



BleakwindBuffet.Data.Entrees

BriarheartBurger

+Bun: bool <<get, set>>

+Ketchup: bool <<get, set>>

+Mustard: bool <<get, set>>

+Pickle: bool <<get, set>>

+Cheese: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

SmokehouseSkeleton

+SausageLink: bool <<get, set>>

+Egg: bool <<get, set>>

+HashBrowns: bool <<get, set>>

+Pancake: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

Entree

+Price: double <<get>>

+Calories: uint <<get>>

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

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>>

+Calories: uint <<get>>

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

+ToString(): string {override}

PhillyPoacher

+Sirloin: bool <<get, set>>

+Onion: bool <<get, set>>

+Roll: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

ThalморTriple

+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>>

+Calories: uint <<get>>

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

+ToString(): string {override}

GardenOrcOmelette

+Broccoli: bool <<get, set>>

+Mushrooms: bool <<get, set>>

+Tomato: bool <<get, set>>

+Cheddar: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

ThugsTBone

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

FriedMiraak

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

MadOtarGrits

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

VokunSalad

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

Side

+Size: Size <<get, set>> = Size.Small

+Price: double <<get>>

+Calories: uint <<get>>

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

+Ice: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

CandlehearthCoffee

+Ice: 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

+Ice: 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}

Drink

+Size: Size <<get, set>> = Size.Small

+Price: double <<get>>

+Calories: uint <<get>>

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