

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>>

Sides

Side

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

VokunSalad

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

DragonbornWaffleFries

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

FriedMiraak

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

Drinks

Drink

+ <<virtual>> Size : Size <<get, set>>
+ <<virtual>> Ice : bool <<get, set>>
+ Price : double <<get>>
+ Calories : uint <<get>>
+ SpecialInstructions : List<string>
<<get>>

MarkarthMilk

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

CandlehearthCoffee

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

AretinoAppleJuice

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

WarriorWater

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

SailorSoda

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

+ Calories : uint <<get>>

+ ToString() : string {override}

MadOtarGrits

+ Price : double <<get>>

+ Calories : uint <<get>>

+ ToString() : string {override}

Menu

+ Entrees() : IEnumerable<IOrderItem>

+ Sides() : IEnumerable<IOrderItem>

+ Drinks() : IEnumerable<IOrderItem>

+ FullMenu() : IEnumerable<IOrderItem>

+ SpecialInstructions : List<string>

<<get>>

+ ToString() : string {override}

<<get>>

+ ToString() : string {override}

Entrees

Entree

+ Price : double <<get>>

+ Calories : uint <<get>>

+ <<virtual>> SpecialInstructions :
List<string> <<get>>

BriarheartBurger

+ Bun : bool <<get, set>>

+ Ketchup : bool <<get, set>>

+ Mustard : bool <<get, set>>

+ Pickle : bool <<get, set>>

+ Cheese : bool <<get, set>>

+ Price : double <<get>>

+ Calories : uint <<get>>

+ SpecialInstructions : List<string>
<<get>> {override}

+ ToString() : string {override}

DoubleDragon

+ Bun : bool

+ Ketchup :

+ Mustard :

+ Pickle : bo

+ Cheese : b

+ Tomato : b

+ Lettuce : b

+ Mayo : bo

+ Price : dou

+ Calories :

+ SpecialIns

<<get>> {ov

+ ToString()

GardenOrcOmelette

+ Broccoli : bool <<get, set>>

+ Mushrooms : bool <<get, set>>

+ Tomato : bool <<get, set>>

+ Cheddar : bool <<get, set>>

+ Price : double <<get>>

+ Calories : uint <<get>>

+ SpecialInstructions : List<string>
<<get>> {override}

+ ToString() : string {override}

PhillyPoacher

+ Sirloin : bool <<get, set>>

+ Onion : bool <<get, set>>

+ Roll : bool <<get, set>>

+ Price : double <<get>>

+ Calories : uint <<get>>

+ SpecialInstructions : List<string>
<<get>> {override}

+ ToString() : string {override}

Smokehouse

+ SausageLi

+ Egg : bool

+ HashBrow

+ Pancake :

+ Price : dou

+ Calories :

+ SpecialIns

<<get>> {ov

+ ToString()

