

+Ketchup: bool <<get, set>> = true

+Mustard: bool <<get, set>> = true

+Pickle: bool <<get, set>> = true

+ToString(): string {override}

+Cheese: bool <<get, set>> = true

+Price: double <<get>> = 4.50 {override}

+Calories: uint <<get>> = 288 {override}

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

+Lettuce: bool <<get, set>> = true

+Mayo: bool <<get, set>> = true

+Bacon: bool <<get, set>> = true

+Price: double <<get>> = 6.45 {override}

+Calories: uint <<get>> = 698 {override}

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

+Egg: bool <<get, set>> = true

+ToString(): string {override}

+Ketchup: bool <<get, set>> = true

+Mustard: bool <<get, set>> = true

+Cheese: bool <<get, set>> = true

+Price: double <<get>> = 5.20 {override}

+Calories: uint <<get>> = 464 {override}

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

+PIckle: bool <<get, set>> = true

+ToString(): string {override}