

## <<Enumeration>> <<Enumeration>>

BleakwindBuffet.Data.Enums

Size

Small

Large

Medium

SodaFlavor

Blackberry

Grapefruit

Watermelon

Cherry

Lemon

Peach

## 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} PhillyPoacher +Sirloin: bool <<get, set>> +Onion: bool <<get, set>> +Mustard: bool <<get, set>> +Roll: bool <<get, set>> +Pickle: bool <<get, set>> +Price: double <<get>>{override} +Cheese: bool <<get, set>> +Calories: uint <<get>> {override} +Tomato: bool <<get, set>> +SpecialInstructions: List<string> << get>>{override} +Lettuce: bool <<get, set>> +ToString(): string {override} +Mayo: bool <<get, set>> +Price: double <<get>>> {override} +Calories: uint <<get>> {override} +SpecialInstructions: List<string> <<get>>{override} +ToString(): string {override} SmokehouseSkeleton ThalmorTriple +SausageLink: bool <<get, set>> +Bun: bool <<get, set>> +Egg: bool <<get, set>> +Ketchup: bool <<get, set>> +HashBrowns: bool <<get, set>> +Mustard: bool <<get, set>> +Pancake: bool <<get, set>> +Pickle: bool <<get, set>> +Price: double <<get>>> {override} +Cheese: bool <<get, set>> +Calories: uint <<get>> {override} +Tomato: bool <<get, set>> +SpecialInstructions: List<string> << get>> {override} +Lettuce: bool <<get, set>> +ToString(): string {override} +Mayo: bool <<get, set>> +Bacon: bool <<get, set>> +Egg: bool <<get, set>> +Price: double <<get>>{override} +Calories: uint <<get>> {override} ThugsTBone +SpecialInstructions: List<string> << get>> {override}

+Price: double <<get>>{override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

+SpecialInstructions: List<string> << get>> {override}

+ToString(): string {override}

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

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+SpecialInstructions: List<string>

+ToString(): string {override}

<<get>>{override}

WarriorWater

+lce: 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}