

<Interface>> IOrderItem +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> leakwindBuffet.Data.Drink +Size: Size <<get, set>> +Drinks(): IEnumerable<IOrderItem> +Price: double <<get>> +Entrees(): IEnumerable<IOrderItem> +Calories: uint <<get>> +Sides(): IEnumerable<IOrderItem> +SpecialInstructions: List<string> <<get>> +FullMenu(): IEnumerable<IOrderItem> retinoAppleJuice -ice: bool = false -size: Size = Size.Small +lce: 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 leakwindBuffet.Data.Enum -size: Size = Size.Small eakwindBuffet.Data.Side +lce: bool <<get, set>> +Decaf: bool <<get, set>> ______ +RoomForCream: bool <<get, set>> <Enumeration>> +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> Small +SpecialInstructions: List<string> <<get>> +Size: Size <<get, set>> Medium +ToString(): string {override} +Price: double <<get>> Large +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> MarkarthMilk <<Enumeration>> -ice: bool = false ragonbornWaffleFries SodaFlavor -size: Size = Size.Small +lce: bool <<get, set>> -size: Size = Size.Small Blackberry +Size: Size <<get, set>> +Size: Size <<get, set>> Cherry +Price: double <<get>> +Price: double <<get>> Grapefruit +Calories: uint <<get>> +Calories: uint <<get>> Lemon +SpecialInstructions: List<string> <<get>> +SpecialInstructions: List<string> <<get>> Peach +ToString(): string {override} +ToString(): string {override} Watermelon SailorSoda riedMiraak -ice: bool = true -size: Size = Size.Small -size: Size = Size.Small +Size: Size <<get, set>> -flavor: SodaFlavor = SodaFlavor.Cherry +Price: double <<get>> +lce: bool <<get, set>> +Calories: uint <<get>> +Size: Size <<get, set>> +SpecialInstructions: List<string> <<get>> +Flavor: SodaFlavor <<get, set>> +ToString(): string {override} +Price: double <<get>> +Calories: uint <<get>> +ToString(): string {override} MadOtarGrits -size: Size = Size.Small +Size: Size <<get, set>> WarriorWater +Price: double <<get>> +Calories: uint <<get>> -ice: bool = true +SpecialInstructions: List<string> <<get>> -lemon: bool = false +ToString(): string {override} -size: Size = Size.Small +lce: bool <<get, set>> +Size: Size <<get, set>> +Lemon: bool <<get, set>> VokunSalad +Price: double <<get>> +Calories: uint <<get>> -size: Size = Size.Small +SpecialInstructions: List<string> <<get>> +Size: Size <<get, set>> +ToString(): string {override} +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override}

eakwindBuffet.Data.Menu

Menu