

#### 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}

## 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}

# 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}

# ThugsTBone

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

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

+ToString(): string {override}

- +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}

# 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}

# 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}

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

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

+ToString(): string {override}

#### FriedMiraak

+Size: Size <<get, set>>

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

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

+ToString(): string {override}

# MadOtarGrits

+Size: Size << get, set>>

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

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

+ToString(): string {override}

# VokunSalad

+Size: Size <<get, set>>

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

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

+ToString(): string {override}

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

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

<<get>>{override} +ToString(): string {override}

## CandlehearthCoffee

+lce: bool <<get, set>>

+Decaf: bool << get, set>>

+RoomForCream: bool <<get, set>> +Size: Size <<get, set>>

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

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

<<get>>{override} +ToString(): string {override}

# MarkarthMilk

+lce: bool <<get, set>>

+Size: Size <<get, set>>

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

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

<<get>>{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> <<get>>{override}

+ToString(): string {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}