#### <<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>
- +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

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

#### Entree

- +Price: double <<get>>
- +Calories: uint <<get>>
- +DisplayName: string <<get>>
- +SpecialInstructions: List<string> << get>>
- +PropertyChanged:
- Event<PropertyChangedEventHandler>
- +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}

#### 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}

## BleakwindBuffet.Data.Enums

# Sizes

+GetSizes: IEnumerable<Size>

<<Enumeration>>

Size

Small Medium Large

# SodaFlavors

+GetFlavors: IEnumerable<SodaFlavors>

# <<Enumeration>>

# SodaFlavor

Blackberry

Cherry Grapefruit

Lemon

Watermelon

Peach

