

Bleakwind Buffet.L.Data

```
<<Interface>>
ICollection<IOrderItem>

+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
```

```
<<Interface>>
INotifyCollectionChanged

+NotifyCollectionChangedEventHandler CollectionChanged(event)
-memberName
```

```
Combo

+PropertyChanged: PropertyChangedEventHandler (event)
-drink: Drink
-entree: Entree
-side: Side
+Combo(Entree e, Drink d, Side s)
+Entree: Entree<get><<set>>
+Drink: Drink<get><<set>>
+Side: Side<get><<set>>
+Price: double<get><<set>>
+Calories: uint<get><<set>>
+SpecialInstructions: List<string><get><<set>>
#OnPropertyChanged(string name)
-ItemPropertyChangedListener(object sender, PropertyChangedEventArgs e)
```

```
Order

+PropertyChanged: PropertyChangedEventHandler (event)
+CollectionChanged: NotifyCollectionChangedEventHandler(event)
+order: List<IOrderItem>
-nextOrderNumber: int = 1
-salesTaxRate: double
+Number: int<get><<set>>
+Order()
+SalesTaxRate: double<get><<set>>
+Subtotal: double<get>>
+Tax: double<get>>
+Total: double<get>>
+Calories: uint<get>>
+Count:int
+IsReadOnly: bool
+Contains(IOrderItem item):bool
+CopyTo(IOrderItem[] array, int arrayIndex){void}
+GetEnumerator(): IEnumerator<IOrderItem>
-IEnumerator IEnumerable.GetEnumerator()
#OnPropertyChanged(string name)
+Add(IOrderItem){void}
+Remove(IOrderItem){void}
-CollectionItemChangedListener(object sender, PropertyChangedEventArgs e)
+Clear(){void}
+CopyTo(IOrderItem[] array, int arrayIndex){void}
```

```
<<Interface>>
IOrderItem

Price: double<get>>
Calories: uint<get>>
SpecialInstructions: List<string><get>>
```

```
Menu

+Entrees(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>
-memberName
```

```
<<Interface>>
System.ComponentModel.INotifyPropertyChanged

+PropertyChanged: PropertyChangedEventHandler (event)
```

Bleakwind Buffet.L.Data.Enums

```
<<Enumeration>>
Size

Small
Medium
Large
```

```
<<Enumeration>>
SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
```

Bleakwind Buffet.L.Data.Entrees

```
GardenOrcOmelette

-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
- _instructions: List<string>
+Broccoli: bool <get, set>
+Mushrooms: bool <get, set>
+Tomato: bool <get, set>
+Cheddar: bool <get, set>
+Price: double <get><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

```
PhillyPoacher

-sirloin: bool = true
-onion: bool = true
-roll : bool = true
- _instructions: List<string>
+Sirloin: bool <get, set>
+Onion: bool <get, set>
+Roll: bool <get, set>
+Price: double <get><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

```
SmokehouseSkeleton

-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
- _instructions: List<string>
+SausageLink: bool <get, set>
+Egg: bool <get, set>
+HashBrowns: bool <get, set>
+Pancake: bool <get, set>
+Price: double <get><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

```
ThugsTBone

- _instructions: List<string>
+Price: double <get><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

```
Entree

+Price: double<get>>
+Calories: uint<get>>
+SpecialInstructions: List<string><get>>
#OnPropertyChanged(string name)
```

```
BriarheartBurger

-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
- _instructions: List<string>
+Bun: bool <get, set>
+Ketchup: bool <get, set>
+Mustard: bool <get, set>
+Pickle: bool <get, set>
+Cheese: bool <get, set>
+Price: double <get><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+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
- _instructions: List<string>
+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><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

```
ThalmoTriple

-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-bacon: bool = true
-egg: bool = true
- _instructions: List<string>
+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><<override>>
+Calories: uint <get><<override>>
+SpecialInstructions: List<string> <get><<override>>
+ToString(): string (override)
```

Bleakwind Buffet.L.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>>
+ToString(): string (override)
```

```
Side

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

Bleakwind Buffet.L.Data.Drinks

```
AretinoAppleJuice

-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)
```

```
CandlehearthCoffee

-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
- _instructions: List<string>
+Ice: 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>>
#OnPropertyChanged(string name)
```

