

BleakwindBuffet.Data.Enums

<<Enumeration>>  
Size

Small  
Medium  
Large

<<Enumeration>>  
SodaFlavor

Blackberry  
Cherry  
Grapefruit  
Lemon  
Peach  
Watermelon

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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+ToString(): string {override}

ThugsTBone

+Price: double <<get>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+ToString(): string {override}

Entree

+Price: double <<get>>  
+Calories <<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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+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>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

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

FriedMiraak

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

MadOtarGrits

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

VokunSalad

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

Side

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

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

MarkarthMilk

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

SailorSoda

-ice: bool = true  
-flavor: SodaFlavor = SodaFlavor.Cherry  
+Ice: bool <<get, set>>  
+Size: Size <<get, set>> {override}  
+Flavor: SodaFlavor <<get, set>>  
+Price: double <<get>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+ToString(): string {override}

WarriorWater

-ice: bool = true  
-lemon: bool = false  
+Ice: bool <<get, set>>  
+Size: Size <<get, set>> {override}  
+Lemon: bool <<get, set>>  
+Price: double <<get>> {override}  
+Calories: uint <<get>> {override}  
+SpecialInstructions: List<string> <<get>> {override}  
+ToString(): string {override}

Drink

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

BleakwindBuffet.Data.Menu

<<Interface>>  
IOrderItem

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

Menu

-memberName  
+Entrees: IEnumerable<IOrderItem>  
+Sides: IEnumerable<IOrderItem>  
+Drinks: IEnumerable<IOrderItem>