

BleakwindBuffet.Data.Enums
<div>&lt;&lt;Enumeration&gt;&gt;</div> <div>Size</div>
<div>Small</div> <div>Medium</div> <div>Large</div>
<div>&lt;&lt;Enumeration&gt;&gt;</div> <div>SodaFlavor</div>
<div>Blackberry</div> <div>Cherry</div> <div>Grapefruit</div> <div>Lemon</div> <div>Peach</div> <div>Watermelon</div>

BleakwindBuffet.Data
<div>&lt;&lt;Interface&gt;&gt;</div> <div>IOrderItem</div>
<div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div>
<div>Menu</div>
<div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div>

BleakwindBuffet.Data.Entrees
<div>GardenOrcOmelette</div>
<div>-broccoli: bool = true</div> <div>-mushrooms: bool = true</div> <div>-tomato: bool = true</div> <div>-cheddar: bool = true</div> <div>+Broccoli: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mushrooms: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Tomato: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Cheddar: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>PhillyPoacher</div>
<div>-sirloin: bool = true</div> <div>-onion: bool = true</div> <div>-roll : bool = true</div> <div>+Sirloin: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Onion: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Roll: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>SmokehouseSkeleton</div>
<div>-sausageLink: bool = true</div> <div>-egg: bool = true</div> <div>-hashBrowns: bool = true</div> <div>-pancake: bool = true</div> <div>+SausageLink: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Egg: bool &lt;&lt;get, set&gt;&gt;</div> <div>+HashBrowns: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Pancake: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>ThugsTBone</div>
<div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>Entree</div>
<div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div>

BriarheartBurger
<div>-bun: bool = true</div> <div>-ketchup: bool = true</div> <div>-mustard: bool = true</div> <div>-pickle: bool = true</div> <div>-cheese: bool = true</div> <div>+Bun: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>

DoubleDraugr
<div>-bun: bool = true</div> <div>-ketchup: bool = true</div> <div>-mustard: bool = true</div> <div>-pickle: bool = true</div> <div>-cheese: bool = true</div> <div>-tomato: bool = true</div> <div>-lettuce: bool = true</div> <div>-mayo: bool = true</div> <div>+Bun: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Tomato: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Lettuce: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mayo: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>

ThalmorTriple
<div>-bun: bool = true</div> <div>-ketchup: bool = true</div> <div>-mustard: bool = true</div> <div>-pickle: bool = true</div> <div>-cheese: bool = true</div> <div>-tomato: bool = true</div> <div>-lettuce: bool = true</div> <div>-mayo: bool = true</div> <div>-bacon: bool = true</div> <div>-egg: bool = true</div> <div>+Bun: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Tomato: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Lettuce: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Mayo: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Bacon: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Egg: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override}</div> <div>+ToString(): string {override}</div>

BleakwindBuffet.Data.Sides
<div>DragonbornWaffleFries</div>
<div>-size: Size = Size.Small</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>FriedMiraak</div>
<div>-size: Size = Size.Small</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>MadOtarGrits</div>
<div>-size: Size = Size.Small</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>VokunSalad</div>
<div>-size: Size = Size.Small</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>Side</div>
<div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div>

BleakwindBuffet.Data.Drinks
<div>AretinoAppleJuice</div>
<div>-ice: bool = false</div> <div>-size: Size = Size.Small</div> <div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>CandlehearthCoffee</div>
<div>-ice: bool = false</div> <div>-decaf: bool = false</div> <div>-roomForCream: bool = false</div> <div>-size: Size = Size.Small</div> <div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Decaf: bool &lt;&lt;get, set&gt;&gt;</div> <div>+RoomForCream: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>MarkarthMilk</div>
<div>-ice: bool = false</div> <div>-size: Size = Size.Small</div> <div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>SailorSoda</div>
<div>-ice: bool = true</div> <div>-size: Size = Size.Small</div> <div>-flavor: SodaFlavor = SodaFlavor.Cherry</div> <div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Flavor: SodaFlavor &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>WarriorWater</div>
<div>-ice: bool = true</div> <div>-lemon: bool = false</div> <div>-size: Size = Size.Small</div> <div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Lemon: bool &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div> <div>+ToString(): string {override}</div>
<div>Drink</div>
<div>+Size: Size &lt;&lt;get, set&gt;&gt;</div> <div>+Price: double &lt;&lt;get&gt;&gt;</div> <div>+Calories: uint &lt;&lt;get&gt;&gt;</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt;</div>