

BleakwindBuffet.Data.Enums

```
<<Enumeration>>  
Size  
  
Small  
Medium  
Large
```

```
<<Enumeration>>  
SodaFlavor  
  
Blackberry  
Cherry  
Grapefruit  
Lemon  
Peach  
Watermelon
```

Menu

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

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}
```

Entree

```
+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

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}
```

Side

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

<<Interface>>

IOrderItem

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

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  
+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}
```

Drink

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