





```
+ set_ingredient_limit(self, ingredient_name:
str, amount: float): void

+ modify_buns(inventory: Inventory,
*ingredient: Ingredient): void

+ modify_wraps(inventory: Inventory,
*ingredient: Ingredient): void

+ modify_patties(inventory: Inventory,
*ingredient: Ingredient): void

+ modify_other_ingredients(inventory:
Inventory, *ingredient: Ingredient): void

+ review(): void
```

