

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small

Medium

Large

<<Enumeration>>

SodaFlavor

Blackberry

Cherry

Grapefruit

Lemon

Peach

Watermelon

BleakwindBuffet.Data

<<interface>>

IOrderItem

Price:double <<get>>

Calories:uint <<get>>

SpecialInstructions:List<string> <<get>>

Menu

+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>>

+Calories: uint <<get>>

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

+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>>

+Calories: uint <<get>>

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

+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>>

+Calories: uint <<get>>

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

+ToString(): string {override}

ThugsTBone

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

Entree

+Price:double <<get>>

+Calories:uint <<get>>

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

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>>

+Calories: uint <<get>>

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

+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>>

+Calories: uint <<get>>

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

+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>>

+Calories: uint <<get>>

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

+ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

FriedMiraak

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

MadOtarGrits

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

VokunSalad

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

Side

<<virtual>>+Size:Size <<get, set>>

+Price:double <<get>>

+Calories:uint <<get>>

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

-ice: bool = false

-size: Size = Size.Small

+Ice: 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

+Ice: 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

+Ice: 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

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Lemon: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

Drink

<<virtual>>+Size:Size <<get, set>>

+Price:double <<get>>

+Calories:uint <<get>>

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