

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small
Medium
Large

<<Enumeration>>

SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

BleakwindBuffet.Data.Entrees

GardenOrcOmelette

-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>

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

PhillyPoacher

-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

SmokehouseSkeleton

-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

ThugsTBone

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

BriarheartBurger

-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+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
+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
+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>>

IOOrderItem

+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>

Drink

+Size: BleakwindBuffet.Data.Enums.Size <<get,set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>

Entree

+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>

Side

+Size: BleakwindBuffet.Data.Enums.Size <<get,set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string><<get, set>>

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

FriedMiraak

-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

MadOtarGrits

-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

VokunSalad

-size: Size = Size.Small
+Size: Size <<get, set>>
+Price: double <<get, set>>
+Calories: uint <<get, set>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

BleakwindBuffet.Data.Sides

AretinoAppleJuice

-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-price: double = 0.62
-calories: uint = 44
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

CandleHearthCoffee

-size: Size = Size.Small
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
-specialInstructions = new List<string>
-price: double = 0.75
-calories: uint = 7
+RoomForCream: bool <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

MarkarthMilk

-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-price: double = 1.05
-calories: uint = 56
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

SailorSoda

-size: Size = Size.Small
-ice: bool = false
-flavor: BleakwindBuffet.Data.Enums.SodaFlavor = SodaFlavor.Cherry
-specialInstructions = new List<string>
-price: double = 1.42
-calories: uint = 117
+Flavor: BleakwindBuffet.Data.Enums.SodaFlavor <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}

WarriorWater

-size: Size = Size.Small
-ice: bool = false
-specialInstructions = new List<string>
-lemon: bool = false
-price: double = 0
-calories: uint = 0
+Lemon: bool <<get, set>>
+Size: Size <<get, set>>
+Ice: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get, set>>
+ToString(): string {override}