

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small  
Medium  
Large

<<Enumeration>>

SodaFlavor

Blackberry  
Cherry  
Grapefruit  
Lemon  
Peach  
Watermelon

BleakwindBuffet.Data.Interfaces

<<Interface>>

IOrderItem

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

BleakwindBuffet.Data.Abstract

Entree

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

Drink

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

Side

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

BleakwindBuffet.Data.Entrees

GardenOfcOmelette

-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)

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)  
-memberName

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

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)

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

-ice: bool = false  
-size: Size = Size.Small  
+Ice: 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  
+Ice: 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  
+Ice: 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  
+Ice: 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  
+Ice: bool <<get, set>>  
+Size: Size <<get, set>>  
+Lemon: bool <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
+ToString(): string (override)