

BleakwindBuffet.Data.Enums
<<Enumeration>>
Size
<div><div>Small</div><div>Medium</div><div>Large</div></div>
<<Enumeration>>
SodaFlavor
<div><div>Blackberry</div><div>Cherry</div><div>Grapefruit</div><div>Lemon</div><div>Peach</div><div>Watermelon</div></div>

BleakwindBuffet.Data.Entrees
GardenOrcOmelette
<div><div>-broccoli: bool = true</div><div>-mushrooms: bool = true</div><div>-tomato: bool = true</div><div>-cheddar: bool = true</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Broccoli: bool &lt;&lt;get, set&gt;&gt;</div><div>+Mushrooms: bool &lt;&lt;get, set&gt;&gt;</div><div>+Tomato: bool &lt;&lt;get, set&gt;&gt;</div><div>+Cheddar: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
PhillyPoacher
<div><div>-sirloin: bool = true</div><div>-onion: bool = true</div><div>-roll : bool = true</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Sirloin: bool &lt;&lt;get, set&gt;&gt;</div><div>+Onion: bool &lt;&lt;get, set&gt;&gt;</div><div>+Roll: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
SmokehouseSkeleton
<div><div>-sausageLink: bool = true</div><div>-egg: bool = true</div><div>-hashBrowns: bool = true</div><div>-pancake: bool = true</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+SausageLink: bool &lt;&lt;get, set&gt;&gt;</div><div>+Egg: bool &lt;&lt;get, set&gt;&gt;</div><div>+HashBrowns: bool &lt;&lt;get, set&gt;&gt;</div><div>+Pancake: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
ThugsTBone
<div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>

### BriarheartBurger

-bun: bool = true

-ketchup: bool = true

-mustard: bool = true

-pickle: bool = true

-cheese: bool = true

+PropertyChanged:PropertyChangedEventHandler

+Bun: bool <<get, set>>

+Ketchup: bool <<get, set>>

+Mustard: bool <<get, set>>

+Pickle: bool <<get, set>>

+Cheese: bool <<get, set>>

+Price: double <<get, set>>

+Calories: uint <<get, set>>

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

+ToString(): string {override}

### DoubleDraugr

-bun: bool = true

-ketchup: bool = true

-mustard: bool = true

-pickle: bool = true

-cheese: bool = true

-tomato: bool = true

-lettuce: bool = true

-mayo: bool = true

+PropertyChanged:PropertyChangedEventHandler

+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, set>>

+Calories: uint <<get, set>>

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

+ToString(): string {override}

### ThalmorTriple

-bun: bool = true

-ketchup: bool = true

-mustard: bool = true

-pickle: bool = true

-cheese: bool = true

-tomato: bool = true

-lettuce: bool = true

-mayo: bool = true

-bacon: bool = true

-egg: bool = true

+PropertyChanged:PropertyChangedEventHandler

+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, set>>

+Calories: uint <<get, set>>

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

+ToString(): string {override}

BleakwindBuffet.Data.Interface
<<Interface>>
IOrderItem
<div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div></div>
Drink
<div><div>+Size: BleakwindBuffet.Data.Enums.Size &lt;&lt;get,set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div></div>
Entree
<div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div></div>
Side
<div><div>+Size: BleakwindBuffet.Data.Enums.Size &lt;&lt;get,set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt;&lt;&lt;get, set&gt;&gt;</div></div>

BleakwindBuffet.Data.Sides
DragonbornWaffleFries
<div><div>-size: Size = Size.Small</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
FriedMiraak
<div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
MadOtarGrits
<div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
VokunSalad
<div><div>-size: Size = Size.Small</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get, set&gt;&gt;</div><div>+Calories: uint &lt;&lt;get, set&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>

BleakwindBuffet.Data.Sides
AretinoAppleJuice
<div><div>-size: Size = Size.Small</div><div>-ice: bool = false</div><div>-specialInstructions = new List&lt;string&gt;</div><div>-price: double = 0.62</div><div>-calories: uint = 44</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get&gt;&gt;</div><div>+Calories: uint &lt;&lt;get&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
CandleHearthCoffee
<div><div>-size: Size = Size.Small</div><div>-ice: bool = false</div><div>-decaf: bool = false</div><div>-roomForCream: bool = false</div><div>-specialInstructions = new List&lt;string&gt;</div><div>-price: double = 0.75</div><div>-calories: uint = 7</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+RoomForCream: bool &lt;&lt;get, set&gt;&gt;</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get&gt;&gt;</div><div>+Calories: uint &lt;&lt;get&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
MarkarthMilk
<div><div>-size: Size = Size.Small</div><div>-ice: bool = false</div><div>-specialInstructions = new List&lt;string&gt;</div><div>-price: double = 1.05</div><div>-calories: uint = 56</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get&gt;&gt;</div><div>+Calories: uint &lt;&lt;get&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
SailorSoda
<div><div>-size: Size = Size.Small</div><div>-ice: bool = false</div><div>-flavor: BleakwindBuffet.Data.Enums.SodaFlavor = SodaFlavor.Cherry</div><div>-specialInstructions = new List&lt;string&gt;</div><div>-price: double = 1.42</div><div>-calories: uint = 117</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Flavor: BleakwindBuffet.Data.Enums.SodaFlavor &lt;&lt;get, set&gt;&gt;</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get&gt;&gt;</div><div>+Calories: uint &lt;&lt;get&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>
WarriorWater
<div><div>-size: Size = Size.Small</div><div>-ice: bool = false</div><div>-specialInstructions = new List&lt;string&gt;</div><div>-lemon: bool = false</div><div>-price: double = 0</div><div>-calories: uint = 0</div><div>+PropertyChanged:PropertyChangedEventHandler</div><div>+Lemon: bool &lt;&lt;get, set&gt;&gt;</div><div>+Size: Size &lt;&lt;get, set&gt;&gt;</div><div>+Ice: bool &lt;&lt;get, set&gt;&gt;</div><div>+Price: double &lt;&lt;get&gt;&gt;</div><div>+Calories: uint &lt;&lt;get&gt;&gt;</div><div>+SpecialInstructions: List&lt;string&gt; &lt;&lt;get, set&gt;&gt;</div><div>+ToString(): string {override}</div></div>

BleakwindBuffet.PointOfSale
MainWindow
<div><div>+var:int</div><div>+MainWindow()</div></div>