BleakwindBuffet.Data.Enums

<<Enumeration>>
Size

- Small
- Medium
- Large

<<Enumeration>>
SodaFlavor

- Blackberry
- Cherry
- Grapefruit
- Lemon
- Peach
- Watermelon

Menu

- +Entrees:IEnumerable<IOrderItem>
- +Sides:IEnumerable<IOrderItem>
- +Drinkss:IEnumerable<IOrderItem>
- +FullMenu:IEnumerable<IOrderItem>

- +Search(IEnumerable<IOrderItem>, string) : IEnumerable<IOrderItem>
- +FilterByCategory(IEnumerable<IOrderItem>, IEnumerable<string>) : IEnumerable<IOrderItem>
- +FilterByPrice(IEnumerable<IOrderItem>, double? min, double? max) : IEnumerable<IOrderItem>
- +FilterByCalories(IEnumerable<IOrderItem>, int? min, int? max) : IEnumerable<IOrderItem>

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

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

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

- +ToString(): string {override}

ThugsTBone

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

- +ToString(): string {override}

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

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

- +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>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>> {override}

- +ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

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

- +ToString(): string {override}

FriedMiraak

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

- +ToString(): string {override}

MadOtarGrits

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

- +ToString(): string {override}

VokunSalad

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

- +ToString(): string {override}

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

- +ToString(): string {override}

CandlehearthCoffee

- -ice: bool = false
- -decaf: bool = false
- -roomForCream: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Decaf: bool <<get, set>>
- +RoomForCream: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

- +ToString(): string {override}

MarkarthMilk

- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

- +ToString(): string {override}

SailorSoda

- -ice: bool = true
- -size: Size = Size.Small
- -flavor: SodaFlavor = SodaFlavor.Cherry
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Flavor: SodaFlavor <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

- +ToString(): string {override}

WarriorWater

- -ice: bool = true
- -lemon: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- +Lemon: bool <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

- +ToString(): string {override}