VokunSalad
+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHander < <event>></event>
+SpecialInstructions:List <string><<get>></get></string>
+ToString():string

MadOtar	Grits	
< <get>></get>		
nged:Proper	tyChangedEve	ntHande
ıctions:List<	string>< <get></get>	>
ring		
1	e< <get>> t<<get>> anged:Proper uctions:List<</get></get>	anged:PropertyChangedEver

	FriedMiraak
+Price:double	< <get>></get>
+Calories:uint	< <get>></get>
+PropertyChar < <event>></event>	nged:PropertyChangedEventHander
+SpecialInstru	ctions:List <string><<get>></get></string>
+ToString():sti	ring

DragonbornWaffleFries
+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHander < <event>></event>
+SpecialInstructions:List <string><<get>></get></string>
+ToString():string

PhillyPoacher
+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHande
< <event>></event>
+Onion:bool< <get,set>></get,set>

+PropertyChanged:PropertyChangedEventHander
<<event>>
+Onion:bool<<get,set>>
+Roll: bool<<get,set>>
+Sirloin: bool<<get,set>>
+Sirloin: bool<<get,set>>

+ToString():string

BriarheartBurger
+Price:double< <get>> +Calories:uint<<get>> +PropertyChanged:PropertyChangedEventHander <<event>> +Pickle:bool<<get,set>> +Mustard: bool<<get,set>> +Bun: bool<<get,set>> +Ketchup: bool<<get,set>> +Cheese: bool<<get,set>> +SpecialInstructions:List<string><<get>></get></string></get,set></get,set></get,set></get,set></get,set></event></get></get>
+ToString():string

ThalmorTriple
+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHande
+Pickle:bool< <get,set>></get,set>
+Mustard: bool< <get,set>></get,set>
+Bun: bool< <get,set>></get,set>
+Ketchup : bool< <get,set>></get,set>
+Cheese: bool< <get,set>></get,set>
+Mayo: bool< <get,set>></get,set>
+Tomato: bool< <get,set>></get,set>
+Lettuce: bool< <get,set>></get,set>
+Bacon: bool< <get,set>></get,set>
+Egg: bool< <get,set>></get,set>
+SpecialInstructions:List <string><<get>></get></string>
+ToString():string

ThugsTBone
Price:double< <get>></get>
Calories:uint< <get>></get>
PropertyChanged:PropertyChangedEventHander <event>></event>
SpecialInstructions:List <string><<get>></get></string>
ToString():string

	DoubleDraigr
	+Price:double< <get>></get>
	+Calories:uint< <get>></get>
	<pre>+PropertyChanged:PropertyChangedEventHande <<event>> +Pickle:bool<<get,set>> +Mustard: bool<<get,set>> +Bun: bool<<get,set>> +Ketchup : bool<<get,set>> +Cheese: bool<<get,set>> +Mayo: bool<<get,set>> +Tomato: bool<<get,set>> +Lettuce: bool<<get,set>> +SpecialInstructions:List<string><<get>></get></string></get,set></get,set></get,set></get,set></get,set></get,set></get,set></get,set></event></pre>
-	

+Ketchup: bool<<get,set>>
+Cheese: bool<<get,set>>
+Mayo: bool<<get,set>>
+Tomato: bool<<get,set>>
+Lettuce: bool<<get,set>>
+SpecialInstructions:List<string><<get>>

+ToString():string

WarriorWater

CandleheartCoffee

	GardenOrcOmelette
+1	Price:double< <get>></get>
+(Calories:uint< <get>></get>
<< +[] +(+] +[]	PropertyChanged:PropertyChangedEventHande <event>> Mushrooms:bool<<get,set>> Cheddar:bool<<get,set>> Fomato:bool<<get,set>> Broccoli:bool<<get,set>> SpecialInstructions:List<string><<get>></get></string></get,set></get,set></get,set></get,set></event>
+7]	ΓoString():string

SmokehouseSkeleton
+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHander < <event>> +Pancake:bool<<get,set>> +SausageLink: bool<<get,set>> +HashBrowns: bool<<get,set>></get,set></get,set></get,set></event>
+Egg: bool< <get,set>> +SpecialInstructions:List<string><<get>></get></string></get,set>
+ToString():string

WarriorWater
+Price:double< <get>></get>
+Calories:uint< <get>> +PropertyChanged:PropertyChangedEventHander <<event>> +Ice:bool<<get,set>> +Lemon: bool<<get,set>></get,set></get,set></event></get>
+SpecialInstructions:List <string><<get>></get></string>

+ToString():string

+Price:double< <get>></get>
+Calories:uint< <get>></get>
+PropertyChanged:PropertyChangedEventHane <pre><event>> +Ice:bool<<get,set>> +Decaf: bool<<get,set>> +RoomForCream:</get,set></get,set></event></pre>
bool< <get,set>></get,set>
+SpecialInstructions:List <string><<get>></get></string>
+ToString():string

	AretinoAppleJuice
+Price:do	uble< <get>></get>
+Calories	:uint< <get>></get>
< <event></event>	Changed:PropertyChangedEventHander > < <get,set>></get,set>
+SpecialI	nstructions:List <string><<get>></get></string>
+ToString	g():string

SailorSoda
+Price:double< <get>> +Calories:uint<<get>></get></get>
<pre>+PropertyChanged:PropertyChangedEventHander <<event>> +Ice:bool<<get,set>> +Flavor:SodaFlavor<<get,set>> +SpecialInstructions:List<string><<get>></get></string></get,set></get,set></event></pre>
Specialist delling seget
+ToString():string

	MarkarthMilk
	Price:double< <get>> Calories:uint<<get>></get></get>
+]	PropertyChanged:PropertyChangedEventHander <event>> Ice:bool<<get,set>></get,set></event>
+5	SpecialInstructions:List <string><<get>></get></string>
+"]	ToString():string