: bool = true
 +Price: double <<get>>
                                                                    -lettuce: bool = true
 +Calories: uint <<get>>
                                                                    -mayo: bool = true
 +SpecialInstructions: List<string> << get>>
                                                                    -bacon: bool = true
 +ToString(): string {override}
                                                                    -egg: bool = true
                                                                    +Bun: bool <<get, set>>
                                                                   +Ketchup: bool <<get, set>>
Entree
                                                                   +Mustard: bool <<get, set>>
                                                                   +Pickle: bool <<get, set>>
 + Price: double <<get>>
                                                                   +Cheese: bool <<get, set>>
 + Calories: uint << get>>
                                                                   +Tomato: bool <<get, set>>
 + SpecialInstructions: List<string> <<get>>
                                                                   +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}
```

BleakwindBuffet.Data.Sides 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 +Size: Size << get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} + Size: Size << get, set>> + Price: double <<get>> + Calories: uint << get>> + SpecialInstructions: List<string> <<get>>

Aretino Apple Juice

- -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
- -roomForCream: bool = false
- -size: Size = Size.Small
- +lce: bool <<get, set>>
- +Decaf: 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>>
- +Price: double <<get>>
- +Calories: uint <<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}

- + Size: Size << get, set>>
- + Price: double <<get>>
- + Calories: uint <<get>>
- + SpecialInstructions: List<string> << get>>

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