

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small

Medium

Large

<<Enumeration>>

SodaFlavor

Blackberry

Cherry

Grapefruit

Lemon

Peach

Watermelon

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

+PropertyChanged: PropertyChangedEventHandler

-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: uint <<get>> {override}

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

+ToString(): string {override}

PhillyPoacher

+PropertyChanged: PropertyChangedEventHandler

-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: uint <<get>> {override}

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

+ToString(): string {override}

SmokehouseSkeleton

+PropertyChanged: PropertyChangedEventHandler

-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: uint <<get>> {override}

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

+ToString(): string {override}

ThugsTBone

+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>>

BriarheartBurger

+PropertyChanged: PropertyChangedEventHandler

-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: uint <<get>> {override}

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

+ToString(): string {override}

-memberName

DoubleDraugr

+PropertyChanged: PropertyChangedEventHandler

-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

+PropertyChanged: PropertyChangedEventHandler

-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: uint <<get>> {override}

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

+ToString(): string {override}

BleakwindBuffet.Data.Sides

DragonbornWaffleFries

+PropertyChanged: PropertyChangedEventHandler

-size: Size = Size.Small

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

FriedMiraak

+PropertyChanged: PropertyChangedEventHandler

-size: Size = Size.Small

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

MadOtarGrits

+PropertyChanged: PropertyChangedEventHandler

-size: Size = Size.Small

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

VokunSalad

+PropertyChanged: PropertyChangedEventHandler

-size: Size = Size.Small

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

Side

+Size:Size<<get,set>>

+Price:double<<get>>

+Calories:uint<<get>>

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

BleakwindBuffet.Data.Drinks

AretinoAppleJuice

+PropertyChanged:PropertyChangedEventHandler

-ice: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

CandlehearthCoffee

+PropertyChanged: PropertyChangedEventHandler

-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>> {override}

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

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

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

+ToString(): string {override}

MarkarthMilk

+PropertyChanged: PropertyChangedEventHandler

-ice: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>> {override}

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

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

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

+ToString(): string {override}

SailorSoda

+PropertyChanged: PropertyChangedEventHandler

-ice: bool = true

-size: Size = Size.Small

-flavor: SodaFlavor = SodaFlavor.Cherry

+Ice: bool <<get, set>>

+Size: Size <<get, set>> {override}

+Flavor: SodaFlavor <<get, set>>

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

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

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

+ToString(): string {override}

WarriorWater

+PropertyChanged: PropertyChangedEventHandler

-ice: bool = true

-lemon: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>> {override}

+Lemon: bool <<get, set>>

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

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

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

+ToString(): string {override}

Drink

+Size:Size<<get,set>>

+Price:double<<get>>

+Calories:uint<<get>>

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

