





Blackberry Cherry Grapefruit Lemon Peach

Watermelon

## PhillyPoacher

\_\_ +Price: double <<get>>

+Calories: uint <<get>>

GardenOrcOmelette

+Broccoli: bool <<get, set>>

+Tomato: bool <<get, set>>

+Cheddar: bool <<get, set>>

+ToString(): string {override}

+Mushrooms: bool <<get, set>>

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

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

+SpecialInstructions: List<string> << get>>

+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}

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

### okehouseSkeleton

+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

eakwindBuffet.Data.Side

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

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

# leakwindBuffet.PointOfSa MainWindow <u>ependency Extensions</u> +FindAncestor<T>(element: DependencyElement)

ThalmorTriple

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}

+ToString(): string {override}

DoubleDraugr

+Bun: bool <<get, set>>

+Ketchup: bool <<get, set>>

+Mustard: 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}

+ToString(): string {override}

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

+Pickle: bool <<get, set>>

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

+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}

### eakwindBuffet.Data.Drir

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

### ragonbornWaffleFries

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

### FriedMiraak

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

### MadOtarGrits

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

### VokunSalad

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

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

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

+Flavor: SodaFlavor << get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override}

+ToString(): string {override}

+ToString(): string {override}

WarriorWater

+lce: bool <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override}

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

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



