

Bleakwind Buffet. Data. Menu

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

+Sides: List<IOrderItem>

+FullMenu: List<IOrderItem>

+Size: Size << get, set>> {override}

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

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

+ToString(): string {override}

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

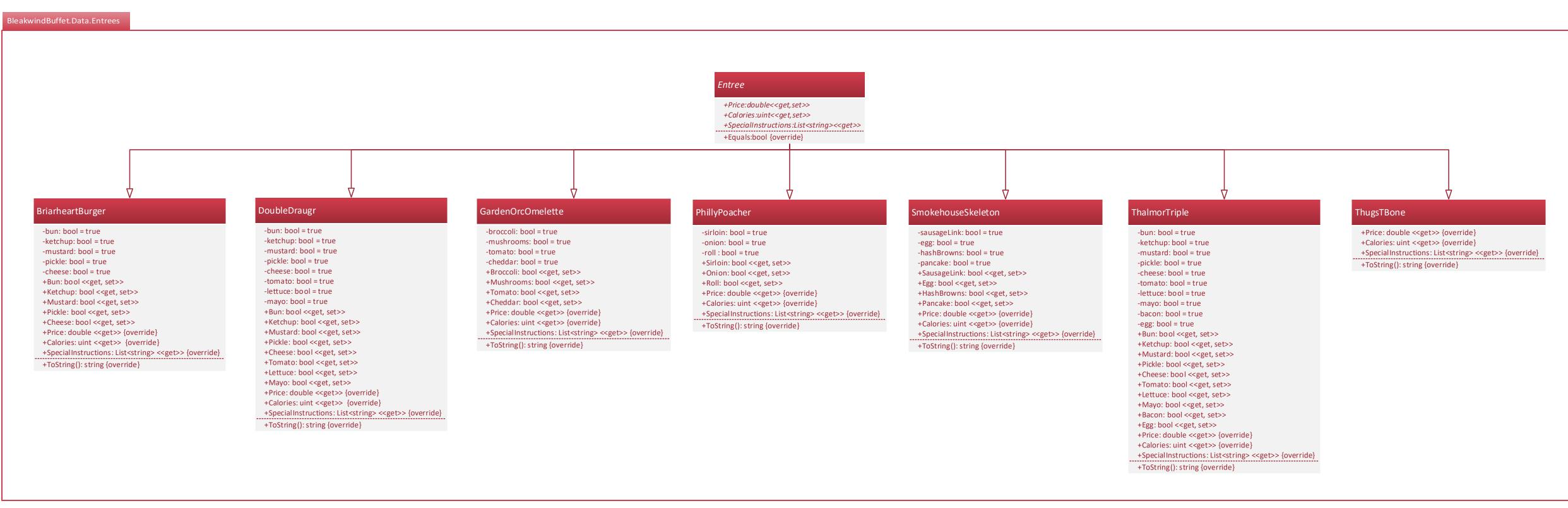
+Size: Size << get, set>> {override}

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

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

+ToString(): string {override}

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



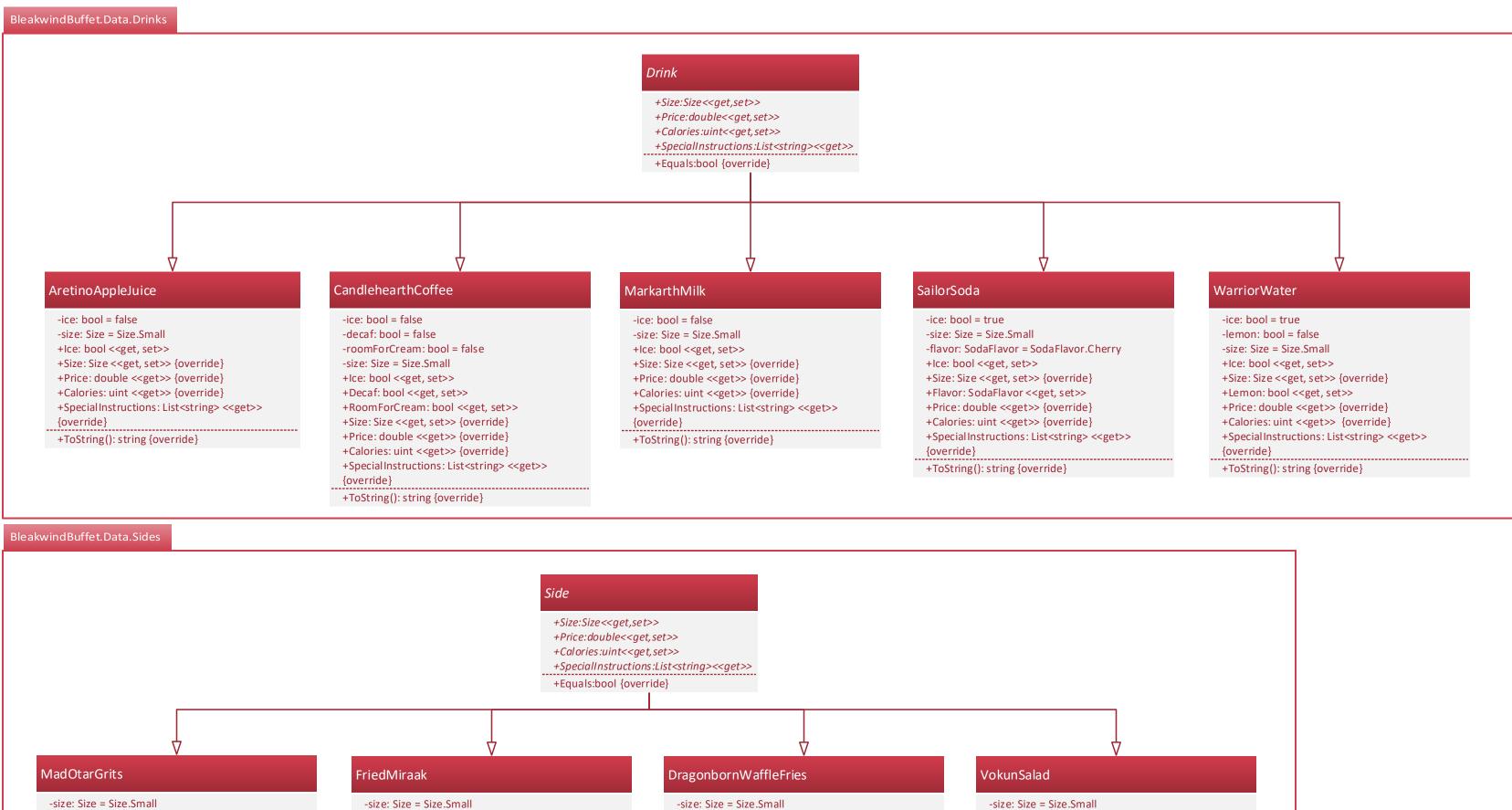
+Size: Size << get, set>> {override}

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

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

+ToString(): string {override}

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



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

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

+ToString(): string {override}

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