

BleakwindBuffet.Data.Enums
<div><<Enumeration>></div> <div>Size</div> <div><div>Small</div><div>Medium</div><div>Large</div></div>
<div><<Enumeration>></div> <div>SodaFlavor</div> <div><div>Blackberry</div><div>Cherry</div><div>Grapefruit</div><div>Lemon</div><div>Peach</div><div>Watermelon</div></div>

IOrderItem
<div>+Price:double<<get>></div> <div>+Calories:uint<<get>></div> <div>+SpecialINstructions:List<string><<get>></div>

Menu
<div>+Entrees:IEnumerable<IOrderItem></div> <div>+Sides:IEnumerable<IOrderItem></div> <div>+Drinks:IEnumerable<IOrderItem></div> <div>+FullMenu:IEnumerable<IOrderItem></div>

BleakwindBuffet.Data.Entrees
<div>GardenOrcOmelette</div> <div><div>-broccoli: bool = true</div><div>-mushrooms: bool = true</div><div>-tomato: bool = true</div><div>-cheddar: bool = true</div><div>+Broccoli: bool <<get, set>></div><div>+Mushrooms: bool <<get, set>></div><div>+Tomato: bool <<get, set>></div><div>+Cheddar: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>PhillyPoacher</div> <div><div>-sirloin: bool = true</div><div>-onion: bool = true</div><div>-roll : bool = true</div><div>+Sirloin: bool <<get, set>></div><div>+Onion: bool <<get, set>></div><div>+Roll: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>SmokehouseSkeleton</div> <div><div>-sausageLink: bool = true</div><div>-egg: bool = true</div><div>-hashBrowns: bool = true</div><div>-pancake: bool = true</div><div>+SausageLink: bool <<get, set>></div><div>+Egg: bool <<get, set>></div><div>+HashBrowns: bool <<get, set>></div><div>+Pancake: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>ThugsTBone</div> <div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>Entree</div> <div><div>+Price:double<<get>></div><div>+Calories:uint<<get>></div><div>+SpecialInstructions:List<string><<get>></div></div>

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

DoubleDraugr
<div>-bun: bool = true</div> <div>-ketchup: bool = true</div> <div>-mustard: bool = true</div> <div>-pickle: bool = true</div> <div>-cheese: bool = true</div> <div>-tomato: bool = true</div> <div>-lettuce: bool = true</div> <div>-mayo: bool = true</div> <div>+Bun: bool <<get, set>></div> <div>+Ketchup: bool <<get, set>></div> <div>+Mustard: bool <<get, set>></div> <div>+Pickle: bool <<get, set>></div> <div>+Cheese: bool <<get, set>></div> <div>+Tomato: bool <<get, set>></div> <div>+Lettuce: bool <<get, set>></div> <div>+Mayo: bool <<get, set>></div> <div>+Price: double <<get>> {override}</div> <div>+Calories: uint <<get>> {override}</div> <div>+SpecialInstructions: List<string> <<get>>{override}</div> <div>+ToString(): string {override}</div>

ThalmorTriple
<div>-bun: bool = true</div> <div>-ketchup: bool = true</div> <div>-mustard: bool = true</div> <div>-pickle: bool = true</div> <div>-cheese: bool = true</div> <div>-tomato: bool = true</div> <div>-lettuce: bool = true</div> <div>-mayo: bool = true</div> <div>-bacon: bool = true</div> <div>-egg: bool = true</div> <div>+Bun: bool <<get, set>></div> <div>+Ketchup: bool <<get, set>></div> <div>+Mustard: bool <<get, set>></div> <div>+Pickle: bool <<get, set>></div> <div>+Cheese: bool <<get, set>></div> <div>+Tomato: bool <<get, set>></div> <div>+Lettuce: bool <<get, set>></div> <div>+Mayo: bool <<get, set>></div> <div>+Bacon: bool <<get, set>></div> <div>+Egg: bool <<get, set>></div> <div>+Price: double <<get>>{override}</div> <div>+Calories: uint <<get>> {override}</div> <div>+SpecialInstructions: List<string> <<get>> {override}</div> <div>+ToString(): string {override}</div>

BleakwindBuffet.Data.Sides
<div>DragonbornWaffleFries</div> <div><div>-size: Size = Size.Small</div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>FriedMiraak</div> <div><div>-size: Size = Size.Small</div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>MadOtarGrits</div> <div><div>-size: Size = Size.Small</div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>VokunSalad</div> <div><div>-size: Size = Size.Small</div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>Side</div> <div><div>+Size:Size<<get,set>></div><div>+Price:double<<get>></div><div>+Calories:uint<<get>></div><div>+SpecialInstructions:List<string><<get>></div></div>

BleakwindBuffet.Data.Drinks
<div>AretinoAppleJuice</div> <div><div>-ice: bool = false</div><div>-size: Size = Size.Small</div><div>+Ice: bool <<get, set>></div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>CandlehearthCoffee</div> <div><div>-ice: bool = false</div><div>-decaf: bool = false</div><div>-roomForCream: bool = false</div><div>-size: Size = Size.Small</div><div>+Ice: bool <<get, set>></div><div>+Decaf: bool <<get, set>></div><div>+RoomForCream: bool <<get, set>></div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>MarkarthMilk</div> <div><div>-ice: bool = false</div><div>-size: Size = Size.Small</div><div>+Ice: bool <<get, set>></div><div>+Size: Size <<get, set>> {override}</div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>SailorSoda</div> <div><div>-ice: bool = true</div><div>-size: Size = Size.Small</div><div>-flavor: SodaFlavor = SodaFlavor.Cherry</div><div>+Ice: bool <<get, set>></div><div>+Size: Size <<get, set>> {override}</div><div>+Flavor: SodaFlavor <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>WarriorWater</div> <div><div>-ice: bool = true</div><div>-lemon: bool = false</div><div>-size: Size = Size.Small</div><div>+Ice: bool <<get, set>></div><div>+Size: Size <<get, set>> {override}</div><div>+Lemon: bool <<get, set>></div><div>+Price: double <<get>> {override}</div><div>+Calories: uint <<get>> {override}</div><div>+SpecialInstructions: List<string> <<get>> {override}</div><div>+ToString(): string {override}</div></div>
<div>Drink</div> <div><div>+Size:Size<<get,set>></div><div>+Price:double<<get>></div><div>+Calories:uint<<get>></div><div>+SpecialInstructions:List<string><<get>></div></div>