## <<interface>> IMenuItem

- + Name: string <<get>>
- + Description: string <<get>>
- + Price: decimal <<get>>
- + Calories: uint <<get>>
- + PreparationInformation: IEnumerable<string> <<get>>

## Entree

- + Name: string <<get>>
- + Description: string <<get>>
- + Price: decimal <<get>>
- + Calories: uint <<get>>
- + SalsaType: Salsa <<get, set>>
- + DefaultSalsa: Salsa <<get, set>>
- + PreparationInformation: IEnumerable<string> <<get>>
- + BaseIngredient: IngredientItem <<get, set>>
- + PossibleToppings: Dictionary<Ingredient, IngredientItem> <<get, set>>

## Drink

- + Name: string <<get>>
- + Description: string <<get>>
- + Size: Size <<get, set>>
- + Price: decimal <<get>>
- + Calories: uint <<get>>
- + PreparationInformation: IEnumerable<string> <<get>>

## IngredientItem

- + IngredientType: Ingredient <get>
- + Name: string <get>
- + Calories: uint <get>
- + decimal UnitCost: decimal
- + Included: bool <get, set>
- + Default: bool <get, set>
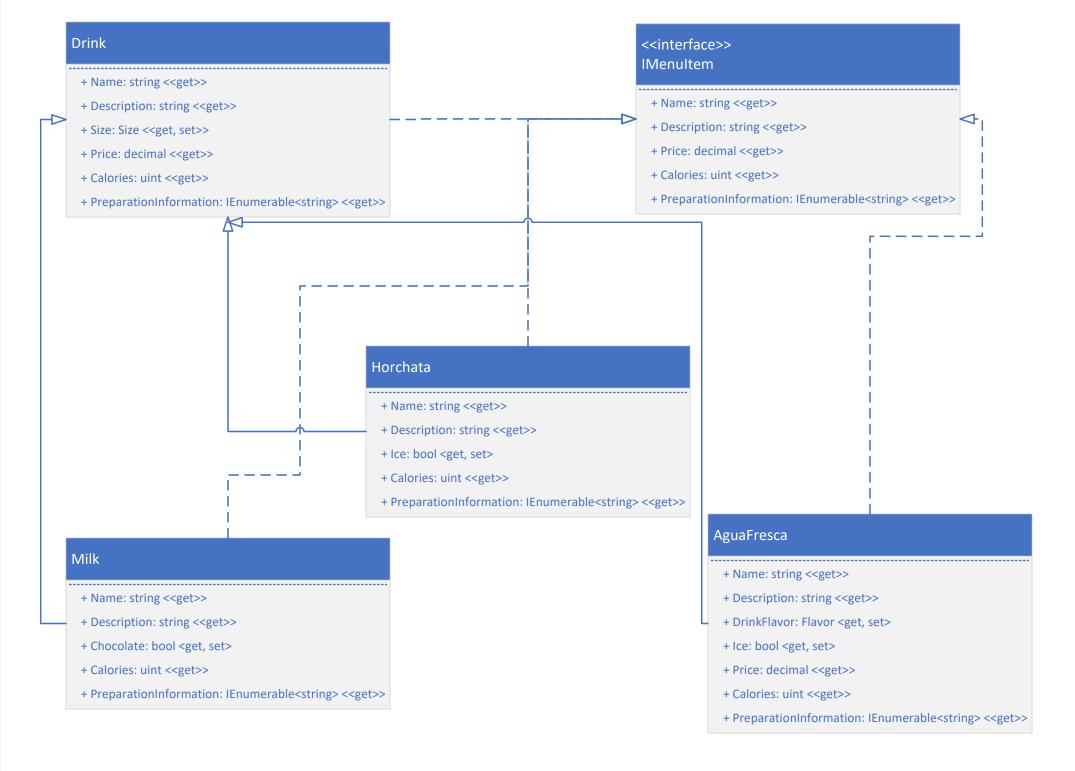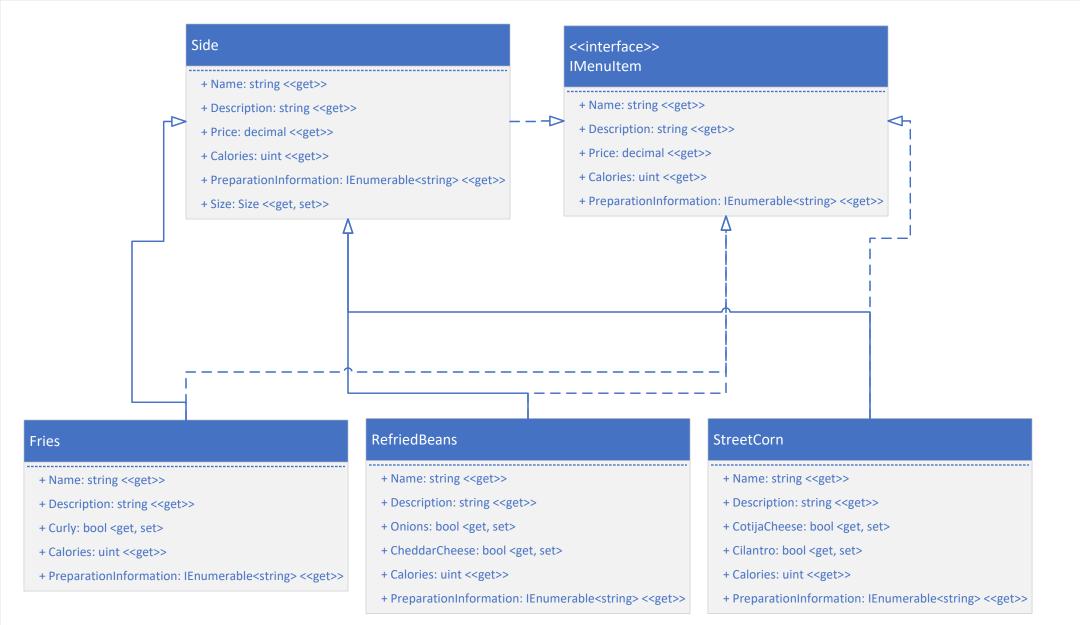- + IngredientItem (i: Ingredient)

## <<Enumeration>> Ingredient

## <<Enumeration>> Salsa

## <<Enumeration>> Size

## <<Enumeration>> Flavor

## Side

- + Name: string <<get>>
- + Description: string <<get>>
- + Price: decimal <<get>>
- + Calories: uint <<get>>
- + PreparationInformation: IEnumerable<string> <<get>>
- + Size: Size <<get, set>>

## <<Interface>> ICollection<IMenuItem>

## Order

- + Subtotal: decimal <<get>>
- + TaxRate: decimal <<get, set>>
- + Tax: decimal <<get>>
- + Total: decimal <<get>>

## KidsMeal

- + Name: string <<get>>
- + Description: string <<get>>
- + Price: decimal <<get>>
- + Calories: uint <<get>>
- + PreparationInformation: IEnumerable<string> <<get>>
- + DrinkChoice: Drink
- + SideChoice: Side
- + Count: uint

**Entree**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ SalsaType: Salsa <<get, set>>

+ DefaultSalsa: Salsa <<get, set>>

+ PreparationInformation: IEnumerable<string> <<get>>

+ BaseIngredient: IngredientItem <<get, set>>

+ PossibleToppings: Dictionary<Ingredient, IngredientItem> <<get, set>>

**Bowl**

+ Name: string <get>

+ Description: string <get>

**CarnitasBowl**

+ Name: string <get>

+ Description: string <get>

+ Price: decimal <<get>>

**GreenChickenBowl**

+ Name: string <get>

+ Description: string <get>

+ Price: decimal <<get>>

**SpicySteakBowl**

+ Name: string <get>

+ Description: string <get>

+ Price: decimal <<get>>

**<<interface>>**
**IMenuItem**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

**Nacho**

+ Name: string <get>

+ Description: string <get>

**ChickenFajitaNachos**

+ Name: string <get>

+ Description: string <get>

+ Price: decimal <<get>>

**ClassicNachos**

+ Name: string <get>

+ Description: string <get>

+ Price: decimal <<get>>

**IngredientItem**

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

**<<Enumeration>>**
**Ingredient**

**<<Enumeration>>**
**Salsa**

**<<Enumeration>>**
**Size**

## Drink

+ Name: string <<get>>

+ Description: string <<get>>

+ Size: Size <<get, set>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

## <<interface>>
## IMenuItem

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

## IngredientItem

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

## <<Enumeration>>
## Size

## <<Enumeration>>
## Flavor

## Horchata

+ Name: string <<get>>

+ Description: string <<get>>

+ Ice: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

## Milk

+ Name: string <<get>>

+ Description: string <<get>>

+ Chocolate: bool <get, set>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

## AguaFresca

+ Name: string <<get>>

+ Description: string <<get>>

+ DrinkFlavor: Flavor <get, set>

+ Ice: bool <get, set>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

**KidsMeal**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

+ DrinkChoice: Drink

+ SideChoice: Side

+ Count: uint

---

**<<interface>>**
**IMenuItem**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

---

**IngredientItem**

+ IngredientType: Ingredient <get>

+ Name: string <get>

+ Calories: uint <get>

+ decimal UnitCost: decimal

+ Included: bool <get, set>

+ Default: bool <get, set>

+ IngredientItem (i: Ingredient)

---

**ChickenNuggetsMeal**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

---

**CornDogBitesMeal**

+ Name: string <<get>>

+ Description: string <<get>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

---

**SlidersMeal**

+ Name: string <<get>>

+ Description: string <<get>>

+ AmericanCheese: bool <<get, set>>

+ Price: decimal <<get>>

+ Calories: uint <<get>>

+ PreparationInformation: IEnumerable<string> <<get>>

---

**<<Enumeration>>**
**Ingredient**

---

**<<Enumeration>>**
**Salsa**

---

**<<Enumeration>>**
**Size**

---

**<<Enumeration>>**
**Flavor**