BleakwindBuffet.Data.Sides DragonbornWaffleFries instructions: List<string> +Price: double <<get>> {override} +Calories: uint <<get>>{override} +SpecialInstructions: List<string> << get>>{override} +ToString(): string {override} FriedMiraak -_instructions: List<string> +Price: double <<get>>{override} +Calories: uint <<get>>{override} +SpecialInstructions: List<string> << get>>{override} +ToString(): string {override} MadOtarGrits - instructions: List<string> +Price: double <<get>>{override} +Calories: uint <<get>>{override} +SpecialInstructions: List<string> << get>>{override} +ToString(): string {override} VokunSalad -_instructions: List<string> +Price: double <<get>>{override} +Calories: uint <<get>>{override} +SpecialInstructions: List<string> <<get>>{override}

BleakwindBuffet.Data.Drinks

+ToString(): string {override}

#size: Size = Size.Small +Size: Size<<get, set>> +Price: double<<get>> +Calories: uint<<get>> +SpecialInstructions: List<string><<get>>

Side

Aretino Apple Juice

-ice: bool = false

-_instructions: List<string> +lce: bool <<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 -_instructions: List<string>

+lce: bool <<get, set>>

+Decaf: bool <<get, set>>

+RoomForCream: bool <<get, set>>

+Price: double <<get>>{override}

+Calories: uint <<get>>{override}

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

+ToString(): string {override}

MarkarthMilk

-ice: bool = false

- instructions: List<string>

+Ice: bool <<get, set>>

+Price: double <<get>>{override}

+Calories: uint <<get>> {override}

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

+ToString(): string {override}

SailorSoda

-ice: bool = true

instructions: List<string>

-flavor: SodaFlavor = SodaFlavor.Cherry +Ice: bool <<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

-_instructions: List<string>

+Ice: bool <<get, set>>

+Lemon: bool <<get, set>>

+Price: double <<get>>{override}

+Calories: uint <<get>> {override}

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

+ToString(): string {override}

Drink

#size: Size = Size.Small

+Size: Size<<get, set>>

+Price:double<<get>> +Calories: uint<<get>>

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