

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 <<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}

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.Drinks

Drink

+Ice: bool <<get, set>>

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

+DisplayName: string <<get>>

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

+PropertyChanged: Event<PropertyChangedEventHandler>

+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}





