

BleakwindBuffet.Data.Enums

<Enumeration>>

Small Medium Large

<<Enumeration>>

SodaFlavor

Blackberry Cherry Grapefruit Lemon Peach

Watermelon

SmokehouseSkeleton

Bleakwind Buffet. Data. Entrees

GardenOrcOmelette

-broccoli: bool = true

-tomato: bool = true

-cheddar: bool = true

-mushrooms: bool = true

+Broccoli: bool <<get, set>>

+Tomato: bool <<get, set>>

+Cheddar: bool <<get, set>>

+ToString(): string {override}

hillyPoacher

-sirloin: bool = true

-onion: bool = true

+Sirloin: bool <<get, set>>

+Onion: bool <<get, set>>

+ToString(): string {override}

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

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

+Roll: bool <<get, set>>

-roll : bool = true

+Mushrooms: bool <<get, set>>

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

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

-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>>{override} +Calories: double<<get>>{override}

ThugsTBone

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

-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>>{override} +Calories: double<<get>>{override}

+ToString(): string {override}

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

+ToString(): string {override}