

```

DragonBreadBottleFacts
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

```

```

MilkOrder
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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VokumMilk
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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FruitMilk
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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Milk
+ Factories(): IEnumerable<IOrderItem>
+ Index(): IEnumerable<IOrderItem>
+ Index(): IEnumerable<IOrderItem>
+ ToString(): string<<overide>>

```

```

IOrderItem
+ Price: double<get>
+ Colors: uint<get>
+ SpecialInstructions: List<string><<get>>

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```

<<enum>>
Size
Small
Medium
Large

```

```

<<enum>>
SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Mintmelon

```

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ThirstBottle
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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```

Coke
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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```

Breadfruit Burger
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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DoubleBurger
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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```

GardenOfCandy
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

```

```

Drink
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>

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AcetoneAppleJuice
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

```

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Watermelon
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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MilkMilk
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

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SodaSoda
+ Size: Size<get, set><<overide>>
+ Price: double<get><<overide>>
+ Colors: uint<get><<overide>>
+ SpecialInstructions: List<string><<get>><<overide>>
+ ToString(): string<<overide>>

```