

BleakwindBuffet.Data

<<Interface>>

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.Sides

DragonbornWaffleFries

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

FriedMiraak

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

MadOtarGrits

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

VokunSalad

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small

Medium

Large

<<Enumeration>>

SodaFlavor

Blackberry

Cherry

Grapefruit

Lemon

Peach

Watermelon

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

ThugsTBone

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

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

AretinoAppleJuice

-ice: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

CandlehearthCoffee

-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>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

MarkarthMilk

-ice: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

SailorSoda

-ice: bool = true

-size: Size = Size.Small

-flavor: SodaFlavor = SodaFlavor.Cherry

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Flavor: SodaFlavor <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

WarriorWater

-ice: bool = true

-lemon: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Lemon: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}