

```
graph TD
    subgraph SodaMenu [SodaMenu]
        direction TB
        Row1["Size: Small Medium Large"]
        Row2["SodaFlavor: Blackberry Cherry Grapefruit"]
        Row3["Watermelon"]
    end
```

Size	Small	Medium	Large
SodaFlavor	Blackberry	Cherry	Grapefruit
	Watermelon		

```
graph TD; A[Bleakwind Buffet Data] --> B[OrderSystem]; A --> C[Menu]; A --> D[OrderItem]; B --> E["Price: double <<get>>"]; B --> F["Calories: uint <<get>>"]; B --> G["SpecialInstructions: List<string> <<get>>"]; C --> H["+Entrees: IEnumerable<IOrderItem>"]; C --> I["+Sides: IEnumerable<IOrderItem>"]; C --> J["+Drinks: IEnumerable<IOrderItem>"]; C --> K["+FullMenu: IEnumerable<IOrderItem>"];
```

The diagram illustrates the structure of the Bleakwind Buffet Data. It is divided into three main sections: OrderSystem, Menu, and OrderItem. The OrderSystem section contains three properties: Price (double), Calories (uint), and SpecialInstructions (List<string>). The Menu section contains four properties: +Entrees, +Sides, +Drinks, and +FullMenu, all of which are IEnumerable<IOrderItem>. The OrderItem section is currently empty.

Bleakwind Buffet, Data, Entrees	
GardenOrcOmelette	BriarheartBurger
<pre> -broccoli: bool = true -mushrooms: bool = true -tomato: bool = true -cheddar: bool = true +Broccoli: bool &lt;&lt;get, set&gt;&gt; +Mushrooms: bool &lt;&lt;get, set&gt;&gt; +Tomato: bool &lt;&lt;get, set&gt;&gt; +Cheddar: bool &lt;&lt;get, set&gt;&gt; +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>	<pre> -bun: bool = true -ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true +Bun: bool &lt;&lt;get, set&gt;&gt; +Ketchup: bool &lt;&lt;get, set&gt;&gt; +Mustard: bool &lt;&lt;get, set&gt;&gt; +Pickle: bool &lt;&lt;get, set&gt;&gt; +Cheese: bool &lt;&lt;get, set&gt;&gt; +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>
PhillyPoacher	DoubleDraugr
<pre> -sirloin: bool = true -onion: bool = true -roll: bool = true +Sirloin: bool &lt;&lt;get, set&gt;&gt; +Onion: bool &lt;&lt;get, set&gt;&gt; +Roll: bool &lt;&lt;get, set&gt;&gt; +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>	<pre> -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 &lt;&lt;get, set&gt;&gt; +Ketchup: bool &lt;&lt;get, set&gt;&gt; +Mustard: bool &lt;&lt;get, set&gt;&gt; +Pickle: bool &lt;&lt;get, set&gt;&gt; +Cheese: bool &lt;&lt;get, set&gt;&gt; +Tomato: bool &lt;&lt;get, set&gt;&gt; +Lettuce: bool &lt;&lt;get, set&gt;&gt; +Mayo: bool &lt;&lt;get, set&gt;&gt; +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>
SmokehouseSkeleton	ThalmoTriple
<pre> -sausageLink: bool = true -egg: bool = true -hashBrowns: bool = true -pancake: bool = true +SausageLink: bool &lt;&lt;get, set&gt;&gt; +Egg: bool &lt;&lt;get, set&gt;&gt; +HashBrowns: bool &lt;&lt;get, set&gt;&gt; +Pancake: bool &lt;&lt;get, set&gt;&gt; +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +Price: double &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>	<pre> -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 &lt;&lt;get, set&gt;&gt; +Ketchup: bool &lt;&lt;get, set&gt;&gt; +Mustard: bool &lt;&lt;get, set&gt;&gt; +Pickle: bool &lt;&lt;get, set&gt;&gt; +Cheese: bool &lt;&lt;get, set&gt;&gt; +Tomato: bool &lt;&lt;get, set&gt;&gt; +Lettuce: bool &lt;&lt;get, set&gt;&gt; +Mayo: bool &lt;&lt;get, set&gt;&gt; +Bacon: bool &lt;&lt;get, set&gt;&gt; +Egg: bool &lt;&lt;get, set&gt;&gt; +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>
ThugsTBone	
<pre> +Price: double &lt;&lt;get&gt;&gt; {override} +Calories: uint &lt;&lt;get&gt;&gt; {override} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {override} +ToString(): string {override} </pre>	
Entree	
<pre> +Price: double &lt;&lt;get&gt;&gt; {abstract} +Calories: uint &lt;&lt;get&gt;&gt; {abstract} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {abstract} {abstract} </pre>	

<p><b>DragonbornWaffleFries</b></p> <pre>+Price: double &lt;&lt;get&gt;&gt; (override) +Calories: uint &lt;&lt;get&gt;&gt; (override) +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; (override) +ToString(): string (override)</pre>	
<p><b>FriedMiraak</b></p> <pre>+Price: double &lt;&lt;get&gt;&gt; (override) +Calories: uint &lt;&lt;get&gt;&gt; (override) +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; (override) +ToString(): string (override)</pre>	
<p><b>MadOtarGrits</b></p> <pre>+Price: double &lt;&lt;get&gt;&gt; (override) +Calories: uint &lt;&lt;get&gt;&gt; (override) +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; (override) +ToString(): string (override)</pre>	
<p><b>Vokun Salad</b></p> <pre>+Price: double &lt;&lt;get&gt;&gt; (override) +Calories: uint &lt;&lt;get&gt;&gt; (override) +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; (override) +ToString(): string (override)</pre>	
<p><b>Side</b></p> <pre>+size: Size = Size.Small +Size: Size &lt;&lt;get, set&gt;&gt; (virtual) +Price: double &lt;&lt;get&gt;&gt; (override) {abstract} +Calories: uint &lt;&lt;get&gt;&gt; (override) {abstract} +SpecialInstructions: List&lt;string&gt; &lt;&lt;get&gt;&gt; {abstract}</pre>	

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

<div> <div>PointOfSale</div> <div>MainWindow</div> <div>+MainWindow()</div> </div>	<div> <div>BriarheartBurger</div> <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 &lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;get, set&gt;&gt;</div> <div>+Price: double &lt;get&gt;&gt; [override]</div> <div>+Calories: uint &lt;get&gt;&gt; [override]</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;get&gt;&gt; [override]</div> <div>+ToString(): string [override]</div> </div>
<div> <div>MenuSelection</div> <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 &lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;get, set&gt;&gt;</div> <div>+Tomato: bool &lt;get, set&gt;&gt;</div> <div>+Lettuce: bool &lt;get, set&gt;&gt;</div> <div>+Mayo: bool &lt;get, set&gt;&gt;</div> <div>+Bacon: bool &lt;get, set&gt;&gt;</div> <div>+Egg: bool &lt;get, set&gt;&gt;</div> <div>+Price: double &lt;get&gt;&gt; [override]</div> <div>+Calories: uint &lt;get&gt;&gt; [override]</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;get&gt;&gt; [override]</div> <div>+ToString(): string [override]</div> </div>	<div> <div>BriarheartBurger</div> <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 &lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;get, set&gt;&gt;</div> <div>+Price: double &lt;get&gt;&gt; [override]</div> <div>+Calories: uint &lt;get&gt;&gt; [override]</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;get&gt;&gt; [override]</div> <div>+ToString(): string [override]</div> </div>
<div> <div>ItemCustomization</div> <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 &lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;get, set&gt;&gt;</div> <div>+Tomato: bool &lt;get, set&gt;&gt;</div> <div>+Lettuce: bool &lt;get, set&gt;&gt;</div> <div>+Mayo: bool &lt;get, set&gt;&gt;</div> <div>+Price: double &lt;get&gt;&gt; [override]</div> <div>+Calories: uint &lt;get&gt;&gt; [override]</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;get&gt;&gt; [override]</div> <div>+ToString(): string [override]</div> </div>	<div> <div>BriarheartBurger</div> <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 &lt;get, set&gt;&gt;</div> <div>+Ketchup: bool &lt;get, set&gt;&gt;</div> <div>+Mustard: bool &lt;get, set&gt;&gt;</div> <div>+Pickle: bool &lt;get, set&gt;&gt;</div> <div>+Cheese: bool &lt;get, set&gt;&gt;</div> <div>+Price: double &lt;get&gt;&gt; [override]</div> <div>+Calories: uint &lt;get&gt;&gt; [override]</div> <div>+SpecialInstructions: List&lt;string&gt; &lt;get&gt;&gt; [override]</div> <div>+ToString(): string [override]</div> </div>