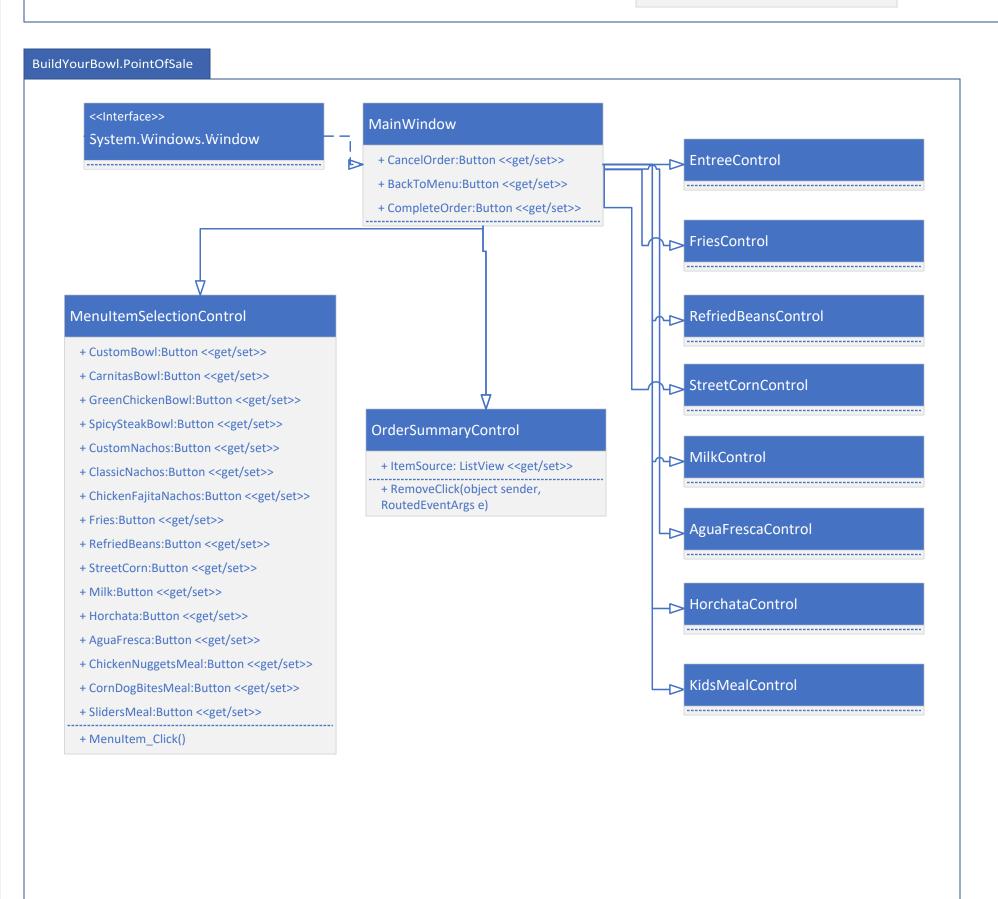
+Instructions:IEnumerable<string> << get>>



+Price: decimal <<get, set>>

+Instructions:IEnumerable<string> << get>>

+Calories:uint <<get>>

System.ComponentModel <<Interface>> INotifyPropertyChanged +PropertyChanged: PropertyChangedEventHandler? <<event>>

+Instructions:IEnumerable<string> << get>>

+Calories: uint <<get>>

+Instructions:IEnumerable<string> << get>>

