Entree
<>
Entree

+Price: double <<get>> (abstract)
+Calories: uint <<get>> (abstract)
+SpecialInstructions: List<string> <<get>> (abstract)

AngryChicken
AngryChicken

+Bread: bool <<get, set>> = true
+Pickle: bool <<get, set>> = true
+Price: double <<get>> (override) = 5.99
+ Calories: uint <<get>> (override) = 190
+SpecialInstructions: List<string> <<get>> (override)

CowpokeChili
CowpokeChili

+Cheese: bool <<get, set>> = true
+SourCream: bool <<get, set>> = true
+GreenOnions: bool <<get, set>> = true
+TortillaStrips: bool <<get, set>> = true
+Price: double <<get>> (override) = 6.10
+ Calories: uint <<get>> (override) = 171
+SpecialInstructions: List<string> <<get>> (override)

PecosPulledPork
PecosPulledPork

+Bread: bool <<get, set>> = true
+Pickle: bool <<get, set>> = true
+Price: double <<get>> (override) = 5.88
+ Calories: uint <<get>> (override) = 528
+SpecialInstructions: List<string> <<get>> (override)

RustlersRibs
RustlersRibs

+Price: double <<get>> (override) = 7.50
+ Calories: uint <<get>> (override) = 894
+SpecialInstructions: List<string> <<get>> (override)

TexasTripleBurger
TexasTripleBurger

+Bun: bool <<get, set>> = true
+Ketchup: bool <<get, set>> = true
+Mustard: bool <<get, set>> = true
+Pickle: bool <<get, set>> = true
+Cheese: bool <<get, set>> = true
+Tomato: bool <<get, set>> = true
+Lettuce: bool <<get, set>> = true
+Mayo: bool <<get, set>> = true
+Bacon: bool <<get, set>> = true
+Egg: bool <<get, set>> = true
+Price: double <<get>> (override) = 6.45
+ Calories: uint <<get>> (override) = 698
+SpecialInstructions: List<string> <<get>> (override)

DakotaDoubleBurger
DakotaDoubleBurger

+Bun: bool <<get, set>> = true
+Ketchup: bool <<get, set>> = true
+Mustard: bool <<get, set>> = true
+Pickle: bool <<get, set>> = true
+Cheese: bool <<get, set>> = true
+Tomato: bool <<get, set>> = true
+Lettuce: bool <<get, set>> = true
+Mayo: bool <<get, set>> = true
+Price: double <<get>> (override) = 5.20
+ Calories: uint <<get>> (override) = 464
+SpecialInstructions: List<string> <<get>> (override)

TrailBurger
TrailBurger

+Bun: bool <<get, set>> = true
+Ketchup: bool <<get, set>> = true
+Mustard: bool <<get, set>> = true
+Pickle: bool <<get, set>> = true
+Cheese: bool <<get, set>> = true
+Price: double <<get>> (override) = 4.50
+ Calories: uint <<get>> (override) = 288
+SpecialInstructions: List<string> <<get>> (override)

Side
<>
Side

+Size: Size <<get, set>> = Size.Small (virtual)
+Price: double <<get>> (abstract)
+Calories: uint <<get>> (abstract)

ChiliCheeseFries
ChiliCheeseFries

+Price: double <<get>> (override)
+Calories: uint <<get>> (override)

BakedBeans
BakedBeans

+Price: double <<get>> (override)
+Calories: uint <<get>> (override)

CornDodgers
CornDodgers

+Price: double <<get>> (override)
+Calories: uint <<get>> (override)

PandeCampo
PandeCampo

+Price: double <<get>> (override)
+Calories: uint <<get>> (override)

Size
<<enum>>
Size

Small
Medium
Large

SodaFlavor
<<enum>>
SodaFlavor

CreamSoda
OrangeSoda
Sarsparilla
BirchBeer
RootBeer

Drink
<>
Drink

+Size:Size <<get>> = Size.Small
+Price:double<<get>> (abstract)
+Calories:uint<<get>> (abstract)
+Ice:bool<<get, set>> (abstract)
+SpecialInstructions: List<string>
<<get>> (abstract)

JerkedSoda
JerkedSoda

+Size:Size <<get>> = Size.Small
+Flavor:SodaFlavor<<get, set>> (override)
+Price:double<<get>> (override)
+Calories:uint<<get>> (override)
+Ice:bool<<get, set>> (override)
+SpecialInstructions: List<string> <<get>> (override)

TexasTea
TexasTea

+Size:Size <<get>> = Size.Small
+Price:double<<get>> (override)
+Calories:uint<<get>> (override)
+Sweet:bool<<get>> = true
+Lemon:bool<<get>> = false
+Ice:bool<<get, set>> (override)
+SpecialInstructions: List<string>
<<get>> (override)

CowboyCoffee
CowboyCoffee

+Size:Size <<get>> = Size.Small
+Price:double<<get>> (override)
+Calories:uint<<get>> (override)
+RoomForCream:bool<<get, set>> = false
+Decaf:bool<<get,set>> = false
+Ice:bool<<get, set>> (override)
+SpecialInstructions: List<string> <<get>>
(override)

Water
Water

+Size:Size <<get>> = Size.Small
+Price:double<<get>> (override) = .12
+Calories:uint<<get>> (override) = 0
+Lemon:bool<<get>> = false
+Ice:bool<<get, set>> (override)
+SpecialInstructions: List<string>
<<get>> (override)

+ operation1(params):returnType
- operation2(params)
- operation3()