BleakwindBuffet.Data

Menu
+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>

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

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

Side
+Size: Size <<get,set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>

Drink
+Size: Size <<get,set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string><<get>>

BleakwindBuffet.Data.Enums

<<Enumeration>>
Size
Small
Medium
Large

<<Enumeration>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

BleakwindBuffet.Data.Entrees

GardenOrcOmelette
+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}

BriarheartBurger
+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}

PhillyPoacher
+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}

DoubleDraugr
+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}
+ToString(): string {override}

SmokehouseSkeleton
+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}

ThalmorTriple
+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>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

ThugsTBone
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

BleakwindBuffet.Data.Sides

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

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

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

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice
+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
+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
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}

SailorSoda
+Ice: bool <<get, set>>
+Size: Size <<get, set>> {override}
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}

WarriorWater
+Ice: 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}