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// CornBread.cpp

/* A personal favorite and great with chili! If you choose the GlutenFree option,
   be aware that Product will have a short shelf life and should be frozen or
   consumed within 2 days to avoid spoilage */

#include CFood.h

Product *CornBread(bool GlutenFree){
    Product Amaizing = new Product;
    Ingredient Dry[]{
        if(GlutenFree){
            Measure("CornStarch", LM.Cup, .25);
            Measure("RiceFlour", LM.Cup, .25);
            Measure("XanthanGum", LM.Tsp, .5);
        }
        else {
            Measure("AllPurposeFlour", LM.Cup, .5);
        }
    }
    Measure("CornMeal", LM.Cup, 1.5);
    Measure("Sugar", LM.Tbl, 2);
    Measure("BakingPowder", LM.Tsp, 2.5);
    Measure("Salt", LM.Tsp, .75);
};

Ingredient Liquid[]{
    Measure("Egg", Each, 1);
    Measure("Milk", LM.Cup, 1);
    Measure("SaladOil", LM.Cup, .25);
};

Ingredient Lubricant=({"Shortening", "Butter"}, LM.Tsp, 1);
CookThing LiquidBowl = PickHolder(Vessel.Bowl, LM.Qt, 1);
CookThing DryBowl = PickHolder(Vessel.Bowl, LM.Qt, 2);
CookThing BakingPan = PickBaker(Pan.BakingPan, 9, 9);
Oven.PreHeat(450);
BakingPan.Lubricate(Lubricant);
DryBowl.Insert(Dry);
while(Dry.Appearance < Appears.MixedWell){
    DryBowl.Stir(HandTool.Whisk);
}
LiquidBowl.Insert(Liquid);
while(Liquid.Appearance < Appears.MixedWell){
    LiquidBowl.Whip(HandTool.Whisk);
}
LiquidBowl.Contents.Pour(DryBowl);
while(LiquidBowl.Contents.Appearance < JustMixed){
    DryBowl.Stir(HandTool.Whisk); // Overdo this and Product will be flat
}
DryBowl.Contents.Pour(BakingPan);
BakingPan.Agitate();
BakingPan.Insert(ven);

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While(BakingPan.Contents.Appearance < GoldenBrown){  
    wait(); // Approximately 25 minutes. Ovens vary...  
}  
Oven.Heat(0);  
Amaizing.Ingredients = BakingPan.Contents;  
Amaizing.Cut(Inch, 3, 3);  
Amaizing.SetYield(Each, 9);  
return Amaizing;  
}
```