BleakwindBuffet.Data.Enums Menu.cs +Entrees():IEnumerable<IOrderItem> +Sides():IEnumerable<IOrderItem> Size.cs +Drinks():IEnumerable<IOrderItem> Small +FullMenu():IEnumerable<IOrderItem> Medium Large Bleakwind.Buffet.Data.Entrees Bleakwind.Buffet.Data.Drinks Bleakwind.Buffet.Data.Sides BriarheartBurger.cs AretinoAppleJuice.cs CandlehearthCoffee.cs SodaFlavor.cs DragonbornWaffleFries.cs +Price: double <<get>> +Price: double <<get>> +Price: double <<get>> Blackberry +Price: double <<get>> +Calories: double <<get>> +Calories: double <<get>> +Calories: double <<get>> Cherry +Calories: double <<get>> +Bun: bool = true +ice: bool = false +ice: bool = false Grapefruit +Size: Size = Size.small +Ice: bool <<get, set>> +Ice: bool <<get, set>> +Bun1: bool <<get, set>> Lemon +Size: Size << get, set>> +Size: Size = Size.small +Ketchup: bool = true +Size: Size = Size.small Peach +SpecialInstructions: List<string><<get>> +Ketchup1: bool <<get, set>> +Size: Size <<get, set>> +Size: Size <<get, set>> Watermelon +ToString(): string{override} +Mustard: bool = true +SpecialInstructions: List<string><<get>> +RoomForCream: bool = false +Mustard1: bool<<get, set>> +Cream: bool<<get, set>> +ToString(): string{override} FriedMiraak.cs +Decaf: bool = false +Pickle: bool = true +Pickle1: bool <<get, set>> +decaf: bool <<get, set>> MarkarthMilk.cs +Price: double <<get>> +SpecialInstructions: List<string><<get>> +Cheese: bool = true +Calories: double <<get>> +Cheese1: bool <<get, set>> +ToString(): string{override} +Price: double <<get>> +Size: Size = Size.small +SpecialInstructions: List<string><<get>> +Calories: double <<get>> +Size: Size << get, set>> Sailors Soda.cs +ToString(): string{override} +ice: bool = false +SpecialInstructions: List<string><<get>> +Ice: bool <<get, set>> +ToString(): string{override} DoubleDraugr.cs +Price: double <<get>> +Size: Size = Size.small +Calories: double <<get>> +Size: Size <<get, set>> MadOtarGrits.cs +Price: double <<get>> +ice: bool = false +SpecialInstructions: List<string><<get>> +Calories: double <<get>> +Ice: bool <<get, set>> +Price: double <<get>> +ToString(): string{override} +Bun: bool = true +Flavor: SodaFlavor = SodaFlavor.Cherry +Calories: double <<get>> +Bun1: bool <<get, set>> +SodaFlavor: SodaFlavor <<get,set>> +Size: Size = Size.small WarriorWater.cs +Ketchup: bool = true +Size: Size = Size.small +Size: Size <<get, set>> +Ketchup1: bool <<get, set>> +Size: Size <<get, set>> +SpecialInstructions: List<string><<get>> +Price: double <<get>> +Mustard: bool = true +SpecialInstructions: List<string><<get>> +ToString(): string{override} +Calories: double <<get>> +Mustard1: bool<<get, set>> +ToString(): string{override} +ice: bool = false +Pickle: bool = true VokunSalad.cs +lce: bool <<get, set>> +Pickle1: bool <<get, set>> +Lemon: bool = flase +Cheese: bool = true +Price: double <<get>> +lemon: bool <<get, set>> +Cheese1: bool <<get, set>> +Calories: double <<get>> +Size: Size = Size.small +Tomato: bool = true +Size: Size = Size.small +Size: Size << get, set>> +Tomato1: bool <<get, set>> +Size: Size << get, set>> +SpecialInstructions: List<string><<get>> +Lettuce: bool = true +SpecialInstructions: List<string><<get>> +ToString(): string{override} +Lettuce1: bool <<get, set>> +ToString(): string{override} +Mayo: bool = true +Mayo1: bool <<get, set>> +SpecialInstructions: List<string><<get>> +ToString(): string{override} Garden Orc Omelette.cs +Price: double <<get>> +Calories: double <<get>> +Broccolli: bool = true +Broccolli1: bool <<get, set>> +Mushrooms: bool = true +Mushroom: bool <<get, set>> +Tomato: bool = true +Tomato1: bool<<get, set>> +Cheddar: bool = true +Cheddar1: bool <<get, set>> +SpecialInstructions: List<string><<get>> +ToString(): string{override} PhillyPoacher.cs +Price: double <<get>> +Calories: double <<get>> +Sirloin: bool = true Drink.cs Entree.cs +Onion: bool = true +Size: Size << get, set>> +Onion: bool = true +Size: Size << get, set>> +Price: double <<get>> +Price: double <<get>> +Onion1: bool <<get, set>> +Price: double <<get>> +Calories: double <<get>> +Calories: double <<get>> +Roll: bool = true +Calories: double <<get>> +SpecialInstructions: List<string><<get>> +SpecialInstructions: List<string><<get>> +Roll1: bool<<get, set>> +Special Instructions: List<string><<get>> +SpecialInstructions: List<string><<get>> +ToString(): string{override} SmokehouseSkeleton.cs +Price: double <<get>> +Calories: double <<get>> +SausageLink: bool = true +SausageLink1: bool <<get, set>> +Egg: bool = true +Egg1: bool <<get, set>> +HashBrowns: bool = true +HashBrowns1: bool<<get, set>> +Pancake: bool = true +Pancake1: bool<<get, set>> +SpecialInstructions: List<string><<get>> +ToString(): string{override} ThalmorTriple.cs +Price: double <<get>> +Calories: double <<get>> +Bun: bool = true +Bun1: bool <<get, set>> +Ketchup: bool = true +Ketchup1: bool <<get, set>> +Pickle: bool = true +Pickle1: bool <<get, set>> IOrderItem.cs +Cheese: bool = true +Cheese1: bool <<get, set>> +Price: double <<get>> +Mustard: bool = true +Calories: double <<get>> +Mustard1: bool<<get, set>> +SpecialInstructions: List<string><<get>> +Tomato: bool = true +Tomato1: bool <<get, set>> +Lettuce: bool = true +Lettuce1: bool <<get, set>> +Mayo: bool = true

+Mayo1: bool <<get, set>> +Bacon: bool = true

+Bacon1: bool <<get, set>>

+Egg1: bool <<get, set>>

+ToString(): string{override}

+SpecialInstructions: List<string><<get>>

+SpecialInstructions: List<string><<get>>

+Egg: bool = true

ThugsTBone.cs

+Price: double <<get>> +Calories: double <<get>>

+ToString(): string{override}