### Bleakwind Buffet. Data

### <<Interface>>

### IOrderItem

- +Price: double <<get>>
- +Calories: uint <<get>>
- +Special Instructions: List<string> <<get>>

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## <u>Menu</u>

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

### BleakwindBuffet.Data.Enums

### <<Enumeration>>

- Small
- Medium Large

### <<Enumeration>>

## SodaFlavor

- Blackberry
- Cherry Grapefruit
- Lemon
- Peach Watermelon

### Bleakwind Buffet. Data. Entrees

### Entree

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

### BriarheartBurger

- +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 <<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 << 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}

## PhillyPoacher

- +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}

# GardenOrcOmelette

- +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}

## SmokehouseSkeleton

- +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}

# Bleakwind Buffet. Data. Drinks

### Drink

- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>

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

### AretinoAppleJuice

- +lce: 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 <<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

- +lce: 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

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

### WarriorWater

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

### BleakwindBuffet.Data.Sides

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

### 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}