## <<Interface>> INotifyPropertyChanged

## <<Interface>> IOrderItem
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string><<get>>

## Menu
+Entree(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>

## BleakwindBuffet.Data.Enums

### <<Enumeration>> Size
Small
Medium
Large

### <<Enumeration>> SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

## BleakwindBuffet.Data.Entrees

### 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}

### *Entree*
+*Price: double<<get>>*
+*Calories: uint<<get>>*
+*SpecialInstructions: List<string><<get>>*

## 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}

### *Side*
+*Size: Size<<get,set>>*
+*Price: double<<get>>*
+*Calories: uint<<get>>*
+*SpecialInstructions: List<string><<get>>*

## BleakwindBuffet.Data.Drinks

### 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}

### *Drink*
+*Size: Size<<get,set>>*
+*Price: double<<get>>*
+*Calories: uint<<get>>*
+*SpecialInstructions: List<string><<get>>*