Bleakwind Buffet. Data

<<Interface>>

IOrderItem

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

<<get>>

<u>Menu</u>

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

Bleakwind Buffet. Data. Enums

<<Enumeration>>

- Small
- Medium Large

<<Enumeration>>

SodaFlavor

- Blackberry
- Grapefruit
- Lemon
- Watermelon
- Cherry

- Peach

 - +ToString(): string {override}

ThalmorTriple

- +PropertyChanged: PropertyEventHandler<<get>>>
- +Bun: bool <<get, set>>
- +Pickle: bool <<get, set>>

- +Lettuce: bool << get, set>>
- +Bacon: bool << get, set>>

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

Bleakwind Buffet. Data. Entrees

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

BriarheartBurger

Entree

+PropertyChanged: PropertyEventHandler<<get>>

+PropertyChanged: PropertyEventHandler<<get>>

- +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

- +PropertyChanged: PropertyEventHandler<<get>>>
- +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}

- +PropertyChanged: PropertyEventHandler<<get>>> +Price: double <<get>> {override}
- +Ketchup: bool <<get, set>>
- +Mustard: bool << get, set>>
- +Cheese: bool <<get, set>>
- +Tomato: bool <<get, set>>
- +Mayo: bool <<get, set>>
- +Egg: bool <<get, set>>
- +Price: double <<get>> {override}
- +Calories: uint <<get>> {override}
- +SpecialInstructions: List<string> << get>> {override}
- +ToString(): string {override}

PhillyPoacher

- +PropertyChanged: PropertyEventHandler<<get>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>>
- +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

+SpecialInstructions: List<string> << get>> {override}

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

3 leakwind Buffet. Data. Drinks

Drink

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

AretinoAppleJuice

- +PropertyChanged: PropertyEventHandler<<get>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>>
- +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

- +PropertyChanged: PropertyEventHandler<<get>>
- +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}

Bleakwind Buffet. Data. Sides

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

DragonbornWaffleFries

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

FriedMiraak

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

MadOtarGrits

- +PropertyChanged: PropertyEventHandler<<get>>
- +Size: Size << get, set>> {override} +Price: double <<get>> {override}
- +Calories: uint <<get>> {override} +SpecialInstructions: List<string> << get>> {override}

+ToString(): string {override}

- VokunSalad
- +PropertyChanged: PropertyEventHandler<<get>> +Size: Size << get, set>> {override} +Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+SpecialInstructions: List<string> << get>> {override}

+ToString(): string {override}