

+Mustard: bool << get, set>>

+Pickle: bool <<get, set>>

+Cheese: bool <<get, set>>

+Tomato: bool <<get, set>>

+Lettuce: bool <<get, set>>

+Mayo: bool <<get, set>>

+Bacon: bool << get, set>>

+Egg: bool <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

+ToString(): string {override}

+SpecialInstructions: List<string> <<get>> {override}

<u>Menu</u>

+SpecialInstructions: List<string> <<get>>

+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

+Price: double <<get>>

+Calories: uint <<get>>

+ToString(): string {override}

ThugsTBone

<<Interface>> IOrderItem

> +SpecialInstructions:List<string> << get>> +SpecialInstructions: List<string> <<get>> +SpecialInstructions: List<string> <<get>> +SpecialInstructions: List<string> <<get>> -size: Size = Size.Small -flavor: SodaFlavor = SodaFlavor.Cherry +lce: bool <<get, set>> +Flavor: SodaFlavor <<get, set>> +Price: double <<get>> +Calories: uint << get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override} WarriorWater -ice: bool = true -lemon: bool = false -size: Size = Size.Small +lce: bool <<get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>>

> > +SpecialInstructions: List<string> <<get>>

+ToString(): string {override}