

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>
+EntreeTypes: IEnumerable<Type>
+SideTypes: IEnumerable<Type>
+DrinkTypes: IEnumerable<Type>
+FullMenuTypes: IEnumerable<Type>

BleakwindBuffet.Data.Sides

Side

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

FriedMiraak

+Size: Size <<get, set>>
-size: Size = Size.Small
+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.Entrees

Entree

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

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}

BleakwindBuffet.Data.Enums

<<Enumeration>>

Size

Small
Medium
Large

Sizes

+GetSizes: IEnumerable<Size>

<<Enumeration>>

SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

SodaFlavors

+GetFlavors: IEnumerable<SodaFlavors>



