CowbovCafe UML Entree \<<abstract>> Easton Bolinger | February 17, 2020 CowpokeChilli + Price: double << get>> {abstract} + Calories: uint << get>> {abstract} TrialBurger +Price: double <<get>> {override} = 6.10 + SpecialInstructions: List<string> +Calories: uint <<get>> {override} = 171 <<get>> {abstract} +SpecialInstructions: List<string> << get>> +Price: double <<get>> {override} = 4.50 +Calories: uint <<get>> {override} = 288 {override} +Cheese: bool <<get, set>> = true +SpecialInstructions: List<string> <<get>> {override} +SourCream: bool <<get, set>> = true +Bun: bool <<get, set>> = true +GreenOnions: bool <<get, set>> = true +Ketchup: bool <<get, set>> = true +TortillaStrips: bool <<get, set>> = true +Mustard: bool <<get, set>> = true +Pickle: bool <<get, set>> = true +Cheese: bool <<get, set>> = true AngryChicken + Bread: bool <<get, set>> = true + Pickle: bool <<get, set>> = true DakotaDoubleBurger + Price: double <<get>> {override} = 5.99 + Calories: uint <<get>> {override} = 199 +Price: double <<get>> {override} = 5.20 + SpecialInstructions List<string> << get>> {override} +Calories: uint <<get>> {override} = 464 +SpecialInstructions: List<string> << get>> {override} +Bun: bool <<get, set>> = true +Ketchup: bool <<get, set>> = true +Mustard: bool <<get, set>> = true PecosPulledPork +Pickle: bool <<get, set>> = true +Cheese: bool <<get, set>> = true +Tomato: bool <<get, set>> = true +Price: double <<get>> {override} = 5.88 +Lettuce: bool <<get, set>> = true +Calories: uint <<get> {override} = 528 +Mayo: bool <<get, set>> = true +SpecialInstructions: List<string> <<get>> {override} +Bread: bool <qet, set>> = true +Pickle: bool <<get, set>> = true TexasTripleBurger +Price: double <<get>> {override} = 6.45 +Calories: uint <<get>> {override} = 698 RustlerRibs +SpecialInstructions: List<string> << get>> {override} +Price: double <<get>> {override} = 7.50 +Bun: bool <<get, set>> = true +Calories: uint <<get>> {override} = 894 +Ketchup: bool <<get, set>> = true +SpecialInstructions: List<string> +Mustard: bool <<get, set>> = true <<get>> {override} +Pickle: bool <<get, set>> = true +Cheese: bool <<get, set>> = true +Tomato: bool <<get, set>> = true +Lettuce: bool <<get, set>> = true +Mayo: bool <<get, set>> = true +Bacon: bool <<get, set>> = true +Egg: bool <<get, set>> = true

