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

Bleakwind Buffet. Data. Sides Bleakwind Buffet. Data. Entrees DragonbornWaffleFries GardenOrcOmelette BriarheartBurger -size: Size = Size.Small -broccoli: bool = true +Size: Size << get, set>> -bun: bool = true -mushrooms: bool = true +Price: double <<get>> -ketchup: bool = true -tomato: bool = true +Calories: uint <<get>> -mustard: bool = true -cheddar: bool = true +SpecialInstructions: List<string> << get>> -pickle: bool = true +Broccoli: bool <<get, set>> +ToString(): string {override} -cheese: bool = true +Mushrooms: bool <<get, set>> +Bun: bool <<get, set>> +Tomato: bool <<get, set>> +Ketchup: bool <<get, set>> +Cheddar: bool <<get, set>> +Mustard: bool <<get, set>> FriedMiraak +Price: double <<get>> +Pickle: bool <<get, set>> +Calories: uint <<get>> +Cheese: bool << get, set>> -size: Size = Size.Small +SpecialInstructions: List<string> <<get>> +Price: double <<get>> +Size: Size <<get, set>> +ToString(): string {override} +Calories: uint <<get>> +Price: double <<get>> +SpecialInstructions: List<string> << get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} +ToString(): string {override} PhillyPoacher DoubleDraugr -sirloin: bool = true MadOtarGrits -onion: bool = true -bun: bool = true -roll : bool = true -size: Size = Size.Small -ketchup: bool = true +Sirloin: bool <<get, set>> +Size: Size <<get, set>> -mustard: bool = true +Onion: bool << get, set>> +Price: double <<get>> -pickle: bool = true +Roll: bool <<get, set>> +Calories: uint <<get>> -cheese: bool = true +Price: double <<get>> +SpecialInstructions: List<string> << get>> -tomato: bool = true +Calories: uint <<get>> +ToString(): string {override} -lettuce: bool = true +SpecialInstructions: List<string> << get>> -mayo: bool = true +ToString(): string {override} +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> VokunSalad +Mustard: bool <<get, set>> SmokehouseSkeleton +Pickle: bool <<get, set>> -size: Size = Size.Small +Cheese: bool << get, set>> +Size: Size << get, set>> -sausageLink: bool = true +Tomato: bool <<get, set>> +Price: double <<get>> -egg: bool = true +Lettuce: bool <<get, set>> +Calories: uint <<get>> -hashBrowns: bool = true +Mayo: bool <<get, set>> +SpecialInstructions: List<string> <<get>> -pancake: bool = true +Price: double <<get>> +ToString(): string {override} +SausageLink: bool <<get, set>> +Calories: uint <<get>> +Egg: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +HashBrowns: bool <<get, set>> +ToString(): string {override} +Pancake: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> ThalmorTriple +SpecialInstructions: List<string> <<get>> +ToString(): string {override} -bun: bool = true -ketchup: bool = true Side -mustard: bool = true -pickle: bool = true ThugsTBone +Price:double <<get>> -cheese: bool = true +Calories:uint <<get>> -tomato: bool = true +Price: double <<get>> +SpecialInstructions:List<string> <<get>> -lettuce: bool = true +Calories: uint <<get>> -mayo: bool = true +SpecialInstructions: List<string> << get>> -bacon: bool = true +ToString(): string {override} -egg: bool = true +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> Entrée +Mustard: bool <<get, set>> +Pickle: bool <<get, set>> +Cheese: bool << get, set>> +Calories:uint <<get>> +Tomato: bool <<get, set>> +SpecialInstructions:List<string> << get>> +Lettuce: bool << get, set>> +Mayo: bool <<get, set>> +Bacon: bool << get, set>> +Egg: bool <<get, set>> +Price: double <<get>> ſΊ +Calories: uint <<get>> Drink ++SpecialInstructions: List<string> <<get>> {override} \perp +ToString(): string {override} +Price:double <<get>> +Calories:uint <<get>> +SpecialInstructions:List<string> <<get>> <Interface>> Menu OrderItem +Entrees:IEnumerable<IOrderItem> +Price:double <<get>> \triangleleft ----+Drinks:IEnumerable<IOrderItem> +Calories:uint <<get>> +SpecialInstructions:List<string> <<get>> ◀ +Sides:IEnumerable<IOrderItem> +FullMenu:IEnumerable<IOrderItem>

BleakwindBuffet.Data.Drinks

Aretino Apple Juice

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

CandlehearthCoffee

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

MarkarthMilk

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

WarriorWater

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