Order
```
-nextOrderNumber: int
+PropertyChanged: event
 PropertyChangedEventHandler
+CollectionChanged: event
 NotifyCollectionChangedEventHandler
+SalesTaxRate: double
+Subtotal: double
+Total: double
+Tax: double
+Add(IOrderItem): void
+Remove(IOrderItem): bool
+Clear():void
-ItemEventChange(object,
 PropertyChangedEventArgs): void
```

<<Interface>> INotifyCollectionChanged
```
+CollectionChanged: event
 NotifyCollectionChangedEventHandler
```

<<Interface>> INotifyPropertyChanged
```
+PropertyChanged: event
 PropertyChangedEventHandler
```

Combo
```
+Drink: Drink
+Entree: Entree
+Side: Side
+Price: double
+Calories: uint
+SpecialInstructions: List<string>
+ItemPropertyChangedListener(object,
 PropertyChangedEventArgs): void
```

<<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.Enums

<<Enumeration>> Size
```
Small
Medium
Large
```

<<Enumeration>> SodaFlavor
```
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon
```

BleakwindBuffet.Data.Entrees

Entree
```
+PropertyChanged: event
 PropertyChangedEventHandler
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+MockToString:string<<get>>
#InvokePropertyChanged(string): void
```

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

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

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

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

BleakwindBuffet.Data.Sides

Side
```
+PropertyChanged: event
 PropertyChangedEventHandler
+Size: Size<<get,set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string> <<get>>
+MockToString:string<<get>>
#InvokePropertyChanged(string):void
```

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

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

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

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

BleakwindBuffet.Data.Drinks

Drink
```
+PropertyChanged: event
 PropertyChangedEventHandler
+Size: Size<<get,set>>
+Price: double<<get>>
+Calories: uint<<get>>
+SpecialInstructions: List<string> <<get>>
+MockToString:string<<get>>
#InvokePropertyChanged(string): void
```

CandlehearthCoffee
```
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
+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
+Ice: bool <<get, set>>
+Price: double<<get>>{override}
+Calories:uint<<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
```

AretinoAppleJuice
```
-ice: bool = false
+Ice: bool <<get, set>>
+Price: double<<get>>{override}
+Calories:uint<<get>>{override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
```

SailorSoda
```
-ice: bool = true
-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
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>{override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>>{override}
+ToString(): string {override}
```