BleakwindBuffet.Data

<<Interface>>

IOrderItem

- +Price: double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: List<string> <<get>>

<u>Menu</u>

- +Entrees: IEnumerable<IOrderItem>
- +Sides: IEnumerable<IOrderItem>
- +Drinks: IEnumerable<IOrderItem>
- +FullMenu: IEnumerable<IOrderItem>
- +EntreeTypes: IEnumerable<Type>
- <u>+SideTypes: IEnumerable<Type></u>
- +DrinkTypes: IEnumerable<Type>
- +FullMenuTypes: IEnumerable<Type>

Order

- +SalesTaxRate: double <<get, set>>
- +Subtotal: double <<get>>
- +Tax: double <<get>>
- +Total: double <<get>>
- +Calories: uint <<get>>
- +Number: uint <<get>> +Add(item: IOrderItem)
- +Remove(item: IOrderItem)

Combo

- +Entree: Entree <<get, set>>
- +Side: Side <<get, set>>
- +Drink: Drink <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +DisplayName: string <<get>>
- +SpecialInstructions: List<string> <<get>>
- +PropertyChanged:
- Event<PropertyChangedEventHandler>
- +ToString(): string {override}

BleakwindBuffet.Data.Enums

Sizes

+GetSizes: IEnumerable<Size>

<<Enumeration>>

Size

- Small Medium
- Large

SodaFlavors

+GetFlavors: IEnumerable<SodaFlavors>

<<Enumeration>>

SodaFlavor

- Blackberry
- Cherry
- Grapefruit
- Lemon
- Peach Watermelon

BleakwindBuffet.Data.Drinks

Drink

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- +lce: bool <<get, set>>
- +Size: Size <<get, set>>
- +Price: double <<get>>
- +Calories: uint <<get>>
- +DisplayName: string <<get>> +SpecialInstructions: List<string> <<get>>
- +PropertyChanged:
- Event<PropertyChangedEventHandler>

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+ToString(): string {override}

AretinoAppleJuice

- -ice: bool = false
- -size: Size = Size.Small
- +lce: 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
- +lce: 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
- +lce: 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}

BleakwindBuffet.Data.Sides

Side +Size: Size <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +DisplayName: string <<get>> +SpecialInstructions: List<string> <<get>> +PropertyChanged: Event<PropertyChangedEventHandler> +ToString(): string {override}

DragonbornWaffleFries

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

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

+ToString(): string {override}

MadOtarGrits

BleakwindBuffet.Data.Entrees

-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}

FriedMiraak

+Size: Size <<get, set>>

-size: Size = Size.Small

+Price: double <<get>>

+Calories: uint <<get>>

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

