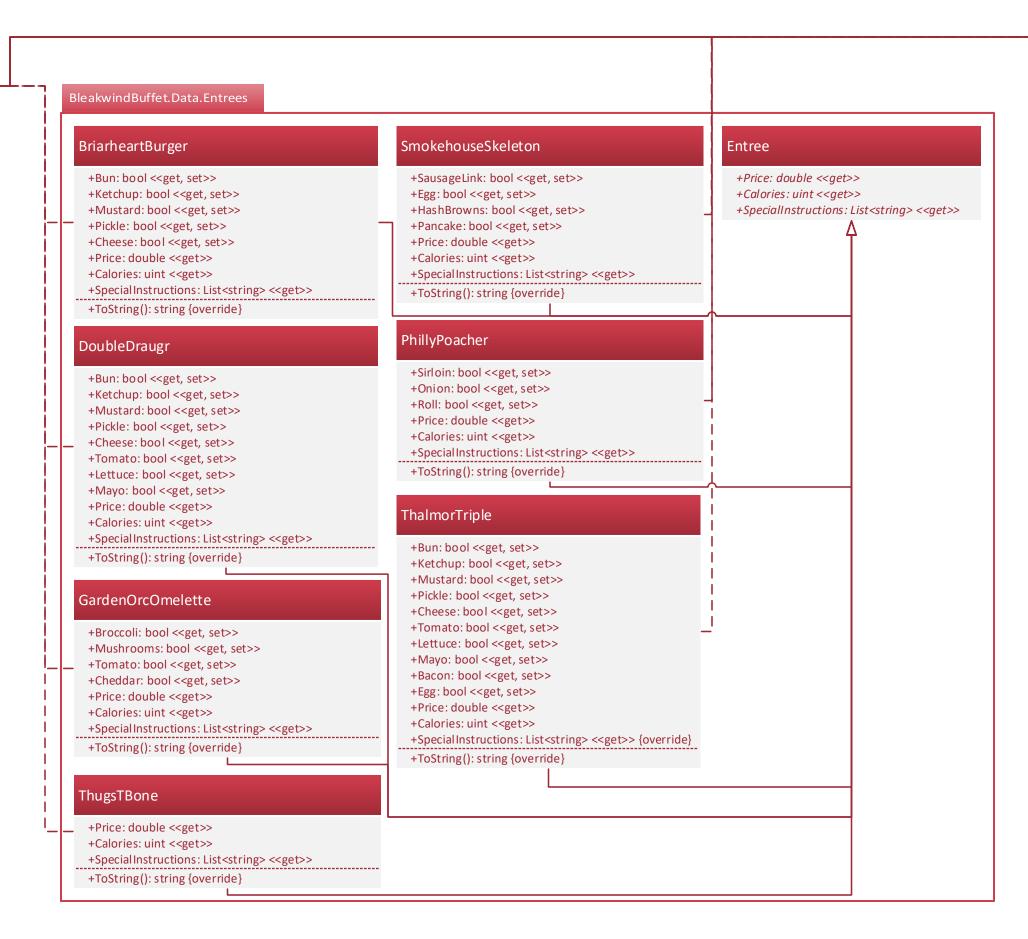
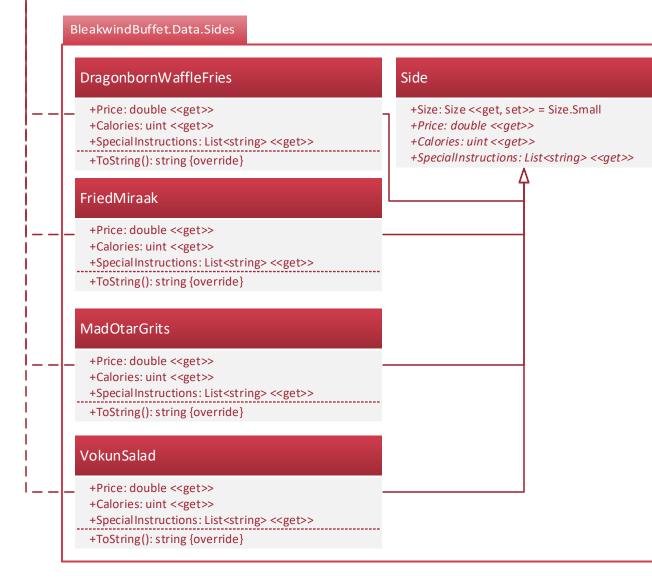
Bleakwind Buffet. Data <Interface>> IOrderItem +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +Entrees(): IEnumerable<IOrderItem> +Sides(): IEnumerable<IOrderItem> +Drinks(): IEnumerable<IOrderItem> +FullMenu(): IEnumerable<IOrderItem> BleakwindBuffet.Data.Enum <<Enumeration>> Small Medium Large <<Enumeration>> SodaFlavor Blackberry Cherry Grapefruit Lemon Peach Watermelon





Bleakwind Buffet. Data. Drinks Drink Aretino Apple Juice +lce: bool <<get, set>> +Size: Size <<get, set>> = Size.Small +Price: double <<get>> +Price: double <<get>> +Calories: uint <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} CandlehearthCoffee +lce: bool <<get, set>> +Decaf: bool <<get, set>> +RoomForCream: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} MarkarthMilk +Ice: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} SailorSoda -flavor: SodaFlavor = SodaFlavor.Cherry +lce: bool <<get, set>> +Flavor: SodaFlavor << get, set >> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} WarriorWater +Ice: bool <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override}