App

TexasTripleBurger
+ Bun:bool <<get, set>> = true
+ Pickle:bool <<get, set>> = true
+ Mustard:bool <<get, set>> = true

DakotaDoubleBurger

MainWindow
+MainWindow() -OrderControl_Loaded:void (object sender, RoutedEventArgs e)

OrderControl
+OrderControl()

<>

DakotaDoubleBurger

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

+ToString():string{override}

+ Bun:bool <<get, set>> = true
+ Pickle:bool <<get, set>> = true
+ Mustard:bool <<get, set>> = true
+ Cheese:bool <<get, set>> = true
+ Ketchup:bool <<get, set>> = true
+Tomato:bool <<get, set>> = true
+ Lettuce:bool <<get, set>> = true
+ Bacon:bool <<get, set>> = true
+ Egg:bool <<get, set>> = true
+ Price:double <<get>> = 5.99
+ Calories:unit <<get>> = 190
+SpecialInstructions:List<string> <<get>>

+ToString():string{override}

CowpokeChili

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

+ToString():string{override}

Trailburger

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

+ToString():string{override}

Pecos Pulled Pork

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

+ToString():string{override}

RustlersRibs

+ Price:double <<get>> =7.50
+ Calories:unit <<get>> = 894
+SpecialInstructions:List<string> <<get>>

+ToString():string{override}

AngryChicken

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

+ToString():string{override}

Texas

+ Price:double <<get>
+ Calories:uint <<get>
+Sweet:bool<<get,set
+ Lemon: bool <<get,
+ SpecialInstructions:
set>> {override}

+ToString():string{ove

<> Entree

+ Price:double <<get>> {abstract}
+ Calories:uint <<get>> {abstract}
+ SpecialInstructions:List<string> <<get, set>> {virtual}

+ToString():string{override}

<<enum>> Size

Small
Medium
Large

<> Side

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

+ToString():string{override}

<<enum>> SodaFlavor

CreamSoda,
OrangeSoda,
Sarsaparilla,
BirchBeer,
RootBeer

<> Drink

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

+ToString():string{override}

CornDodgers

/ Size:Size <<get, set>> = Size.small
/ Price:double <<get>> {override}
/ Calories:uint <<get>> {override}

+ToString():string{override}

[partial box]

/ Size:
/ Price
/ Calo

+ToSt

TexasTea

e <<get>> {override}
t <<get>> {override}
<<get,set>>
l <<get, set>>
ructions:List<string> <<get,
le}

ring{override}

CowboyCoffee

+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+Ice: bool <<get, set>> = false
+ RoomForCream: bool << get,set>> = false
+ SpecialInstructions:List<string> <<get, set>> {override}

+ToString():string{override}

JerkedSoda

+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+Flavor:SodaFlavor << get, set>>
+ SpecialInstructions:List<string> <<get, set>> {override}

+ToString():string{override}

Water

+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Lemon: bool <<get, set>> = false
+ SpecialInstructions:List<string> <<get, set>> {override}

+ToString():string{override}

BakedBeans

/ Size:Size <<get, set>> = Size.small
/ Price:double <<get>> {override}
/ Calories:uint <<get>> {override}

+ToString():string{override}

Pan deCampo

/ Size:Size <<get, set>> = Size.small
/ Price:double <<get>> {override}
/ Calories:uint <<get>> {override}

+ToString():string{override}

ChiliCheeseFries

/ Size:Size <<get, set>> = Size.small
/ Price:double <<get>> {override}
/ Calories:uint <<get>> {override}

+ToString():string{override}