

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

Combo
<div><div>+Drink:Drink <<get,set>></div><div>+Side:Side <<get,set>></div><div>+Entree:Entree <<get,set>></div><div>+Price:double <<get,set>></div><div>+Calories:uint <<get,set>></div><div>+SpecialInstructions:List<string> <<get,set>></div></div>

Order
<div><div>+Add</div><div>+Remove</div><div>+SalesTaxRate:double <<get,set>></div><div>+NextOrderNumber: int=1</div><div>+Tax:double <<get>></div><div>+Total : double <<get>></div><div>+Number : int <get></div><div>+Calories:uint <<get>></div></div>

BleakwindBuffet.Data.Entrees
<div><div>GardenOrcOmelette</div><div><div>-broccoli: bool = true</div><div>-mushrooms: bool = true</div><div>-tomato: bool = true</div><div>-cheddar: bool = true</div><div>+Broccoli: bool <<get, set>></div><div>+Mushrooms: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Cheddar: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>PhillyPoacher</div><div><div>-sirloin: bool = true</div><div>-onion: bool = true</div><div>-roll : bool = true</div><div>+Sirloin: bool <<get, set>></div><div>+Onion: bool <<get, set>></div><div>+Roll: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>SmokehouseSkeleton</div><div><div>-sausageLink: bool = true</div><div>-egg: bool = true</div><div>-hashBrowns: bool = true</div><div>-pancake: bool = true</div><div>+SausageLink: bool <<get, set>></div><div>+Egg: bool <<get, set>></div><div>+HashBrowns: bool <<get, set>></div><div>+Pancake: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>ThugsTBone</div><div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>BriarheartBurger</div><div><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 <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>DoubleDraugr</div><div><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 <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Lettuce: bool <<get, set>></div><div>+Mayo: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>></div><div>+ToString(): string {override}</div></div></div>
<div><div>ThalmorTriple</div><div><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 <<get, set>></div><div>+Ketchup: bool <<get, set>></div><div>+Mustard: bool <<get, set>></div><div>+Pickle: bool <<get, set>></div><div>+Cheese: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Lettuce: bool <<get, set>></div><div>+Mayo: bool <<get, set>></div><div>+Bacon: bool <<get, set>></div><div>+Egg: bool <<get, set>></div><div>+Price: double <<get>></div><div>+Calories: uint <<get>></div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div></div>

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

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