+Number: int +list: List<IOrderItem>

+Subtotal: double <<get, set>>

+Tax: double <<get, set>> +Total: double << get, set>> +SalesTaxRate: double <<get, set>> +Count: int <<get>> +Price: double <<get, set>> +Calories: uint <<get, set>> +Calories: uint <<get,set>> +Add(IOrderItem): void +SpecialInstructions: List<string> +Remove(IOrderItem): bool <<get>> CollectionChangedListener(object, +Entree: Entree <<get,set>> NotifyCollectionChangedEventArgs): +Side: Side <<get, set>> +Drink: Drink <<get, set>> void CollectionItemChangedListener(object, +ToString() PropertyChangedEventArgs): void Bleakwind Buffet. Data. Drin retino Apple Juice gonbornWaffleFries iarheartBurger -ice: bool = false -size: Size = Size.Small -size: Size = Size.Small -broccoli: bool = true +Size: Size <<get, set>> -bun: bool = true Medium +lce: bool <<get, set>> -mushrooms: bool = true +Price: double <<get>> -ketchup: bool = true +Calories: uint <<get>> +Size: Size << get, set>> -tomato: bool = true -mustard: bool = true +Special Instructions: List<string> << get>> +Price: double <<get>> -cheddar: bool = true -pickle: bool = true +Calories: uint <<get>> +Broccoli: bool <<get, set>> +ToString(): string {override} -cheese: bool = true +SpecialInstructions: List<string> << get>> +Mushrooms: bool <<get, set>> +Bun: bool <<get, set>> +Tomato: bool <<get, set>> +ToString(): string {override} +Ketchup: bool <<get, set>> +Cheddar: bool <<get, set>> riedMiraak +Mustard: bool <<get, set>> +Price: double <<get>> +Pickle: bool <<get, set>> +Calories: uint <<get>> Blackberry -size: Size = Size.Small +Cheese: bool << get, set>> CandlehearthCoffee +Special Instructions: List<string> << get>> Cherry +Price: double <<get>> +Size: Size << get, set>> +ToString(): string {override} Grapefruit +Calories: uint <<get>> +Price: double <<get>> -ice: bool = false +Special Instructions: List<string> << get>> Lemon +Calories: uint <<get>> -decaf: bool = false Peach +SpecialInstructions: List<string> << get>> +ToString(): string {override} -roomForCream: bool = false Watermelon +ToString(): string {overr(de} nillyPoacher -size: Size = Size.Small +lce: bool <<get, set>> +Decaf: bool <<get, set>> -sirloin: bool = true 1adOtarGrits +RoomForCream: bool <<get, set>> -onion: bool = true +Size: Size << get, set>> +Price: double <<get>> +Sirloin: bool <<get, set>> -ketchup: bool = true +Size: Size << get, set>> +Calories: uint <<get>> +Onion: bool <<get, set>> -mustard: bool = true +Price: double <<get>> +Special Instructions: List<string> << get>> +Roll: bool << get, set>> -pickle: bool = true +Calories: uint <<get>> +Price: double <<get>> -cheese: bool = true +ToString(): string {override} +SpecialInstructions: List<string> << get>> +Calories: uint <<get>> -tomato: bool = true +ToString(): string {override} +SpecialInstructions: List<string> <<get>> -lettuce: bool = true -mayo: bool = true arkarthMilk +ToString(): string {override} +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> -ice: bool = false okunSalad +Mustard: bool <<get, set>> kehouseSkeleton -size: Size = Size.Small +Pickle: bool <<get, set>> +lce: bool <<get, set>> -size: Size = Size.Small +Cheese: bool <<get, set>> -sausageLink: bool = true +Size: Size <<get, set>> +Size: Size << get, set>> +Tomato: bool <<get, set>> -egg: bool = true +Price: double <<get>> +Price: double <<get>> +Lettuce: bool <<get, set>> -hashBrowns: bool = true +Calories: uint <<get>> -memberName +Mayo: bool <<get, set>> -pancake: bool = true +SpecialInstructions: List<string> << get>> +Calories: uint <<get>> +Price: double <<get>> +SausageLink: bool <<get, set>> +ToString(): string {override} +SpecialInstructions: List<string> << get>> +Calories: uint <<get>> +Egg: bool <<get, set>> +ToString(): string {override} +SpecialInstructions: List<string> <<get>> +HashBrowns: bool <<get, set>> +ToString(): string {override} +Pancake: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> almorTriple +SpecialInstructions: List<string> << get>> -ice: bool = true +Price: double <<get>> -size: Size = Size.Small +ToString(): string {override} -bun: bool = true +Calories: uint <<get>> -flavor: SodaFlavor = SodaFlavor.Cherry +SpecialInstructions: List<string> <<get>> -ketchup: bool = true +lce: bool <<get, set>> -mustard: bool = true +Size: Size <<get, set>> -pickle: bool = true +Flavor: SodaFlavor << get, set>> hugsTBone -cheese: bool = true +Price: double <<get>> -tomato: bool = true +Calories: uint <<get>> +Price: double <<get>> -lettuce: bool = true +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> -mayo: bool = true +ToString(): string {override} +Special Instructions: List<string> << get>> -bacon: bool = true +ToString(): string {override} -egg: bool = true +Bun: bool <<get, set>> tifyPropertyChange +Ketchup: bool <<get, set>> Varrior Water +Mustard: bool <<get, set>> +Pickle: bool <<get, set>> -ice: bool = true +Cheese: bool << get, set>> -lemon: bool = false +Tomato: bool <<get, set>> -size: Size = Size.Small +Lettuce: bool <<get, set>> +Price: double <<get>> +lce: bool <<get, set>> +Mayo: bool <<get, set>> +Size: Size <<get, set>> +Calories: uint <<get>> +Bacon: bool <<get, set>> rderItem +Lemon: bool <<get, set>> +SpecialInstructions: List<string> <<get>> +Egg: bool <<get, set>> +Price: double <<get>> +Price: double <<get>> +Price: double <<get>> +Calories: uint <<get>> +Calories: uint <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +SpecialInstructions: List<string> << get>> {override} +SpecialInstructions: List<string> <<get>> +ToString(): string {override} +ToString(): string {override} +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>>

