

<<enum>> size
small medium large

<<enum>> Sodaflavor
CreamSoda OrangeSoda Sarsparilla BirchBeer RootBeer

<<abstract>> Drink
+Price:double <<get>> {abstract} +Calories:uint <<get>> {abstact} +SpecialInstrctuctions:list<string><<get>> {abstract} +size : Size <<get,set>> = Size.Small {virtual} +Ice : bool <<get,set>> = true {virtual}

water
+Price : double <<get>> = .12 {override} +Calories : uint <<get>> = 0 (override) +SpecialInstructions : List<string> <<get>> {override} +Lemon : bool <<get,set>> = false
+toString:String {override}

JerkedSoda
+Price : double <<get>> {override} +Calories : uint <<get>> (override) +SpecialInstructions : List<string> <<get>> {override} +Flavor : SodaFlavor <<get>>
+toString:String {override}

CowboyCoffee
+Price : double <<get>> {override} +Calories : uint <<get>> (override) +SpecialInstructions : List<string> <<get>> {override} +Ice:bool <<get, set>> = false {override} +RoomForCream : bool <<get,set>> = false +Decaf : bool <<get,set>> = false
+toString:String {override}

TexasTea
+Price : double <<get>> {override} +Calories : uint <<get>> (override) +SpecialInstructions : List<string> <<get>> {override} +Sweet : bool <<get,set>> = true +Lemon : bool <<get,set>> = false
+toString:String {override}

ChiliCheeseFries
+price:double <<get>> {override} +Calories:uint<<get>> {override}
+toString:String {override}
BakedBeans
+price:double <<get>> {override} +Calories:uint<<get>> {override}
+toString:String {override}
CornDodgers
+price:double <<get>> {override} +Calories:uint<<get>> {override}
+toString:String {override}
PanDeCampo
+price:double <<get>> {override} +Calories:uint<<get>> {override}
+toString:String {override}

<<abstract>> Side
+Size:Size<<get,set>> = Size.small +Price:double <<get>> {abstract} +Calories:uint <<get>> {abstact}

<<abstract>> Entree
+Price:double <<get>> {abstract} +Calories:uint <<get>> {abstact} +SpecialInstrctuctions:list<string><<get>> {abstract}

PecosPulledPork
+Bread:bool <<get,set>> = true +Pickle:bool <<get,set>> = true +Price:double <<get>> = 5.88 {override} +Calories:uint <<get>> = 528 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

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>> = 4.50 {override} +Calories:uint <<get>> = 288 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

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>> = 6.45 {override} +Calories:uint <<get>> = 698 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

AngryChicken
+Bread:bool <<get, set>> = true +Pickle:bool <<get, set>> = true +Price:double <<get>> = 5.99 {override} +Calories:uint <<get>> = 190 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

CowpokeChili
+Cheese:bool <<get,set>> = true +SourCream:bool<<get,set>> = true +GreenOnions:bool<<get,set>> = true +TortillaStrips:bool<<get,set>> = true +Price:double <<get>> = 6.10 {override} +Calories:uint <<get>> = 171 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

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>> = 5.20 {override} +Calories:uint <<get>> = 464 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}

RustlersRibs
+Price:double <<get>> = 7.50 {override} +Calories:uint <<get>> = 894 {override} +SpecialInstructions:list<string><<get>> {override}
+toString:String {override}