VokunSalad DragonbornWaffleFries **MadOtarGrits** FriedMiraak +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +PropertyChanged:PropertyChangedEventHander <<event>> +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander <<event>> <<event>> <<event>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +ToString():string +ToString():string +ToString():string +ToString():string ThugsTBone ThalmorTriple +Price:double<<get>> +Calories:uint<<get>> +Price:double<<get>> PhillyPoacher BriarheartBurger +PropertyChanged:PropertyChangedEventHander +Calories:uint<<get>> <<event>> +Price:double<<get>> +Price:double<<get>> +PropertyChanged:PropertyChangedEventHander +SpecialInstructions:List<string><<get>> <<event>> +Calories:uint<<get>> +Calories:uint<<get>> +Pickle:bool<<get,set>> +Mustard: bool<<get,set>> +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander +Bun: bool<<get,set>> <<event>> <<event>> +Ketchup : bool<<get,set>> +ToString():string +Pickle:bool<<get,set>> +Onion:bool<<get,set>> +Cheese: bool<<get,set>> +Mustard: bool<<get,set>> +Roll: bool<<get,set>> +Mayo: bool<<get,set>> +Sirloin: bool<<get,set>> +Bun: bool<<get,set>> +Tomato: bool<<get,set>> +Ketchup:bool<<get,set>> +Lettuce: bool<<get,set>> +Cheese: bool<<get,set>> +SpecialInstructions:List<string><<get>> +Bacon: bool<<get,set>> +SpecialInstructions:List<string><<get>> +Egg: bool<<get,set>> +SpecialInstructions:List<string><<get>> +ToString():string +ToString():string +ToString():string SmokehouseSkeleton DoubleDraigr GardenOrcOmelette +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander <<event>> <<event>> +PropertyChanged:PropertyChangedEventHander +Pickle:bool<<get,set>> +Pancake:bool<<get,set>> <<event>> +Mustard: bool<<get,set>> +SausageLink: bool<<get,set>> +Mushrooms :bool<<get,set>> +Bun: bool<<get,set>> +HashBrowns: bool<<get,set>> +Cheddar: bool<<get,set>> +Ketchup: bool<<get,set>> +Tomato: bool<<get,set>> +Cheese: bool<<get,set>> +Broccoli: bool<<get,set>> +Mayo: bool<<get,set>> +Egg: bool<<get,set>> +Tomato: bool<<get,set>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +Lettuce: bool<<get,set>> +SpecialInstructions:List<string><<get>> +ToString():string +ToString():string +ToString():string MarkarthMilk CandleheartCoffee WarriorWater AretinoAppleJuice SailorSoda +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Price:double<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +PropertyChanged:PropertyChangedEventHander <<event>> +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander +PropertyChanged:PropertyChangedEventHander +Ice:bool<<get,set>> <<event>> <<event>> <<event>> <<event>> +Ice:bool<<get,set>> +Ice:bool<<get,set>> +Ice:bool<<get,set>> +Ice:bool<<get,set>> +Decaf: bool<<get,set>> +Lemon: bool<<get,set>> +Flavor:SodaFlavor<<get,set>> +SpecialInstructions:List<string><<get>> +RoomForCream: +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +SpecialInstructions:List<string><<get>> +ToString():string +ToString():string +ToString():string +ToString():string +ToString():string IOrderItem Interface Combo +Price:double<<get>> +Price:double<<get>> +Calories:uint<<get>> +Calories:uint<<get>> +PropertyChanged:PropertyChangedEventHander +SpecialInstructions:List<string><<get>> <<event>> +Entree:Entree<<get,set>> +Side: Side<<get,set>> +Drink:Drink<<get,set>> +ToString():string +SpecialInstructions:List<string><<get>> Order +Tax:double<<get>> +Total :double<<get>> +Subtotal :double<<get>> +Calories:uint<<get>> +Number:int<<get>> -lists:List<IOrderItem> -nextOrderNumber:int +PropertyChanged:PropertyChangedEventHander <<event>> +CollectionChanges:NotifyCollectionChangesEventHaner <<event>> +SalesTaxRate:double<<get,set>> +Count:int <<get>> +IsReadOnly:bool <<get>> +Remove(IOrderItem):bool +Contains +Add(IOrderItem):void +Clear():void

+CopyTo(IOrderItem[], int):void