BleakwindBuffet.Data.Enums

<<Enumeration>>
Size

- Small
- Medium
- Large

<<Enumeration>>
SodaFlavor

- Blackberry
- Cherry
- Grapefruit
- Lemon
- Peach
- Watermelon

<<Interface>>
IOrderItem

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

Menu

- -memberName
- +Entrees(): IEnumerable<IOrderItem>
- +Sides(): IEnumerable<IOrderItem>
- +Drinks(): IEnumerable<IOrderItem>
- +FullMenu(): IEnumerable<IOrderItem>

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

ThugsTBone

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

Entree

- -memberName
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}

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

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

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

FriedMiraak

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

MadOtarGrits

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

VokunSalad

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

Side

- -memberName
- +Size: Size <<get,set>> {virtual}
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

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

CandlehearthCoffee

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

MarkarthMilk

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

SailorSoda

- -ice: bool = true
- //-size: Size = Size.Small
- -flavor: SodaFlavor = SodaFlavor.Cherry
- +Ice: bool <<get, set>>
- //+Size: Size <<get, set>>
- +Flavor: SodaFlavor <<get, set>>
- +Price: double <<get>> {override}
- +Calories: uint <<get>> {override}
- +SpecialInstructions: List<string> <<get>> {override}
- +ToString(): string {override}

WarriorWater

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

Drink

- -memberName
- +Size: Size <<get,set>> {virtual}
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}