Combo.cs

Combo
- +<<event>> PropertyChanged: PropertyChangedEvent Handler
- +Price: Double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: IEnumerable<string> <<get>>
- +Entree: Entree<get, set>
- +Side: Side<get, set>
- +Drink: Drink<get,set>

Order.cs

Order
- -lastOrderNumber: uint
- -items: List<IOrderItem>
- +items: IEnumerable<IOrderItem>> <<get>>
- +Subtotal: double<<get>>
- +<<event>> PropertyChanged: PropertyChangedEvent Handler
- +Add(item: IOrderItem)
- +Remove(item:IOrderItem)

<<interface>>IOrderItem
- +Price: Double <<get>>
- +Calories: uint <<get>>
- +SpecialInstructions: IEnumerable<string> <<get>>

Entree

<<Interface>>
System.ComponentModel.INotifyPropertyChanged

Drink

Side

IOrderItem.cs

<<Interface>>
IOrderItem
- +Price: double <<get>> {interface}
- +Calories: uint <<get>> {interface}
- +SpecialInstructions List<string><<get>> {interface}

Entree.cs

<>
Entree
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}

Side.cs

<>
Side
- +Size: Size <<get, set>> = Size.Small {virtual}
- +Price: double <<get>> {abstract}
- +Calories: uint <<get>> {abstract}

BleakwindBuffet.Data.Enums

<<Enumeration>>
Size
- Small
- Medium
- Large

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

Menu
- -Entrees: List<IEnumerable>
- -Sides: List<IEnumerable>
- -Drinks: List<IEnumerable>

BleakwindBuffet.Data.Drinks

AretinoAppleJuice
- -ice: bool = false
- -size: Size = Size.Small
- +Ice: bool <<get, set>>
- +Size: Size <<get, set>>
- -memberName
- +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}

Menu.cs

Menu.cs
- +Entrees: IEnumerable<IOrderItem> <<entrees>>
- +Drinks: IEnumerable<IOrderItem> <<drinks>>
- +Sides: IEnumerable<IOrderItem> <<sides>>
- +FullMenu: IEnumerable<IOrderItem> <<entrees, drinks, sides>>
- +ToString(): string {override}

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}
- -memberName

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.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}

Drink.cs

<>
Drink
- +Price: double<<get>> {abstract}
- +Calories: uint <<get>> {abstract}
- +SpecialInstructions: List<string> <<get>> {abstract}
- +Size: Size <<get, set>> = Size.Small {virtual}
- +Ice: bool <<get, set>> = true