BleakwindBuffet.Data.Enums

<<Enumeration>> Size
- Small
- Medium
- Large

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

BleakwindBuffet.Data

IOrderSystem
- 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
- -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
- -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
- -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>>
- +Calories: uint <<get>> {override}
- +SpecialInstructions: List<string> <<get>> {override}
- +Price: double <<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>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}

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: uint <<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: uint <<get>> {override}
- +SpecialInstructions: List<string> <<get>> {override}
- +ToString(): string {override}

BleakwindBuffet.Data.Sides

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

FriedMiraak
- +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}

Vokun Salad
- +Price: double <<get>> {override}
- +Calories: uint <<get>> {override}
- +SpecialInstructions: List<string> <<get>> {override}
- +ToString(): string {override}

Side
- +size: Size = Size.Small
- +Size: Size <<get, set>> {virtual}
- +Price: double <<get>> {override} {abstract}
- +Calories: uint <<get>> {override} {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}

BleakwindBuffet.Data.Drinks

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

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}

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
- +Ice: bool <<get, set>>
- +Lemon: bool <<get, set>>
- +Price: double <<get>> {override}
- +Calories: uint <<get>> {override}
- +SpecialInstructions: List<string> <<get>> {override}
- +ToString(): string {override}

Drink
- +size: Size = Size.Small
- +Size: Size <<get, set>> {virtual}
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}